



## Rules and Etiquette of Hardy Rock Curling

### Team Make-up

Teams must have a minimum of two of the team's listed players for that draw for the game to be counted otherwise they default (0 points). Each player is responsible for finding his own replacement and informing his skip of who is the replacement and when. Spares must replace a player at their listed position or higher with the exception of seconds who may replace the lead position. Players may play at any position but must remain at that position for the entire game. Spares should be first selected from the list of spares and at the position to be replaced (to give them the chance to play) only if the members of the list of spares are not available should a spare be obtained from another team. A team of 3 players is allowed with the first two players throwing 3 rocks each.

All disputes over team make-up will be settled between the skips prior to the game. Once a game has started no disputes will be entertained.

### Time Rule (3 Games per Day)

Eight end games should take ~2 hours. The 8th end can be started ONLY if the first rock can be delivered before the 2 hour time limit otherwise it is considered complete at the end of 7 ends. Examples: the first rock of the 8<sup>th</sup> end of a 9:30 game must be delivered before 11:30. The first rock of the 8<sup>th</sup> end of the 11:45 game must be delivered before 13:45. The first rock of the 8<sup>th</sup> end of a 14:00 game must be delivered before 16:00.

### Time Rule (4 games per day)

Eight end games should take ~2 hours. The 8th end can be started ONLY if the first rock can be delivered before the time limit (**10 minutes before the two hour time limit**) otherwise it is considered complete at the end of 7 ends. Examples: the first rock of the 8<sup>th</sup> end of a 8:30 game must be delivered before 10:20. The first rock of the 8<sup>th</sup> end of the 10:30 game must be delivered before 12:20. The first rock of the 8<sup>th</sup> end of a 13:00 game must be delivered before 14:50. The first rock of the 8<sup>th</sup> end of a 15:00 game must be delivered before 16:50.

### Minimum # of ends

The objective is to come out, get some exercise, and enjoy curling. The minimum number of ends to be played is 6. Less than 6 ends will mean a default (0 points)

### General Etiquette

Shake hands with your opponents before and after each game

When your opponents are preparing for delivery, stand to the side of the sheet, single file and between the hog lines. Move only after the stone has been released.

Only skips and thirds may congregate behind the tee line. They do not move or hold their brooms on the ice while the opposition is preparing to deliver a stone.

### **Be ready to go when it's your turn to deliver a stone.**

Being ready means standing in the hack, rock cleaned, waiting for the skip's instructions.

At the conclusion of an end, all players remain outside the rings until the opposing thirds have agreed on the score

To speed things along push the rocks to the appropriate coloured box **BUT; DO NOT SORT THEM**. Each player can find their own rock. The Lead should only find #1 rock and get ready for delivery.

At the conclusion of the game the third of the losing team should clean the ice.