

# PAC RIM CUP RULES OF PLAY

1. Unless otherwise noted, the *Curling Canada Rules of Curling for General Play* apply. A copy is available at the Vancouver Curling Club and at [curling.ca](http://curling.ca).

a. Please note the no-tick rule will NOT be enforced for this event.

2. No food, alcohol or street shoes or glitter allowed in the ice shed.

3. Teams may start a game with a minimum of three players.

4. Sparing is allowed, but a spare cannot be a registered member of another team in the bonspiel. Spares can play lead or second.

5. Each team's stone colour is indicated on the display monitors.

6. A coin toss will determine which team has the last rock in the first end. The third from each team participates in the coin toss.

7. All games are 8 ends (or Max 2h 15min) unless one team concedes early. If a buzzer sounds, you should have time for one more end.

a. For Draws 1 to 6, a tie is broken with a draw to the button. Sweeping allowed by the delivering team. The closest team wins.

b. For Draws 7 and 8 (semifinals and finals), in the event of a tie, a ninth end is played toward the viewing area.

8. Double Hit Challenge: If your stone completely removes at least two opponent stones from play, move the balloons to your sheet in the ice shed. The team with the balloons at the end of each draw on Friday and Saturday wins a pitcher of Twin Sails beer.

9. Cash prizes are awarded in four events. Teams must record and initial game results on the provided Match Sheets and deliver to the draw supervisor or designated dropbox.