

PAT LID 2021

RULES OF PLAY

Game play scoring and rules

Six (6) teams in each pool will play against each other for the next five (5) weeks. You must record your win/loss at the end of each game. The sheet will be posted in the "OG" seniors lounge.

If your game ends in a tie, you play an extra end. If you blank the extra end, it is a draw to the button. One shot each by the leads. No practice shots permitted. The team with the hammer in the last played end will throw second. Closest to the pin wins.

The top 3 teams from each round will go to play in the finals on December 22 at 1845. The top two teams play in the A, the second place teams in each pool will play in the B, and the third place teams in each pool will play in the C final.

In the event of a tie at the end of the 5 games, we will look at the head-to-head result first, followed by the draw to the pin.

All teams must shoot to the pin for a tie-breaker. This must be done at the beginning of your **first** 9pm game only. The shooter, which can be any player on the team, gets 2 practice shots and 1 final shot which will be recorded. If you get your final rock on the pin, you immediately shoot a second rock. Both shots will be kept in the event that more than one (1) team gets their tie-breaker shot on the pin.

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Game play and time

All players must play in their position as given by the convenor unless otherwise approved by Steven lang.

All games must finish in the respectable time, except for the first game due to the shootout, an allotment will be given to ensure fair time to play your game.

For games that start at 1845, your 7th end must start by 2020. For games that start at 2100, your 7th end must start by 2235. If your games start late, it must be agreed by both teams of a new deadline to finish. Please exercise common sense here. We are all here for some fun. Use discretion if you are talking about 1-2 minutes or a few seconds. If you know that you may potentially run late, the two teams must discuss the option of continuing to the 8th at the beginning of the 7th end. The times for the games 7th end applies to both draws and not only the early draw.

The time clock is not to be used to your advantage, but rather to ensure fair play and keeping the schedule on track. All teams must work together to finish the game on time. We expect good sportsmanship from all players. Remember that we are doing this for a good time.

Spares

Spares must be approved by Steven Lang and must play the position of the absent player. Should players not be able to find a spare, the order of throwers must remain the same with the first two shooters throwing three rocks and the skip throwing two rocks.

Spares should be of an equal strength. There may be times where a stronger player is given the opportunity to play. All players understand that we will take every opportunity until options are exhausted to ensure equal and fair play. Although a stronger player may be playing, they should follow the spare rule and play the position that is being replaced.