



# HAMILTON & DISTRICT

## MIXED CURLING CLASSIC

### BONSPIEL RULES

- 1) This bonspiel is governed by the rules of the O.C.A. for mixed competition, the 4 rock Free Guard Zone rule and the following:
- 2) Each host club shall appoint an Umpire to assist with games.
- 3) The entry shall consist of two men and two women and they shall play alternate positions.
- 4) All team members and spares must be eligible curling members of the same club (sponsor entries exempt) and for the Open section be at least nineteen (19) years of age and for the Senior Section be fifty-two (52) years of age for both men and ladies by the beginning date of the competition.
- 5) A team must play **at least two** of its original members for each game. Original members are defined as those on the entry form or starting the first game, but not both. A team unable to do so must forfeit the game.
- 6) A team may use maximum of two spares in a game. A spare cannot be a member of another team in this bonspiel. Once a substitute player has spared for the same team twice, that player becomes a member of that team, displacing an existing member for the balance of the bonspiel.
- 7) The skip must notify the Club Umpire, prior to the game, of the name(s) of spare(s) being used.
- 8) If the team cannot secure a spare, the Club Umpire is to be notified. The Umpire has the authority to add a spare.
- 9) If necessary to play only three players, the first two players shall throw three rocks each. In semi-final and final games, teams **must** consist of four (4) players.
- 10) If a game is delayed because one team is late, the team causing the delay shall be penalized one point, and one end declared played, for each 10 minutes late. The team causing the delay shall play first rock to start the game. If a team is more than 30 minutes late, the game shall be forfeited.
- 11) All games shall be eight (8) ends. A game should be played in two (2) hours. Although there is no exact time limit, the umpire may intervene to ensure that pace of play is maintained to allow for the next draw.
- 12) In the event of a tie before the semi-finals, the winner shall be decided by drawing a single rock towards the glass with sweeping to the button. For the semi-finals and finals the winner shall be decided by playing a full end towards the glass.
- 13) Teams shall flip for hammer of the game. Sheet number is predetermined by host umpire, and rock colour is predetermined by draw sheet.
- 14) Lunch and Prizes are awarded to all Finalists. Prizes are awarded for all semi-finalists, with a minimum of two (2) games won.
- 15) The decision of the onsite umpire is final on all matters.