

STU SELLS OAKVILLE TANKARD MEN/WOMEN - General Rules

- **All Preliminary Round and Playoff games will be 8 ends.**
- **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.
- In the event of a tie after eight (8) ends, a full extra end will be played towards the glass
- Rock colours/Hammer are not pre-assigned.
- **Round Robin Hammer:** Flip a coin for *choice of rocks and first shootout* OR *choice of side of sheet for draw to button and second shootout*. We are implementing this to ensure both sides of the sheet are played during the pregame draw.
 - **NEW:** Teams will alternate shots in practice to save time.
 - Each team will be permitted two practice rocks, with their third rock to be measured and recorded by the opposition on the scoresheet. **Shootout distances do not need to be handed in as they're only used for deciding the hammer.**
 - **Playoffs: Hammer is assigned in the Playoffs games to the team with the higher event qualification. If both qualified through same event, follow rules to determine hammer/rock from Round Robin.**
- If a team requires a spare, they must bring their own. They cannot use a person who is listed in the lineup of another team in the event. Spare 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

- 8 teams will qualify for the Playoffs, with teams seeded 1-8 into the Playoff Round based on their qualifying position.

Details of pre-game shootout for hammer

- Record distance in a straight line from the bottom of the striking band on the rock to the pin hole. Any rock covering the pin from above will be counted as 0cms.
- If both players cover the pin OR neither player reaches the house, the same player will throw again, this time WITHOUT sweepers.