

RULES & NOTES FOR 2023-24 FWCC OPEN LEAGUE PLAYOFFS

* All games are 8 ends (or buzzer) whichever comes first. If the two teams agree prior to the game to play less than 8, the buzzer rule must still be followed if time becomes an issue.

The buzzer indicates you complete the end you're in and play 1 more. An end is considered complete once the final stone thrown in an end comes to rest.

Please remember to keep up the pace of play. The buzzer gives you 20 minutes before the next draw. You should be able to complete your game in that time frame.

*If a team has a spare player, that person must throw 1st or 2nd rocks.

* The teams shall toss a coin to determine which team delivers the first stone in the first end. The winner of the toss has the choice between playing the first or second stone of the end. The team that plays the first stone of the end has choice of handle colour.

*For the Finals, the hammer will go to the team with the higher seed in the Final Standings. It will be noted on the draw board.

* The “No-tick” Rule is not in effect.

*Tie Breaker Rules: If a game is tied after the last end, a draw to the button will determine the winner.

1. Each team will choose one person to throw the rock.
2. The team that scored in the final end throws first.
3. FULL SWEEPING is allowed.
4. The skip OR designated broom holder of the non-shooting team is allowed to sweep the opponent's rock behind the tee line just like a normal shot in game play.
5. If no rocks land in the house, each team will throw again until a winner is determined.

Unless otherwise stated above, the general rules of play from Curling Canada should be followed where applicable:

https://www.curling.ca/files/2022/08/Rule-Book-2022_General-Play_ENG_CC.pdf