

# 2022 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 [2021-2022 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. All spares must be approved by the Drawmasters to ensure competitive balance is maintained.

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. During pool play, games tied at the conclusion of the 'final' end played will be recorded as a tie.

14. Quarterfinal and semifinal games tied at the conclusion of the final end played will determine a game winner by a Draw to the Button (DTB). The DTB stones will be thrown in the same direction as the last end played. 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.
15. Finals that are tied at the conclusion of the final end played will play a single extra end to determine the game winner. Finals that remain tied after an extra end will determine the game winner by a Draw to the Button, using the procedure described in Rule 14.
16. At the conclusion of each team's first game, the team will throw two Draw Shot Challenge (DSC) stones for use as a tie-breaker in determining pool ranking and event placement. The procedure described in Rule 14 will be followed. The team that scored most recently will throw the first DSC stone, and all DSC stones will be thrown in the same direction as the last end played. The teams will then alternate throwing DSC stones until both teams have thrown two DSC stones. Each of a team's two DSCs must be thrown by a different player, but either turn (clockwise or counter-clockwise) may be thrown for each DSC. The total distance (the sum of the two measurements), will be used as that team's DSC score for ranking purposes.
17. 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 (d) coin flip. When comparing records, teams will be ranked first by number of wins, then by number of ties.

The five pool winners will automatically qualify for the A/B Event bracket. The remaining 15 teams will then be ranked (6-20) for event placement according to (a) record (b) head-to-head (c) DSC (d) coin flip. Teams 6-8 will be placed in the A Event bracket. Teams 9-12 will be placed in the C Event bracket. Teams 13-16 will be placed in the D Event bracket. Teams 17-20 will be placed in the E Event bracket. To the greatest extent possible, teams will be placed within their respective event such that they do not play against a team from their original pool in that event's first playoff round.