

HAMILTON ICE SPORTS CLUB

WEST OF SCOTLAND MENS LEAGUE

RULES - 2016/17

Each game shall be eight ends or the bell.

Rinks must be composed of members of the entered Club.

No player shall represent more than one rink in the competition.

Substitutes - any number of substitutes may be used.

Where a team has only 3 players at the starting bell then the game should commence with the first 2 players throwing 3 stones each per end. The team playing with 3 players will be penalised 1 shot for every 5 minutes that they are a player short, up to a maximum of 3 shots (15 minutes). The penalty shots should be added to the score by the offending team as soon as their fourth player appears or after 15 minutes.

The fourth player may join the game at any time.

Even if the offending team completes the game with 3 players, the result shall stand.

No game may start until a team has at least 3 players. Where a team does not have at least 3 present at the starting bell, they will be penalised 1 shot every 5 minutes until they have a third player then further penalties will apply as above until a fourth is present. If any team does not have 3 players present within 30 minutes of the starting bell, they will forfeit the game (0 points and 6 shots) and will be held responsible for the ice charges.

All ice charges must be paid.

All names must be entered on score cards. Failure to comply may lead to loss of points and shots.

*When problems arise over league fixtures, in the first instance the substitute rule should be applied. In the event of there being no alternative but to cancel a game, three dates will be given and they **MUST BE CONFIRMED WITHIN SEVEN DAYS ON CANCELLATION**. Failure to agree on a suitable date will result in the opposition being awarded a walk-over and ice fees being charged to cancelling rink.*

If any of the above rules are contravened, offending rink shall forfeit the points and opposition awarded six shots.

In the event of a dispute, decision of the Management shall be final.

COST £8.50 PER PERSON PER GAME