

HUNTLEY CURLING CLUB

CLUB CHAMPIONSHIP RULES – Amended 18 February, 2019

General

1. The 4-rock Free Guard Zone will apply. However, during individual matches, should both skips agree prior to the match that the 5-rock FGZ will govern, it will be permitted.
2. Hair brooms and corn brooms are not permitted for sweeping, however they may be used as sliding devices for stone delivery.

Game duration

1. Regulation play is to be a maximum of 8 ends, with no time limitations.
2. For matches tied after regulation play, extra ends will be played toward the glass until a winner is decided.

Last rock assignment

1. Teams will flip for choice of either last rock or rock colour.
2. The flip may take any form as agreed by both teams.

Spares

1. A maximum of two Spares are permitted for any Championship match, subject to the conditions below.
2. Club Championship Spares may be selected from any League's most recent published Spares list. These Spares may play in any position and at any Division level.
3. Club Championship Spares may also be selected from those already eliminated from Championship play. However, these Spares may only play in the position of a missing regular team member, and may not play below the lowest division in which they were competing. The position of a regular team member is defined as their throwing position, which must be declared prior to commencement of the League or Club Championships.
4. Non-HCC members are not eligible to Spare in Championship rounds.
5. An opposing team can challenge the inclusion of a proposed Spare if they consider that Spare to be ineligible, but only prior to commencement of a match. If the challenge is disputed, and the teams cannot agree on eligibility, the match may proceed regardless, and will be subject to review later by the Match Director. If the ineligibility is confirmed the match will be considered a forfeit by the offending team.

Forfeiture and cancellation

1. A team unable to field at least 3 players, consisting of regular team members as well as Spares, will forfeit any match, subject to the conditions below.
2. A team arriving late to a match forfeits 1 point, 1 end, hammer and colour choice after 10 minutes past the scheduled start time, another point and end after 20 minutes, and the match after 30 minutes, providing the other team is on time to start the match.
