

## Stu Sells Oakville Tankard -- General Rules

- General Rules of Curling Governed under CCA/OCA Rules of Curling.
- **Please be aware of your time.** Slow play has become an issue, both in getting started, draw to button and game play. **A practice and shootout should take 3 minutes to execute per team.** An official may put teams on a clock who are slow. Ends should take 15 minutes to play. Should games be playing slow, a warning will be issued and teams will be put on the clock per end for rest of the game, receiving 8.5 minutes each. Teams will be allotted 1 one-minute timeout for remainder of game. Teams will each be allotted 10 minutes for extra end play, no timeouts. Penalty for running out of time is team will be unable to throw any more rocks in that end.
- **Coaches are allowed 2 time-outs per game, including Extra Ends.** Only 1 time-out per team allowed in extra ends. There are no officials to record timeouts, so please keep to one minute, the opposition should be timing to keep games moving at a good pace.
- **All Preliminary Robin and Playoff games will be 8 ends.**
- In the event of a tie after 8 ends, a full extra end will be played towards the glass.
- **Round Robin Hammer:** Flip a coin for *choice of rocks and first practice* OR *choice of side of sheet for draw to button and second practice*. We are implementing this to ensure both sides of the sheet are played during the pregame draw.
- Hammer in Round Robin games is determined by draw to button shootout, with no opposition sweeping. Each team will be permitted two TOTAL practice rocks, with their third rock to be measured. **Shootout scores DO NOT need to be recorded and are only used to determine hammer in the first end.**
- **Hammer or choice of rocks is assigned in the Playoffs games to the team who advanced through the higher Qualifier. If teams came out of the same qualifier, use draw to button for hammer.**
- **FOR Playoffs games, if hammer is pre-determined, teams are still permitted their 3 stones for practice.**
- If a team requires a spare, they must bring their own. They cannot use a person who has played for another team in this year's event as a regular player (lead, second, third or skip). Spare/Alternate players may play with multiple teams.
- Teams that are late for their game's start time (start time is considered to be the later of the scheduled start time and the time when their ice becomes available for play) will be penalized as follows:
  - 1 point, 1 end and loss of hammer after 10 minutes
  - another point and 1 end for every 10 minutes after that.
  - After 50 minutes, they game shall be considered forfeited.



## Determining Playoff Seeding

- Teams will be seeded into the Playoff draw based on the pre-determined assignments.