

Competition Rules – Amended after discussion at Province AGM May 2018.

General

1. Province Competitions will be run generally to the Rules of the Game, as published by the Royal Caledonian Curling Club, modified or supplemented by these Rules of Competition.
2. All Province Competition games will be played at Curl-Aberdeen unless with the prior agreement of the Province Committee.
3. Province Competitions will be open only to the members of Member Clubs, who are also members of RCCC, and all players must be members of The Ice Rink Club. Except as specifically provided in the rules for individual competitions below, teams must consist of members of the same club, and no curler may play for more than one team in any one competition in the same season (this includes cases where a curler is a member of more than one Club, or where a Club has more than one team in a competition). Note that all league divisions are considered to be the same competition¹.
4. Clubs shall submit their request for entries in the various NE Province Competitions on the appropriate form; to the NE Province Match Secretary; by the due date (normally late April/early May for the following season). Clubs may request entry for as many teams as they wish in each competition, but the NE Province Match Secretary may restrict the number of teams from any Club, to suit the format of the competition, and availability of ice, taking into account the number of eligible members within the Club, and their past participation in the competition.
5. Any Club failing to provide a team for a game that has previously been arranged will be responsible for the total cost of the sheet of ice provided, not just for their share of the sheet.
6. If only three players of team are present at the scheduled start time for a game, the game shall start at the scheduled time (with the lead and second players playing three stones each and the third player playing two stones). One shot shall be awarded to the opposing team for the first complete 5 minutes that is played until the fourth player arrives, and further penalty shots shall be forfeited at 15 minutes and 30 minutes duration from the game start time up to a maximum of 3 penalty shots until the fourth player arrives². If both teams have only three players at the scheduled start time, the game shall start as scheduled, with no additional shots awarded initially to either team. If the fourth player for one team then arrives, one shot shall be awarded to that team for the first complete period of five minutes that elapses from the time of arrival of that player, and further penalty shots shall be forfeited at 15 minutes and 30 minutes until the arrival of the fourth player from the other team, up to a maximum of three shots after thirty minutes. If a team has less than 3 players present at the scheduled start time, the opposing team shall be awarded the game, and for the purposes of tie break, shall be awarded 6 shots and 5 ends. A scorecard should be completed, recording who was present, and explaining the circumstances.
7. Except as specifically stated below, all games shall be ten ends or the bell, whichever comes first.
8. Team Skips will be responsible for ensuring that one scorecard, containing the competition name, the date of the game, the names of all players and the correct sequence of scoring with final score, is completed, signed by both skips, and placed in the receptacle provided on the Ice Rink notice board. If a scorecard is not correctly completed, at the Province Match Secretary's discretion, both sides may be recorded as having lost, by 6 shots, with no ends.
9. Failure to complete games by the required deadline will result in the offending team forfeiting the game, and the non-offending team being declared the winner (and awarded 5 ends and 6 shots, for the purpose of tie-break). In knock-out format, the deadline shall be 2 days before the earliest scheduled next round game that the participants could be involved in. In league format where the subsequent stage is also a league, the deadline is 14 days before the earliest scheduled date of the subsequent league. In league format where the subsequent stage is knock-out, the deadline is 7 days before the earliest scheduled date of the knock-out stage.

¹ however it is acceptable for a curler to play for one club in the Alan Johnston and for a different club in (e.g.) the Singles

² Eg if a game starts at 6.15pm, and a player is absent for up to 30 minutes ~~or more~~ penalty shots shall accrue as follows: 1st penalty shot – 6.20pm, 2nd penalty shot 6.30pm, 3rd penalty shot 6.45pm

10. Any complaint which a Skip may have regarding the conduct or result of a match and which cannot be immediately resolved with his opposition must be notified as soon as possible to the NE Province Match Secretary, or if not available, any NE Province Committee Member. The skip should also inform their own club secretary, and the opposing skip, and should provide all relevant details regarding their complaint and the circumstances surrounding it. The Province Match Secretary, shall make relevant enquiries, including seeking the views of the opposing skip, and shall give a ruling on the matter. If the Province Match Secretary is a member of either club involved, then they must refer the matter for review by the Province Committee, prior to advising the decision to both skips.
11. In the matter of determining winners of competitions, the decision of a full Province Committee will be final. Where necessary, the Province Committee shall agree a method of tiebreaks where published Competition rules are insufficient or inapplicable.

Rules for Province League.

1. The Competition is intended to encourage Club members to take part in competition between Clubs, and as such, participation by less experienced curlers should not be discouraged.
2. Teams may use any number of different players through the course of the competition, but in each game a number of the "core pool" of 5 players must play. For clubs with only one team in the league, at least one of the "core pool" must play. For clubs with two or more teams in the league, at least 2 of the "core pool" must play. No prior nomination of the core pool is required. In any game, the team may use one player who has played in the competition for another team, provided that player plays at lead or second. No player can be part of the core pool for more than one team in the same competition.
3. The exact format will be determined by the number of entries, and availability of ice, but will generally consist of two phases of league competition. For phase 1 the entered teams will be drawn into leagues such that each league has an approximately equal mix of ability, based on results from the previous year's competition. Each league shall play a single round robin. For phase 2, the teams will be placed into leagues according to their ranking in phase 1 – ie all the top ranking teams from each phase 1 league will compete together in the "A" league. The "A" league shall normally play a double round robin; while other leagues shall normally play single round robins.
4. Two points will be awarded for a win and one for a draw in each match.
5. At the conclusion of each phase, ranking will be based on the number of points scored in that phase.
6. In the event of a tie on points, the ranking will be determined by shots difference over all games in that phase, and then ends won, then total shots scored. If a tie still remains, the result(s) between the tied teams will be used. If a tie still remains that has to be broken to determine the winner of phase 2, or to determine the assignment to leagues for phase 2, then one representative from each of the tied teams will play a single draw shot, with sweeping allowed.

Rules for Alan Johnston Trophy (Province Knockout)

1. The winning team will represent the Province in the RCCC Inter-Province Competition in the following season. If the winners are not available to play, the runners-up will take their place, whom failing the next available team.
2. The format shall be "double knock-out" – i.e. a team must lose twice to be eliminated. All teams start in the "A Road", and compete until knocked out, at which point they enter the "B Road" and compete until knocked out. The winner of the "A Road" shall play the winner of the "B Road", and if they win, they are the overall winner; if they lose, they shall play again to determine the overall winner.
3. Prior to the first match in the competition, each team shall nominate a "core pool" of 4 players, at least two of whom must play in each game. Subject to this requirement (and subject to general rule 3 above) a team may use as many substitutes as they wish during the duration of the competition. If a team does not nominate a "core pool" prior to the first match³, the core pool will be deemed to be the 4 curlers who play in the first match. No more than two substitutes will be allowed in any team for the duration of the Competition, unless sanctioned by the NE Province Match Secretary before the game is played. Contravention of this Rule will lead to the elimination of an offending Rink, and their opponents will be declared the winners of the game.
4. In the event that a game, other than the final, is tied at the bell, the team having won the greater number of ends will be the winner, and if equal on ends, one player from each team shall play a draw shot, with sweeping allowed⁴. If the final is tied, an extra end shall be played.
5. The winning Rink will retain the Alan Johnston Trophy for one year.

³ A team may wish to do this if they know they need to use a substitute in the first match

⁴ Last Stone Draw Shot procedures

- The non-delivering team cant sweep
- Teams play in usual order - team scoring in the final end plays first
- Play is in same direction as last end
- Any member of the team can deliver the stone. If this is the skip, the regular deputy skip should take the house, If the skip nominates another team member to deliver the stone, the skip should take the house. Any one of the team's stones can be used.
- Stone must be in the house to count. If both teams miss the house, the draw shot challenge must be repeated.
- We suggest the first stone is measured, and the stone and measure set to one side

Rules for Province Double Team Medal

- 1 Each match within the competition shall be between 2 teams from each Club, or smaller clubs may make a joint entry, in which case each team shall consist of four players from the same club. At the completion of four ends, the teams from the Club (or joint club entry) with the higher aggregate score will change sheets, and play four further ends against the other opposition team. The hammer for the fifth end is determined by the result of the fourth end on that sheet. The result of the match is determined by the aggregate shots for both teams.
- 2 The format shall be determined once the number of participating teams is known – this can be a league, or knock-out basis or a combination of both.
- 3 When a league format is used, two points will be awarded for a win and one for a peel. Ranking shall be based on points, and in the event of a tie, on shots difference, then ends, then total shots. If still tied, then the result between the tied teams will be used. If a tie still remains that has to be broken to determine qualifiers for the next stage, one player from each pair of teams shall play a single draw shot, with sweeping allowed. In knock-out format, if there is a tie at the end of a match it shall be decided on ends scored, and if still a tie, then by one player from each pair of teams playing a draw shot challenge, with sweeping allowed⁴.
- 4 If only 3 players of one team are present at the scheduled start time for a game, rule 6 of the general rules shall apply. If only 6 players are present at the scheduled start time for a game, then 2 x 3 person rinks shall play, and the provisions of rule 6 shall apply to each rink.

Rules for Province Singles

- 1 Games shall be between teams of four players, with only one player from each team playing at a time⁵. Each player shall play 5 ends of four stones. If the end of session bell goes prior to the completion of 20 ends, one additional end should be started after the bell.
- 2 Clubs may use any number of different players through the course of the competition, subject to general rule 3 on page 1 that no member may play for more than one team during the season
- 3 The format shall be determined once the number of participating teams is known – this can be a league, or knock-out basis or a combination of both.
- 4 When a league format is used, two points will be awarded for a win and one for a peel. Ranking shall be based on points, and in the event of a tie, on shots difference, then ends, then total shots. In knock-out format, if there is a tie at the end of a game it shall be decided on ends scored, and if still a tie, then by one player from each team playing a draw shot challenge⁴.
- 5 If a team has only 3 players present at the scheduled start time, missing player shall be allocated to play last. One penalty shot shall be awarded to the opposing team for every complete period of five minutes until the fourth player arrives, up to a maximum of eight shots after 40 minutes. If the fourth player has not arrived by the time the first players have played five ends, the first player shall continue, and play a sixth end (against the second player from the opposing team). If the fourth player has not arrived when the second player has played five ends, the second player shall play a sixth end, and if necessary a seventh end. If the fourth has not arrived by the time the third player has played five ends, the third player shall play a sixth and seventh end. If the fourth player arrives at any time before the third player has played five ends, they shall play the final number of ends required to complete the match.
- 6 No stone, including those in the house, can be removed from play prior to the delivery of the fifth stone of an end (ie the third stone of the team delivering first). If there is a violation, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team

⁵ Curlers are reminded that, in the spirit of curling, wherever possible all players should remain in the rink until the end of the game

Rules for Andrew Mitchell Points and Province Points Team Competition

Note – The Andrew Mitchell individual competition is not a Province competition – rules 1 to 5 below are provided as a record of recent practice, and may be changed by Curl-Aberdeen.

- 1 Rules and disciplines to be played generally as RCCC Rules of Curling – Section 22 (Points Competition)
- 2 A draw will be made for playing order, and ice sheets. Each group will play all nine disciplines on the same 2 sheets.
- 3 The first player may play one practice shot prior to their 2 counting shots – in each discipline – in each direction. If they elect not to play their practice shot they must notify the scorer prior to playing. No other players play any practice shots.
- 4 To save time, players may not sweep their first stone, but they may sweep their second stone – in each direction.
- 5 Players are expected to help with score recording, and must be ready to play when it is their turn.
- 6 The winning Club in the Province Team Competition shall be the Club with the highest aggregate points, counting the four best scores of individual members of that Club. Individuals who are members of more than one Club must nominate which Club they are competing for prior to delivering their first stone.