

SHAMROCK 2017 – GENERAL RULES

- Team entry fees (160\$/rink) due prior to the first game
- All games are subject to CCA Rules of Curling for General Play :
<http://www.curling.ca/about-the-sport-of-curling/getting-started-in-curling/rules-of-curling-for-general-play/>
- The Tournament Chairman is responsible for all **final interpretation** of any rule during the competition
- The Shamrock competition is divided into three parts:
 - i) ***Draw to the Pin***
 - ii) ***The Round Robin***
 - ii) ***The Tournament***
- **DRAW TO THE PIN**
 - Prior to their first game, each competing team will participate in a draw to the pin
 - The competing teams will flip (spin) for hammer/colour preference (as usual) for their first game
 - The team without hammer will attempt to draw to the pin first
 - Three stones will be delivered by **one** player (any team player), without regard to the turn (in-turn or out-turn permitted);
 - Only the third thrown stone will be measured (in centimeters) for the distance to the pin – ***a miss will be recorded as '184 cm' (183cm + 1cm)***. Teams are responsible for their stone's cleanliness, and the path of ice. 'Picked' stones will not be permitted to be re-thrown.
 - Any combination of sweepers may be used from the team throwing the stone.
 - The measurement will be recorded as the team's 'Draw result'
- **THE ROUND ROBIN PLAY**
 - For the Round Robin, each team is assigned to a division ('Green', 'White', 'Orange', 'Eire')
 - Each team will play three games against teams in their own division (unless otherwise indicated)
 - Spares are permitted. Spares not appearing on the official posted draw, along with their intended position, must be cleared by the Tournament Chairman prior to the start of the game – **no exceptions**. Failure to comply with this rule will result in the team's disqualification. *In good faith, if you need to use multiple spares please alert the Tournament Chairman.*
 - All games are 8 ends >> **No extra ends**
 - **While the Bell rule is NOT in effect, slow teams will be warned no more than twice. On the third warning, the Tournament Chairman will assess single-end (1-point value) penalties to the game.**

- Each Round Robin game is worth the following points:
 - WIN : 3 points
 - TIE : 2 points
 - LOSS : 1 point (Default Loss is -1 point)
- At the end of the three-game Round Robin, each division 'Winner', and 'Runner-Up' will advance to ***The Tournament portion*** – all other teams are eliminated
- Winners and Runner-Up are determined as follows:
 - i) Highest point totals;
 - ii) In case of a 2-way point total tie the 'Record Against' will break the tie;
 - iii) In case of a 2-way point total tie and the 'Record Against' resulted in a tied game, the lowest 'Draw Result' score will break the tie (lower is better);
 - iv) In case of a 3-way point total tie or 4-way point total tie, the lowest 'Draw Result' will break the tie;
 - v) Failing all above conditions, skips may elect to break the tie either via a coin toss, or 'Best-of-5' beer pong event.

THE TOURNAMENT PLAY

- All games are 8 ends.
- If teams are tied at the end of play, extra ends are to be played until a team is determined to be the winner.
- A losing skip may concede at any time.
- Tournament teams must be composed of the players listed on the official posted draw. Changes, including spares, are only permitted at the discretion of the tournament chairman.

SHAMROCK 2017 TOURNAMENT CHAIRMAN – STEWART YAXLEY

It is considered **good faith** to toast the tournament volunteers with general thanks or drinks for their help. Failing which, helping them with their tasks (food, draw sheets, ice maintenance) is also welcomed.