

EGANVILLE CURLING CLUB

RULES FOR LEAGUE (DRAW) PLAY

All games are scheduled as eight ends of play.

Games tied after eight ends of play are to be decided as follows:

- Day curling – if scores are tied, each team awarded 2.5 points.
- Night curling - decides game based on skips rocks with sweepers on throwing team only (i.e., no opposition sweeping behind T-line).

Thirds from each team are to mark the score following the game as follows:

- Winning team – five points; losing team – zero points
- One point per end scored by each team
- Blank ends score as half points to each team

The use of spares is governed as follows:

- A minimum of one original team member playing.
- Spares may assume the position of the missing player at the discretion of the opposing skip who may ask that the spare play lead or second only.
- When more than two spares are playing for one team, the opposing skip may draft players between teams as he/she sees fit to promote fair play (i.e., balance the team).

When only two members of one team are present, but three or four opponents are present, the following default results.

- Play proceeds three on three as exhibition play if possible.
- The team with three or four members present is awarded five points as a winning team and is said to have scored five ends. The team with two members present is said to have scored three ends.