

Business Women's Curling Rules – Revised 2005/2006

1. All rules are at the discretion of the Ice Committee and decisions of the Ice Committee are final.
2. There shall be 3 schedules each year, with 7 games per schedule (unless otherwise stated by the Ice Committee).
3. Teams are chosen by the Ice Committee and will change each schedule.
4. All games must be played on the date and time scheduled, or defaulted.
5. Games start at 5:30 p.m. If a game is late starting because one team does not have three or more players, then after 15 minutes the team with 3 or more players may take one point and retain last rock. After 30 minutes, the game will be declared a default.
 - i. Default: No team shall play with fewer than 3 players, one of which must be a regular team member. In draws where there are not enough members for 4 persons per team, the Ice Committee may make exceptions.
 - ii. Exception: If any or all members from one rink are absent due to OCA competition representing Unionville, she/they may be replaced by spares of equal rating and player(s) will be considered a member of that team.
6. Each player must notify the skip if she is unable to curl, and must find a spare of her level (A Lead may spare as a lead or second; a Second may spare as a second or vice; a Vice may spare as a vice or skip; a Skip may spare as a skip or lead).
7. All games are scheduled for 8 ends.
8. The “bell rule” will be in effect for the regular season. The bell will sound at 7:00 p.m. Teams will complete the end currently in and one more end.
9. An end is complete once the Vices have determined the score (Rocks do not have to be cleared from the house).
10. Vices are responsible for recording the score on posted sheets, and verifying results.
11. Points will be awarded as follows: 10 points for a win; 5 points for a tie; 0 points for a loss.
 - i. Score to be filled in by vices on the posted sheet, and marked as W (win), T (tie), L (loss) or D (Default), plus the score/ends of the game.
 - ii. Winner of a defaulted game will receive points for the win and a frame score of 8-0 to be shown.
12. In the event of a tie in total points at the end of each schedule, the winner will be determined by game results between the tied teams during scheduled play. If still tied, a winner will be determined by an immediate draw to the button, with sweeping (Sweeping by the opposing team is not permitted).
13. The four-rock free guard zone rule will be in effect for all games. An opponent's rock placed in the free guard zone cannot be removed until the 5th stone of the end is thrown.
14. Players must play 4 of the 7 games in a draw to be eligible for a prize.
15. For the play-off schedule, the “bell rule” will not be adhered to. Games will be 8 ends. If tied after 8 ends, a full end will be played towards the glass. If still tied, an immediate draw to the button will take place, with sweeping (Sweeping by the opposing team is not permitted). Measurement of rocks may take place by an Ice Committee representative if vices cannot determine score.
16. Unless otherwise noted, Ontario Curling Association (OCA) Rules apply.