



**DUNFERMLINE
CURLING
CLUB**

Competition Rules

July 2018

General Rules

These Rules have been drawn up to assist Members in deciding the proper conduct of matches and legitimate composition of Rinks. Inevitably, circumstances will occasionally occur which are not precisely covered by the Rules. In these circumstances, Members may wherever practical seek further guidance from the Secretary/Match Secretary.

However, it is expected that all matches will be played to the spirit of the Rules and in the sportsmanship and fellowship of good curling. Dunfermline Curling Club will play its games generally in accordance with RCCC Rules, but with minor modifications to make these Rules more easily applicable within the Club.

Explanation and clarification of particular Rules will be found at the back of this Rule Book.

Rule 1.

a) Skips are responsible for making such arrangements as are necessary to ensure that their Rink appears at the correct time and venue as intimated in the Fixture Book.

b) Notwithstanding a) above, each Member of the Rink has an individual responsibility to ensure that he is present in good time to play in any fixture.

Rule 2.

Members not appearing and not arranging Substitutes may be held liable for **the cost of the whole sheet of ice - not just their own share of the ice.**

Rule 3.

a) Any Member who is unable to play on the date specified shall obtain a substitute and inform his Skip. The substitute player will play in the "Lead" position.

Where two players have been substituted, one may play in the "Second" position.

Where the Fixture Book indicates that there is a Nominated Person who will find substitutes, then defaulting players should inform the Nominated Person of their unavailability to play.

b) If any two players from the top three are unable to play in any game, then a "Third" player from any Thistle Trophy Rink may be substituted.

In the event that this is required, existing players from the depleted Rink

must be promoted, but by not more than one position. (i.e. "Lead" players must play second stones, etc)

c) Substitutes for other positions should be obtained as per General Rule 3a).

It is expected that Skips and other "Third" players will not then need to be substituted into a depleted Rink. However, if this is required, then these Skips or "Third" players must play in the "Lead" position.

Rule 4.

The "Third" players in the Rinks will be responsible for marking the score board during any Club game.

The "Second" players in the Rinks will be responsible for marking the score card so that it is in agreement with the board.

The Skip of the winning Rink will be responsible for the score card being returned to the Match Secretary. (Mutual agreement as to which Skip if the game be drawn).

Rule 5.

When a game is being played by time, no Head (new end) may be started after the Time Signal has been given to end the game.

If the Time Signal has not been given before the last stone of the last played Head has come to rest, then another Head (end) shall be played.

Rule 6.

Any stone which does not completely clear the Hog Score shall be considered a Hog and removed from the ice. However, no stone (or subsequent stone) shall be considered a Hog if it has struck, or come to rest, against, stone lying over the Hog Score and then not itself completely clearing the Hog Score.

Rule 7.

A stone passing the Back Score, and lying completely clear of it, is out of play and must be removed from the ice.

Rule 8.

Any stone which crosses, or touches, the Dividing Lines of indoor ice rinks, and then returns to its own side, shall be considered to be still in play.

If it comes to rest still across or touching the Dividing Line, it shall be removed from the ice.

Rule 9.

The game may be played if one or both Rinks has a minimum of three players. The late player(s) may join the game at any time, at which time

penalty shots shall be determined as follows:

Failing to appear after **TEN** minutes of the appointed starting time shall forfeit **TWO** shots.

Thereafter, for every additional **FIVE** minutes late, **ONE** extra penalty shot will be incurred until a maximum of **FOUR** penalty shots has been incurred.

Rule 10.

The onus for giving penalty shots will rest with the Skip of the defaulting Rink, who (after agreeing the penalty with the aggrieved Skip) shall instruct the opposing "Third" and "Second" players to record the shots as appropriate. Penalty shots cannot be entered at the end of a game, and **MUST** be claimed after 20 minutes of the appointed starting time, or as soon as the total penalty is realised, whichever is the sooner.

Rules Particular to Individual Competitions

LEAGUE - THISTLE TROPHY

1. All games will be played by time. Penalty shots will be incurred as per General Rule 9.
2. Members of the winning Rink in the League will be entitled to promotion by one place in the succeeding Season. (i.e. the winning Skip will be assured of his place, the winning "Third" will be entitled to skip, etc.)
3. The Skip, "Third" and "Second" players of the Rink finishing bottom of the League will be required to play one place lower in the succeeding Season. The "Lead" player will continue to play lead.
4. In any game played during the season, two points will be awarded for a win, and one point for a draw.
5. Position in the League at the end of the Season shall be determined in the following order: Points scored, Shots difference, Ends difference, Shots scored, Ends scored.

DOW MEDAL and CENTENARY PLAQUE

1. These Competitions will be played on a straight knockout basis.
2. All games will be played by time. Penalty shots will be incurred as per General Rule 9.
3. Rinks shall be played as drawn and published in the Fixture List. However, should any Member of a Rink be unable to play in the first published game, then the direct substitution into the Rink by a player of recognised equal ability shall be allowed.

4. Once an altered Rink has played its first game, that amended Rink shall continue **with players in their amended positions** until its elimination from the Competition, unless a further substitution is required. Any further substitutions must be as per General Rule 3a).

5. Substitutes should be obtained from the remainder of the Members not drawn to play in the Competition.

Should this be impossible, then players who were drawn to play "Lead" or "Second" in other Rinks and who have been eliminated from the Competition can be used. No player, however, will be allowed to play in more than two Rinks in the Competition.

6. Should any game finish in a draw, then the result shall be decided by 'Ends won'.

If 'Ends won' be equal, then the Rink with the highest number of shots scored at any one End will be the winner.

If there is still deadlock, the game will be decided by drawing a shot to the tee by any nominated player in the Rink. Normal sweeping rules will apply when drawing the shot.

BORLAND INSURANCE TROPHY - PAIRS

1. The Free Guard Zone rule will apply to the first two stones played by each Rink.

2. Games will be decided over FOUR Ends. The Final will be over SEVEN Ends.

As pairs games normally involve two Rinks using a single ice session, should the first pair only complete three Ends by the time 50 minutes have elapsed, then each player may only play two stones each in their fourth End.

3. Rinks shall be as drawn and published in the Fixture List.

However, should either Member of a Rink be unable to play the first game, then a direct substitute of recognised equal ability may be substituted.

4. Once an altered Rink has played its first game, that amended Rink should continue **with players in their amended position** until its elimination from the Competition, unless a further substitution is required.

5. Substitutes should be obtained from the remainder of the Members not drawn to play in the Competition, or those previously eliminated "Lead" players. No player will be allowed to play in more than two Rinks in the Competition.

6. If a player drawn as Skip is eliminated from the Competition, he cannot substitute in any of the remaining games.

7. Should any game finish in a draw, then the result will be decided by 'Ends won'. If 'Ends won' be equal, then the Rink with the highest number of shots scored at any one End will be the winner.

If there is still deadlock, the game will be decided by drawing a shot to the tee by either nominated player of the Rink. Normal sweeping rules will apply when drawing the shot.

HEMPSEED QUAICH, LOCHEND FARM SHOP TROPHY, FESTIVE BONSPIEL and BARRY STIRLING TROPHY.

1. The Competition shall be played as a bonspiel.
2. The Competition shall be played over an agreed maximum number of Ends, to be declared at the start of the bonspiel.
3. Opposing Rinks will be drawn before the start of the bonspiel.
4. The winners will be decided in the following order:
 - a) The Rink with the greatest number of shots difference at the end of the bonspiel.
 - b) The Rink with the greatest number of Ends won.
 - c) The Rink with the greatest Ends difference.
 - d) The Rink with the greatest number of shots scored at any one End.

POINTS COMPETITION.

1. This Competition will be played in accordance with Rules 116 to 122 of the RCCC Rule Book 1999.
2. The Committee will decide which of the ten Disciplines of the game will be played. The ten Disciplines are as follows:

- | | |
|-----------------|---------------------------|
| a) Striking | f) Wick and Curl in |
| b) Inwicking | g) Raising |
| c) Drawing | h) Chipping the Winner |
| d) Guarding | i) Drawing Through a port |
| e) Chap and Lie | J) Outwicking |

3. The winner of the Competition will be that Member scoring the greatest number of points. In the event of a tie, the Trophy will be shared by those players in the tie.

4. The winners of the team prize must satisfy the following conditions:
 - a) The players must all be from the same Thistle Trophy Rink.

- b) Only three players' scores will count towards the Kirkcaldy Trophy.
- c) The team scoring the greatest aggregate number of Points will win the Kirkcaldy Trophy.
- d) In the event that the aggregate Points are equal, the team with the best aggregate for disciplines in the order c); d); g) then h) above will win the Kirkcaldy Trophy.

BONSPIELS AGAINST NEIGHBOURING CLUBS (MARKINCH, INVERKEITHING, etc)

These Clubs are invited annually by Dunfermline Club to participate in a Bonspiel.

1. The Club winning the bonspiel will be that Club scoring the greater number of shots during the competition.
2. In the case of the Neighbouring Clubs bonspiel, the Neighbouring Clubs will win if they together score more shots than Dunfermline Club.
3. In the event of shots being equal, the club scoring the greater number of ends will be the winners.
4. The Rink on the winning side which will receive the Bonspiel Trophy will be that one which has won their game by the greatest number of shots.
5. In the event that Rinks have won by the same number of shots, then the Rink having won the greater number of ends will be awarded the Bonspiel Trophy.
6. If a further means is required to decide the Trophy winners, the Rink having scored the most shots at any one end will be selected.
7. In the event that any Club fails to field full Rinks, then **for the purposes of deciding the winners of the Bonspiel Trophy**, four penalty shots will be added to the score of any Rink playing against a Rink having less than four players.

BURT AND GRAHAM TROPHY AGAINST KINROSS CLUB.

This annual bonspiel is arranged mutually between the Clubs and the Rules are correspondingly mutually agreed by the Clubs.

Rule 1 Where a rink is short of a player there will be a 4-shot penalty. Where a player plays in both sessions he is required to lead in the second game. (March 2015)

EXPLANATION and CLARIFICATION of PARTICULAR RULES

General Rules.

Rule 1 a) Arrangements adopted by Skips will vary from (for example) telephoning players a few days before each game to agreeing transport arrangements at the start of the Season. Whatever steps are taken, **SOME CONTACT** must be made by the Skip to confirm that his players are aware of fixtures to be played.

Rule 1b) Irrespective of the Skips duties, players are individually responsible to take care that they do not overlook fixtures in which they are due to play.

In particular, they should take reasonable steps to ensure that they arrive at the correct venue **IN GOOD TIME** so that shots are not lost due to late appearance.

In some cases, it may be necessary for **ANY** player to remind the Skip of a fixture if his normal arrangements for warning his Rink of a fixture have not been made.

Rule 2. Where the defaulting player has pre-paid his share of the ice, the player will forfeit this pre-payment. If no pre-payment has been made, the defaulting player will be required to pay the **Session price** to the Club Treasurer.

Where the fixture is part of the Borland Insurance Trophy (Pairs) Competition, the defaulting player will be required to pay the **TOTAL** ice charges to the Club Treasurer, who will arrange to reimburse the other three players (in the event that they have made pre-payment).

Rule 3 a). Substitutes should be obtained (in order) from the Pool of players, Thistle League "Lead" players or Thistle League "Second" players. Best attempts should be made to contact **EVERY** Member in those groups before moving on to the next group in order to find a substitute.

Where some other person (normally a Committee Member) has been nominated to obtain substitutes, this is with the thought to involve Members already drawn as reserves, and may involve some rearrangement of published Rinks in order to achieve a balance throughout the Rinks drawn for the particular fixture.

Rule 3 b). This Rule is intended to ensure, so far as possible, that a reasonably even balance between Rinks is maintained.

The Members of the depleted Rink may be promoted by no more than one position.

Where the Skip of the depleted Rink is available to play, he will retain his position and will be supported by the substitute "Third", with his normal "Lead" playing second stones.

Where the Skip of the depleted Rink is not available to play, either his normal "Third" (if available) or the substitute "Third" will take the Rink.

In the former case, the substitute "Third" will play third stones; in the latter case, the normal "Second" will play third stones.

Rule 3 c). This Rule is intended to ensure, so far as possible, that Pool players are given a chance to play in the Thistle League. It is **NOT** intended to give depleted Rinks an unfair advantage by drafting in more experienced players.

Members seeking substitutes must avoid the temptation to constantly call upon particular players to the exclusion of the rest of the Membership of the Club. (Refer to the explanation of Rule 3a) above for the order in which substitutes should be obtained).

Rule 4. The "Third" players **ALONE** are responsible for agreeing the outcome of each End, and their decision is posted for all to see.

The "Second" players are responsible for recording in the score cards the "Thirds" decision.

"Seconds" should agree the marking of the Card to ensure that the results of Ends are not entered twice.

Skips should ensure **BEFORE** signing the Card that the correct date, Competition details and individual players' names are entered.

Rule 5. The intention of this Rule is that no new Head will be started if, when the Time Signal is given, the last stone or **ANY STONE IN PLAY** is still in motion.

Rules 6, 7, 8. No explanation given.

Rule 9. Penalty shots incurred for late appearance are not as defined in the RCCC Rule Book. It is felt that due to the location of the curling rinks used by Dunfermline Club, the normal playing times, and having consideration for Members places of work and the need to ensure that games remain fairly

competitive, a maximum of four penalty shots is sufficient penalty for late appearance.

Rule 10. Penalty shots must be given by the defaulting Skip, irrespective of the wishes of the aggrieved Skip. (This is particularly important if the game is a Thistle League game, as the end result could affect the final Rink positions at the end of the Season).

The agreed penalty must be claimed as soon as possible so that all players are aware of the situation as regards scores to be achieved to decide the outcome of the game.

League - Thistle Trophy Rules.

Rule 1. No Clarification given.

Rules 2, 3. These Rules are intended to maintain interest in the Thistle League Competition throughout the Season.

Although Competition winners are entitled to promotion, it is their prerogative to accept or refuse this for the succeeding Season.

The Members of the Rink finishing bottom of the League have no such prerogative to alter their situation in the succeeding Season.

It should be noted that no four players should play together in the same team in successive seasons in the Thistle League.

Further, every effort should be made by the Club Committee to ensure that maximum season years elapse before any four players meet again in the same Rink. This is intended to foster good relations within the Club by giving Members the greatest opportunity to mix with as many of their peers as possible.

Rules 4,5. No Clarification given.

Dow Medal and Centenary Plaque Rules

Rules 1,2. No Clarification given.

Rule 3. This Rule is intended to allow legitimate substitutions where the Competition has not yet started for any particular Rink.

A player of 'recognised equal ability' means (for example) a Thistle Trophy "Second" can be substituted for the published "Second" if that player cannot start the Competition.

Rule 4. Where a Rink has been altered by the addition of substitutes under Rule 3 of these two Competitions, should the 'published' player become

available for a future fixture, he cannot reclaim his published position, but must join the Rink as a substitute, complying with General Rule 3a). Unless under exceptional conditions, Skips or "Thirds" should not act as substitutes.

Rules 5, 6. No Clarification given.

Borland Insurance Trophy (Pairs) Rules

Rule 1. No Clarification given.

Rule 2. It is particularly important for Rinks to recognise that this Competition is played by using a single 'normal' ice session to play two matches.

The first playing pair must therefore ensure prompt play to permit the succeeding pair using the ice a fair time to complete their four Ends.

The second pair must also be prepared to quickly start their session to complete their game.

Rule 3. This Rule is intended to allow legitimate substitution where the Competition has not yet started for any particular Rink.

Rinks should comprise of Skips or "Thirds" supported by "Second" or "Lead" players.

Rinks comprising two Skips/"Thirds" or a Skip with a "Third" will only be permitted if that was the original pairing published in the Fixture List.

Rules 4,5,6,7. No Clarification given.

Hempseed Quaich, Lochend Farm Shop Trophy, Festive Bonspiel and Barry Stirling Trophy Rules

Rules 1-4 No clarification given.

Bonspiels against Neighbouring Clubs Rules

Rules 1-6. No clarification given.

Rule 7. It is not expected that penalty shots will be claimed during these Bonspiels.

However, some recognition must be paid to the merits of any Rink winning against an unequal opposition.

THE PLAYERS - THEIR DUTIES AND RESPONSIBILITIES.

The following points are general and are in addition to the duties and responsibilities of players which are indicated elsewhere in the Rules and Explanation of Rules included in this Rule Book.

1. Players, during the course of each End, shall be arranged along the sides of the ice sheet, and well off the centre of the rink.
2. No player, except when sweeping, shall go upon the centre of the rink.
3. No player shall cross the rink when:
 - a) a player is about to play, or
 - b) he will do so in front of a stone which is in motion.
4. Players, other than the Skips and "Thirds" shall stand between the Hog Lines while play is proceeding.
5. Play at every End will commence as soon as the Skip of the playing side indicates to the "lead" the required shot.
6. Each player shall be ready to play **immediately** when his turn comes.
7. Players should not use personal telephones during a game. In the event that an urgent personal call is expected or received, players should arrange with the Ice Manager to take the message and if necessary call them off the ice. The game should continue in the absence of the player and if the call causes the player to miss his turn, the game will continue as if the player had retired injured. (i.e. the offending player will not be allowed back on the ice.)
8. No player shall use footwear or equipment which may damage the surface of the ice.

Addenda

