

Almonte CURLING CLUB
RULES FOR PRESIDENTS CHALLENGE – March 8-10, 2024

Rev: 20 Jan 2024

- 1) The Event Convenor will be the governing body for management of the event, and for resolution of any disputes.
- 2) All matches shall be played using the 4-rock FGZ.
- 3) Matches shall be 6 ends only. Ties are acceptable, no extra ends are permitted.
- 4) No end shall begin after 1 hour + 20 minutes. Ends started are allowed to be completed.
- 5) Matches shall not be conceded early. All ends are to be played, unless time limit does not permit.
- 6) Each team is to record their score on the scoresheet provided, and turn it in to the Event Convenor after each match.
- 7) Team ranking will be determined using the following scoring in each match:
 - a. Win = 10 points
 - b. Tie = 5 points
 - c. Loss = 0 points
 - d. Full Ends Won = 2 point
 - e. Blank Ends or Ends Not Played = 1/2 point each team
 - f. Score = 1 point for each point scored (maximum 8)
- 8) Overall event winner: Highest combined total score of all teams in one club.
- 9) Tiebreakers: Will be based on head-to-head records.
- 10) Team Composition:
 - a. Each curler may only play for their own club.
 - b. Each curler may only play for one team and cannot spare on another team.
 - c. Spares are allowed but can spare only for one team. Spares must meet the age and gender criteria for the curler they are replacing.
 - d. Minimum age for Senior teams is 50 years as of 10 March 2023
 - e. Minimum age for Open and U6 teams is 19 years as of 10 March 2023
 - f. Curlers in the U6 Division must have less than 6 years curling experience in a regular club league. Curlers who are presently in their 6th year of curling are still eligible for this division.
 - g. U6 teams may be composed of any combination of male and female curlers.
 - h. A Mixed team format is either MWMW or WMWM.
 - i. A team may play with 3 players. In the event that a Mixed team is playing with three players, the team format is either MWM or WMW.
- 11) Teams will flip (any version) for choice of either hammer or rock colour, for every match.
