

Copper Country Curling Club Rules of Play 2009

1. All games of the Copper Country Curling Club shall be governed by the rules of the United States Curling Association and detailed in "Rules of Play- Club and Bonspiel Use" dated Sept 2008, or later, except as follows.
2. Games shall be eight ends.
 - a. If the sheet of ice has no more scheduled activity that evening, teams may take as long as necessary to complete their games. Ties may be broken by playing a full end.
 - b. If another game is scheduled on that sheet of ice, no end shall start less than 10 minutes prior to the completion of the two-hour part-time. Ties shall be broken by playing a half end (4 stones per team). If the game is still tied after the half end, each team shall select a player to throw one stone. The stone closest to the button will be declared the winner (takeout not permitted).
3. Teams are required to play with at least two original members (2 plus one substitute or two plus two substitutes). *Skips/Thirds are not permitted to substitute for Seconds or Leads.*
4. Teams not ready to play (minimum of three players present, and satisfying rule number 3 above) at the designated time, or when the sheet is cleared from the previously scheduled game, shall be penalized as follows: 1 to 10 minutes late- 1 point, loss of hammer, game starts with 2nd end; 11 to 15 minutes late- 2 points, loss of hammer, game starts with 3rd end; more than 15 minutes- game forfeit.
5. Skips of the winning team are responsible for cleaning and pebbling the ice prior to the start of the next game on that sheet, that evening.
6. The skips are responsible for;
 - a. The sportsmanlike conduct of their players
 - b. Expeditious game play
 - c. Informing team members of changes in playing or practice times.
7. The ice surface will be deemed NOT playable, and game play cancelled, if conditions cause;
 - a. melting of the ice surface (indicated by failure of the pebble to freeze, or wet sweeping pads)
 - b. a legal draw shot takes less than 18 seconds when timed from near tee to stop
 - c. a curler of reasonable strength cannot consistently throw a stone past the hog line.
8. Games cancelled due to Rule 7 PRIOR to the start of play will be rescheduled at the earliest convenience to both teams. Games cancelled after the start of play will be rescheduled at the earliest convenience to both teams, and restart at the point immediately after the last COMPLETED end when the ice was determined to be unplayable.
9. The club President and/or Vice President will be responsible for determination of play postponement due to weather conditions. Determination will be made no later than 4:30pm. The President and/or Vice President will inform one member for each team who **will be responsible for notifying other team members** of any schedule changes.
10. Teams may postpone games by mutual consent and permission of club President or Vice President. Denial of such change may be made on the basis of ice availability or previous ice commitments (check www.coppercountrycurlingclub.com for scheduled Drill House events).