

## **ORWELL LADIES CURLING CLUB - BYE LAWS**

### **ALL GAMES**

A maximum of two reserves per team per game is allowed.

Unless otherwise provided for under specific game bye-laws, a reserve shall play at lead, irrespective of the position of the player being replaced. If two reserves are playing, they shall play at lead and second.

If, at the start of play, only three members of one team are available the game shall commence. Lead and second shall play three stones each. 1 point shall be forfeited after each 10 minutes that a player remains absent, up to a maximum of 3 points. The result of the game, including the penalty shots, shall stand.

All games must be played on the date specified on the club card. If this is not possible the secretary should be notified as soon as possible and the game may be rearranged at the agreement of the ice staff.

Score cards should be placed in the Orwell Ladies box for collection by the secretary. Non receipt of a card may result in forfeiture of game points.

### **JUBILEE PLATE**

Teams of four players shall play in a league 2 points for a win, 1 point for a draw. Ends up and if still equal shots up. If still equal teams shall play a deciding game.

### **GAIRNEY**

Teams of four players shall form two leagues, one made up of teams of club skips and thirds and the other of club leads and seconds. Each team will play the other teams in their league twice, changing positions after the first round of games. 2 points for a win, 1 point for a draw. Ends up and if still equal shots up. If still equal teams shall play a deciding game. Normal substitute rules apply (see All Games) except if the skip has arranged a sub in which case the sub should play at lead and the second move up to skip.

1. S&3 league. Club skips shall play at lead and third, club thirds at second and skip. After the first round of games leads shall swap with thirds and seconds with skips for the second round.
2. L&2 league. Club seconds shall play at second and skip, club leads at lead and third. After the first round of games leads shall swap with thirds and seconds with skips for the second round.

### **THISTLE**

Teams of four players shall play in a league. 2 points for a win, 1 point for a draw. Ends up and if still equal shots up. If still equal teams shall play a deciding game.

### **POINTS**

Points - Shall be played in accordance with RCCC rules with exception of:

1. Holder of trophy shall lead the competition with runner up taking third position in the draw.
2. Variation of shots played shall be decided by the organising committee.
3. If a tie on points, a stone shall be drawn to the house the winner being the nearest to pot lid.

### **CLUB PAIRS**

The Pairs competition shall take the form of a bonspiel, with each team playing three games. Skips and thirds shall play with seconds and leads.

Each team will play six stones per end. The first three stones of an end shall be subject to Free Guard Zone rules. Games will be five ends or the bell. Teams will be awarded two points for a win and one point for a draw. The winners will be decided by points, then ends won, then +/- shots, then total shots scored.

### **MIXED LEAGUE**

Two Orwell Ladies players shall play with two Orwell players in alternate positions. Two leagues shall play matches with 2 points for a win, 1 point for a draw, ends up and if still equal shots up. A final will be played between the winners of each league. A substitute may play up to the position of the player being replaced.