

SIMCOE CURLING CLUB START TIME RULES

These rules are applicable to all leagues at the Simcoe Curling Club. The rules are intended to ensure that games start on time. The rules are mandatory – i.e. the offending skip does not have the right to waive the rules.

1. Teams must be on the ice and ready to curl at the “designated time”, which is the scheduled starting time of the game, or when the ice technician has the ice prepared for play, whichever comes later.

“Ready to curl” means that a properly constituted team under the rules of the specific league must be on the ice and prepared to begin play.

The ice is considered to be prepared for play when declared by the ice technician. This is indicated by the ice technician clearing the scoreboard of scores from a previous game.

2. In the event that one team is ready but the other is not 5 minutes after the designated time, the non-offending team receives one point and will have last stone in the first end of actual play. One end is considered complete.

Fifteen minutes after the designated start time, the non-offending team receives one additional point and will have last stone in the first end of actual play. Two ends are considered complete.

This pattern will continue for each 10 minutes that one team is not ready to play. If the game has not started 30 minutes after the designated time, the game will be forfeited to the non-offending team.

3. In the event that neither team is ready to play 5 minutes after the designated time, a “dead end” will be hung and one end is considered complete.

Fifteen minutes after the designated start time, a second end will be hung and two ends are considered completed.

This pattern will continue for each 10 minutes that the teams are not ready to play. If the game has not started 30 minutes after the designated time, it is cancelled for that draw time. Individual league rules will apply for such cancelled games.

4. In the event that there is a delay in starting a game caused by both teams as in item 3 above, but subsequently one team becomes ready to curl, the rule from item 2 above will be in effect for subsequent 10 minute increments until both teams are ready to play or until the game is forfeited.