

BYE-LAWS FOR THE CONDUCT OF THE GAME

1. The competition will be conducted under the rules of the RCCC except where modified or amended by the following bye laws.
2. It shall be the duty of each skip to return to the office of the secretary of the ice rink for transmission to the secretary of the game, a duly certified score card showing the results of each tie played. Skips must see that the names of all players appear on both score cards, that they are correctly completed and signed, and that when a substitute is played, the name and position of the player for whom substitution is made must be clearly stated on the scorecard. Failure to comply with this Bye-Law may involve disqualification.
3. All disputes relating to the play shall be settled by an umpire who may be drawn from persons appointed to act in this capacity by the Annual Meeting or, whom failing, by any other person agreeable to both skips, and the decision of any umpire shall be final.
4. Protests, if any, arising out of matters other than a point of play must be lodged in writing at the Office of the Secretary of the Ice Rink or with the Secretary of the Game within one hour of the termination of the game affected. No protest shall be considered valid which relates to any point such as the measurement of a shot falling within the final decision of an umpire, whether or not the umpire's services have been requisitioned.
5. No person may play as a regular member of a rink in more than one rink in the Competition.
6. A skip arriving short of a player may play a substitute agreeable to his opposing skip, but a person who has played, or intends to play in the Competition as a regular member of another rink shall not be eligible to play as a substitute. If one substitute used, that substitute must lead. If two substitutes used (a) if both commence in the same game one plays lead, the other second at Skip's discretion (b) if one plays in an earlier game that substitute must move to second.
7. The signal for the beginning and end of play shall be the ringing of a bell, with the exception of all semi finals and finals which will be 8 ends .
8. In the event of a tie one extra head shall be played, the lead for this extra head to be decided by the toss of a coin. If still level after one extra end, one player from each rink shall be nominated to draw the shot, the player winning the toss to be given the choice of playing first or second and that rotation shall continue until a decision is reached.