



Dumfries Young Curlers



The Rules for DYC Speed Pairs

£4 for each player, money or DIBCA membership cards to be put in plastic wallets, as usual. Non-junior players do not need to be members of DIBCA.

All RCCC Rules apply –

EXCEPT

- Timed 55 minute game
- 6 stones per team, 3 stones per player
- The Free Guard Zone rule will apply prior to the delivery of the fourth stone of an end – it is a Three Rock Rule.
- Junior player skips and plays last 3 stones, other player must not be a junior.
- Only one shot / point for winning an end

When 10 minutes or less are left on the clock further rules apply –

- You must start delivering your stone within 10 seconds of all stones coming to rest or are out of play for opposition's previous turn. You must wait for all stones to come to rest before your own shot is played. Your stone will be removed from play if the 10 second time limit is exceeded.
- At the end of an end you have 15 seconds to clear stones and get the first stone of next end moving (that's not 15 plus 10 seconds). Your stone will be removed from play if the 15 second time limit is exceeded.
- The same scoring rules above apply for ends completed during last 10 minutes of game.
- **HOWEVER** as soon as the clock has counted down to zero, any moving stones are allowed to come to rest, and no further stones are played, the game stops. All remaining stones in play count as in the normal RCCC curling rules.

Tied Game. The skips (Juniors) draw the shot until a winner is found.