



CURLING-Q 2021

Rules of the Day:

1. You curl at the pleasure of the board. We maintain the right to refuse to serve stones
2. Masks:
 - a) We are in a pandemic. Please respect each other and mask up whenever necessary
 - b) If someone asks you to put your mask on, put your damn mask on
 - c) "Read the room", don't make someone ask you to put your mask on
3. **WOMEN** may use the restroom in the house (Piedmont, just because you wear a skirt, doesn't mean you can use the toilet inside)
4. Men/boys may use the restroom in the ice shed (if you can't stand and do it, it shouldn't be done here)
5. **You MUST be checked in by 9:45**
6. Have some damn fun

Rules of the Ice:

1. No crampons or spikes of any kind allowed on the ice
2. Practice starts at 9:00 am
3. There will be 5 stones per team per end
4. Warmups are only allowed prior to your first match
 - a) Each end will have the opportunity to throw their set of 5 stones once
5. Each team is guaranteed at least 3 matches, 2 preliminary and 1 playoff
6. Total points scored in the prelims will determine playoff seedings
 - a) Seeds 1 and 2 will receive a bye in the first round of the playoffs
7. Ties in points from prelim matches will be broken based on the following
 - a) # of wins
 - b) Roll of a die
8. Each match will select 1 player to be both the official time and score keeper
 - a) Time keeper should set a 10 minute timer on their phone and upon expiration, set a second timer for 5 minutes and announce that there are 5 minutes remaining in the match
 - b) The keeper must report the winners and scores of the match to the scorer's table
9. To start a match, the first team to throw will be determined by rock-paper-scissors

- a) That team will continue to throw first until the other team scores, at which point who throws first will always be the last team to have scored
10. Scoring will be 1 point per stone for each stone inside of the opponents closest stone to the center. When called for, a measurement device, provided, should be used to determine closer stone
- a) Teams must measure their own stones
 - b) Any movement of a stone during measurement disqualifies that stone ("if you see something, say something", right Walker?)
 - c) Measurement will be from the center mark to the point of the stone closest to the center
 - d) In the event of a measured tie, remove the tied stones and continue scoring, if necessary, with the remaining stones
11. Match Winners
- a) In prelim rounds the winner is determined by the first team to reach 11 points AT THE END OF A SIDE (meaning that all 10 stones must be thrown to complete a side), regardless of opponent score, OR the team with the most points at the end of 15 minutes and completion of the side wins
 - i. Games ending in a tie will NOT count as wins in the event of a tie when determining playoff seedings, however, the points will be used in the 2 round total
 - b) In all playoff rounds, **except semifinals and final**,
 - i. Must win by 2 points
 - ii. Scoring is capped at 15 points, which means that if there is a tie at 14, the next point, upon completion of the side wins OR the team with the most points at the end of 15 minutes and completion of the side wins
 - iii. Should the score be tied at the end of 15 minutes, each team will select 1 player to throw 1 stone, closest to center wins
 - iv. Should this result in a tie, those stones should be removed and the remaining players will each throw 1 stone; this pattern repeats until the tie is broken
 - c) In the **semifinals** the time will be extended to 20 minutes, all other scoring remains the same
 - i. In the **final**, no time limit shall be set, the match is to 11 points, must win by 2, cap at 15 at the end of a round