

GNCC Arena Club Championship Bonspiel Rules

Approved September, 2019

1. These bonspiels shall be held annually at such times as are designated by the GNCC.
2. The bonspiels shall rotate among the affiliated arena clubs of the GNCC.
3. The entry fee shall be set by the host club and the GNCC event chair.
4. The bonspiel shall be open format.
5. These competitions are sponsored by the GNCC to provide an opportunity for GNCC arena club curlers to compete against other arena club curlers in the GNCC. The intention of this event is to include representation from all GNCC arena clubs wishing to participate in the event.
6. One registration from each GNCC arena club in good standing shall be accepted until the maximum number of teams the host club can accommodate is reached or until the registration deadline passes. If the maximum number of teams has not been reached at the deadline, the field shall be filled by first accepting a second team from any GNCC arena club in good standing based on when completed applications are received. If there is still space after all second teams are accepted, a third team will be accepted based on when completed applications are received, and so on until the field is full.
7. If more than one team from a GNCC arena club registers before the deadline, it is the responsibility of the GNCC arena club to determine which team from their club shall be accepted first.
8. In the event an arena club cannot field a full team, it can either submit a partial team or can fill out its team with players from another GNCC arena club to form a mixed club team.
 - (a) Partial teams, submitted as incomplete, will be filled if possible with players from other GNCC arena clubs to form a mixed club team.
 - (b) All registrations -- both full and partial rinks -- must be received in full by the application deadline.
9. Player Eligibility:
 - (a) Each player must be a member in good standing of a GNCC arena club.
 - (b) Each player must curl on a regular basis at their GNCC arena club.
 - (c) GNCC dues must have been paid for each player prior to the event.
 - (d) The eligibility of each player shall be certified to the GNCC Event Chair by the president or GNCC representative of the player's club.

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10. Team Eligibility:

- (a) All team members must curl on a regular basis on arena ice.
- (b) At least two (2) members of a team must curl exclusively on arena ice. The other team members may curl in leagues at dedicated facilities as long as they also curl regularly on arena ice.
- (c) A mixed club team cannot represent more than three (3) different arena clubs.

Rules of Play

1. The USA Curling rules of play shall govern, except as amended or waived by these rules or by the GNCC Event Chair.
2. All inquiries or protests by an entered team shall be resolved on site at the time of the protest or inquiry by the On-Site Chair in consultation with the GNCC Event Chair if necessary.
3. Thirds/Vices shall be responsible for determining the score of each end. When the result is in doubt the Thirds/Vices shall use a measuring device to determine the outcome. If the measure is inconclusive neither of the measured rocks shall be counted.
4. Prior to the start of the Championship the On-Site Chair in consultation with the GNCC Event Chair shall determine the length of games. Acceptable methods are:
 - Games shall be eight (8) ends regardless of time.
 - Games shall be eight (8) ends or 2 hours, whichever is less. If games are timed, a buzzer will be used to notify teams that they may finish the end they're playing but may not start another end except to break a tie.
5. Prior to the start of the Championship the On-Site Chair in consultation with the GNCC Event Chair shall determine a method for breaking ties. Acceptable methods are:
 - Playing an extra end – each player throws two rock.
 - Playing a half end – each player throws one rock.
 - Skips draw to the button, either with sweeping or without sweeping.
6. The finals shall be eight (8) ends regardless of time. Ties will be decided by playing an extra end.
7. In the spirit of sportsmanship, teams will make a reasonable effort to maintain pace of play in order to complete eight (8) ends in two hours.
8. A team may concede a game at any point after the completion of the fifth end. If an event semi-final and final games are played consecutively, a team in the semi-finals may concede at any point after the completion of the fourth end.