

Dixie Curling Club
Monday Afternoon Skins - 2017/2018
General Rules of Play

1. All games will be six ends, subject to the Dixie Bell Rule. **(1 hour and 35 minutes)**
2. The winner of a coin/dice toss will have the choice of (a) rock colour, or (b) delivering first or second rock in the first end.
3. For each end, the team with last rock must take two or more to win the Skin, and the team without last rock must steal one or more to win the Skin. Otherwise the Skin is carried over and added to the next end.
4. The team that wins a Skin will deliver first rock in the next end. If a Skin is carried over, then the team that had last rock will deliver first rock in the next end.
5. If there is a carry over after the final end of play, a draw to the button will be done. The team who did not score
6. Skin Points will increase as follows:

<u>End:</u>	1	2	3	4	5	6	
<u>Skin Points:</u>	1	2	2	3	3	4	Total = 15

7. No points will be awarded for ends not played due to the Bell Rule. If a team concedes one or more ends, the Skins for those ends will be awarded to the opposing team.
8. If a team does not commence play at the designated time:
 - (a) If the delay of the start of play is 10-20 minutes, then the non-offending team receives the first Skin and will have choice of (a) rock colour, and (b) delivering first or second rock in the first end of actual play. One end is considered completed;
 - (b) If the delay of the start of play is 20-30 minutes, then the non-offending team receives the first and second Skin and will have choice of (a) rock colour, and (b) delivering first or second rock in the first end of actual play. Two ends are considered completed;
 - (c) If play is not started after 30 minutes, then the non-offending team is declared winner by forfeit. Zero pts. will be awarded to the forfeiting team and a total of 14 pts. to the non-forfeiting team.
9. The Four Rock Free Guard Zone and all other CCA Rules of Curling for General Play shall apply.

October 6, 2016

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