



Bonspiel Rules

1. **Game Format:** All games will be a maximum of eight ends and will be played under the RCCC rules and those listed below including the Free Guard Zone rule.
2. **Last Stone Advantage:** The last stone advantage in the first end will be decided by the toss of a coin.
3. **Game Time:** The time allotted for play will be one hour forty minutes with a bell being sounded at one hour thirty minutes. Ends in play may be completed but no new end started.
4. **Team Composition:** Teams may comprise of any combination of Ladies and Gents. Substitutions will be permitted at any time but two members of the original line up must play in each game.
5. **Scoring:** The competition is being run under the Schenkel Scoring System. Two point for a win one point for a draw and zero points for a loss. **Ends** will count before **shots up** then **shots scored**.
6. **Score Recording:** The Vice Skip is responsible for recording the score, ensuring the card is signed and returned to the Officials. Any measuring required will be done by the Vice Skips. If required an Official can be called to determine a disputed measure and their decision will be final.
7. **The following rule** will apply in instances of Player Absence or Late Start. A maximum penalty of three shot will be awarded where the team plays with three players and one shot per 5 minutes late up to the maximum of 3 shots.
8. **Substitutes:** Substitutes can only play up to the position of the player being replaced. If required subs can be provided by the Bonspiel Committee.

Equipment: There are adequate supplies of Brushes, Delivery Frames and Delivery Sticks available for use at the IceBowl.