

# 2019 Silicon Valley Bonspiel Rules

## The Spirit of Curling

Curling is a game of skill and tradition. A shot well executed is a delight to see and it is also a fine thing to observe the time-honored traditions of curling being applied in the true spirit of the game. Curlers play to win, but never to humble their opponents. A true curler never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of curling demands good sportsmanship, kindly feeling and honorable conduct.

This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

## Rules of play

The Silicon Valley Bonspiel shall be played according to Section 1 Rules 1-12, 16 & 17 of the [2018-2019 USCA RULES of CURLING](#), as published by USA Curling, with the following modifications and clarifications:

1. Improper conduct, including, but not limited to, foul or offensive language, equipment abuse, abuse of the staff or facilities, inappropriate behavior, or willful damage on the part of any team member or attendee is prohibited and will not be tolerated. Any violation may result in suspension/expulsion of the offending person(s) at the sole discretion of the Bonspiel Committee.
2. Each draw will have a designated on-ice official who may be called upon in case of dispute or rule clarification during play. All decisions made by the designated official are final.
3. All commercially available brooms shall be permitted in play and modern sweeping techniques shall be legal.
4. Five-rock free guard zone will be in effect.
5. All spares (non-registered team alternates) must play on the front end of the team when four people make up a team or as leads when three people make up a team.

6. A substitution with a registered 5th player may occur only once during a game. The substitution must occur at the beginning of an end. At the time of substitution, the delivery rotation and the skip and vice-skip positions may be changed. The revised order and positions will remain in effect for the remainder of the game. The replaced player may not re-enter the game.
  7. Teams shall toss a coin, or equivalent, to determine hammer/rock color prior to the first end.
  8. Each draw will begin with a bell at the scheduled start time (the bell will never ring before scheduled draw time). Teams may not throw any rocks prior to the bell start. Practice slides are allowed provided that your sheet has been completely prepared for play.
  9. Don't be late to your draw. Teams are expected to be ready to play at the scheduled start time. Any team not ready to play between 6-15 minutes after the scheduled time shall be penalized 1 point and 1 end. If the delay is between 15-30 minutes, the offending team will be penalized an additional point and end. Last stone advantage will be in favor of the non-offending team.
  10. Each draw is either 8 ends or 2 hours, whichever comes first. The bell will ring 1 hour and 35 minutes from the beginning of each draw indicating that you may complete your current end and play one more. No new ends may begin after the 1 hour and 45 minute mark. An end is considered to have started when the first rock crosses the tee-line at the delivery end. Therefore, if the bell rings after the last rock of an end has come to rest, but before the first rock of a new end is thrown, you are allowed only one more end. *Please be mindful of the time constraints and call your game in a timely fashion. If you cannot finish an end in the allotted time, please do not begin it. The on-ice official may prevent a new end from starting after the bell call if (s)he deems the end cannot complete in the allotted time based on the pace-of-play.*
- Note: Finals will be 8 ends or 2 hours and 30 minutes, whichever comes first. The bell will ring at the 2 hour and 5 minute mark from the beginning of the draw indicating that you may complete your current end and play one more.*
11. Vice-skips are responsible for measuring rocks, if needed. Contact the on-ice official if you are unable to agree on a measure.
  12. Skips may determine whether a stone is in the free guard zone or touching the rings by measurement with the 6' bar. No other stones are allowed to be measured until the completion of the end.

13. All games, including finals, tied at the conclusion of the 'final' end played will determine a game winner by a Last Stone Draw (LSD). One member (can be anyone) from each team will throw one stone with either rotation, starting with the team that scored in the last end. Offensive sweeping is allowed. Sweeping from the opposing team is not allowed. The lowest measurement wins. Any stone not touching the house (either thrown through or not reaching the house) measures 73 in. A stone covering the pin measures 0 in. The process will be repeated until a winner is declared. Throwing order alternates each time the process is repeated.
14. At the conclusion of each team's first game, the team will throw one Draw Shot Challenge (DSC) stone for use as a tie-breaker in determining pool ranking and event placement. The procedure described in Rule 13 will be followed. If a team's DSC measurement is 73 in. then the team will throw a second DSC. Both DSC measurements will be recorded. The first will be recorded as 73 in. and serves as the DSC tie-breaker in ranking. The second DSC measurement will only be used to determine ranking if a tie is not broken using the first DSC measurement.  
*Note: In the event of a tie in a team's first game, throw an LSD to determine the winner of the game followed by the DSC for pool ranking.*
15. At the completion of pool play, teams will be ranked within each pool according to (a) record (b) head-to-head result/record among tied teams (c) DSC. All teams will be then ranked for event placement according to (a) pool ranking (b) DSC (c) 2nd DSC (if taken) (d) coin flip.

Teams 1-8 (seven 1st-place finishers and the 2nd-place finisher with the lowest DSC) will be placed in the A-event bracket. Teams 9-16 (six remaining 2nd-place finishers and two 3rd-place finishers with lowest DSCs) will be placed in the B-event bracket. Teams 17-24 (five remaining 3rd-place finishers and three 4th-place finishers with lowest DSCs) will be in the C-event bracket. Teams 25-28 (remaining 4th-place finishers) will be placed in the D-event. All teams will be placed within their respective event such that they do not play against a team from their original pool in the quarterfinals.

## **Facility rules**

Alcohol purchased at and/or provided by Stanley's can only be consumed within Stanley's and may not be brought into the lobby area or any other area of the arena.

Alcohol not purchased at/nor provided by Stanley's may NOT be consumed in ANY area of the premises. This includes any alcohol won as part of the basket raffle or silent auction event.

Please drink responsibly.