



## RULES of PLAY

- HAVE FUN! It's summer time
- Format is round-robin
- The winner of the round-robin will be the winner of the spiel
- Tie-breaking procedure:
  - Record versus each other: if two teams tied, or if three teams end up tied, but one team beat other two
  - Accumulative LSD: if more that two teams are tied, and if record versus each other doesn't break tie (all LSD shots count towards team total)
- All games are 8 ends & 5-rock rule in effect
- If score ends tied, play extra end(s)
- Rock colour is pre-determined on draw sheet
- Each team will have a 10-minute pre-game practice
- Blue rocks practice first and throw clockwise turn for LSD
- Yellow rocks practice second and throw counter-clockwise turn for LSD
- After 9 minutes, the team will throw a draw to the button to determine hammer
- Each player must throw at least one LSD
- If the LSD is not in the rings or covering the pin, a different player will throw another LSD
- If two teams are tied after two LSD's each, a coin toss will determine hammer
- There will be a 4th end break for 3 minutes
- If there is an extra end, 1-minute break before extra end
- Each team will have two 1-minute time-outs, during the game and one 1-minute time-out in the extra end(s)