

## OAKVILLE FALL CLASSIC - General Rules

- WCF/Curling Canada rules in place. As World Curling Tour event, we will follow Canadian rules when 2 Canadian teams play and World rules when International teams are involved.
- 5-Rock Rule has been adopted this season for All events and will be played this weekend as well.
- **All Round-Robin and Playoff games will be 8 ends. No Tie-Breaker Games**
- **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 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, and also used for tiebreaker purposes. **Any draw shot not recorded will receive maximum distance.**
  - If both players cover the pin OR neither player reaches the house, the same player will throw again, this time WITHOUT sweepers.
  - **Playoffs: Choice of Hammer OR Rocks is assigned in the Playoffs games to the team with the better Round-Robin record. If tied, 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

- The top 8 teams overall will qualify for the Playoffs, with teams seeded 1-8 into the Playoff Round
- Tiebreaking Procedures are:
  - Win-Loss Record
  - Head to Head Record (If applicable, all teams must have played each other)
  - Shootout

## Details of tie-breaking shootout

- The team shootout score will consist of the 3 best scores during the draw to the button shootout. Teams will oversee their opposition's shootout and work together to record the distances from their games using the tape measure behind the sheet. Please contact bonspiel official in case of any discrepancies.
- 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. Record the first shootout for tie-breaker purpose, the 2<sup>nd</sup> shootout will only be for hammer.
- Please record all shots and turn them into a bonspiel official at the end of the game, with the final score of your game. Please record all shootout scores in centimetres.
- **Any Team who forgets to measure and record their shootout will receive the maximum distance on their shootout, a total of 195cms.**
- **Any rock that does not come to rest in the house, will receive the maximum distance, a total of 195cms.**

If teams are still tied after the shootout, the final stone will be used to break the tie. If teams remain tied, we will go back to head to head between the teams tied in the shootout, then score differential will be used from the round robin games. If teams still remain tied after this, a coin-flip will determine the tie.