



General Bonspiel Rules

1. Normal USCA rules unless altered below. (All common synthetic fabric brushes will be acceptable.)
 - a. The "no-tick rule" will not be enforced.
2. A coin flip between leads will be used to determine hammer and rock color.
3. Report all results to the spiel coordinator or appointee.
4. All games will be 6 ends. Games will not be timed but should be completed within 90 minutes.
5. Points - 40 points for a win, 20 points for a tie, 4 point per end, and 1 points for every point scored. Should a game be forfeit, the winning team will be awarded 80 points. For any ends not played, the winning team will score the end and 4 points for those ends when calculating the total score.
6. Teams must have 3 players present on ice to start. A 5-minute grace period will be allowed. After that, 1 point/end will be hung for every 15 minutes tardy. For a delayed start, the proper hacks for that end should be used. The non offending team will have the hammer.
7. Tie breakers. Team draw to the button, head to head, total points against.
8. Should a team need a sub who is not listed on their roster, the team should request a pool sub from the bonspiel coordinator. Unless specifically cleared, the pool sub should play a frontend position.
9. Call your own fouls.