

Appleton Junior Bonspiel

Rules of Play

Two Divisions (Competitive & Developmental)

All teams will have a warm draw at the beginning of each game prior to pool play or round-robin. One curler will throw one rock from the far hacks to the near house. Each stone will be measured from the spit (any stone not in the house will be assessed 72").

Warm Draw = one rock with sweepers.

The team that is closest to the spit at the beginning of each game will have choice of hammer.

The total number of inches from the warm draws will be used in ties breaker scenarios.

Competitive

Games will be eight ends. Free guard zone is in effect. In the event of a tie after eight ends (except finals), skips will throw one rock each (warm draw/sweepers). Closest to the spit is the winner.

Developmental

Games will be six ends. No free guard zone. In the event of a tie after six ends (except finals), skips will throw one rock each (warm draw/sweepers). Closest to the spit is the winner.

Timeouts: (All teams) Each team will have two timeouts (limited to one minute from the time the coach meets with the team at the house). The opposing team coach may also use this timeout to meet with their team.

Pace of Play: Please remind your curlers to be ready to throw when it is their turn. When clearing rocks at the finish of each end, have the leads get ready to throw, while the 2nd, and Vice from each team clear rocks (Skips go to the opposite end). All sweepers from each team should back up to the sides of the sheet to give shooters as much view as possible for throwing their rocks. Only the Skip and Vice should be in the house, or behind the house.

Any rules not covered will be up to the Bonspiel Chair to make final rulings. (Scott Armstrong)

Most of all, please play with good sportsmanship, and have fun!

Good Curling

