



VCC DOUBLES BONSPIEL

SUMMARY

Teams deliver five stones per end, after one stone from each team is pre-placed in either a guard or counter position. A team who loses an end gets “The Decision”, rather than “The Hammer”; meaning they get to decide who gets the pre-placed counter, which in turn determines who gets The Hammer.

RULES

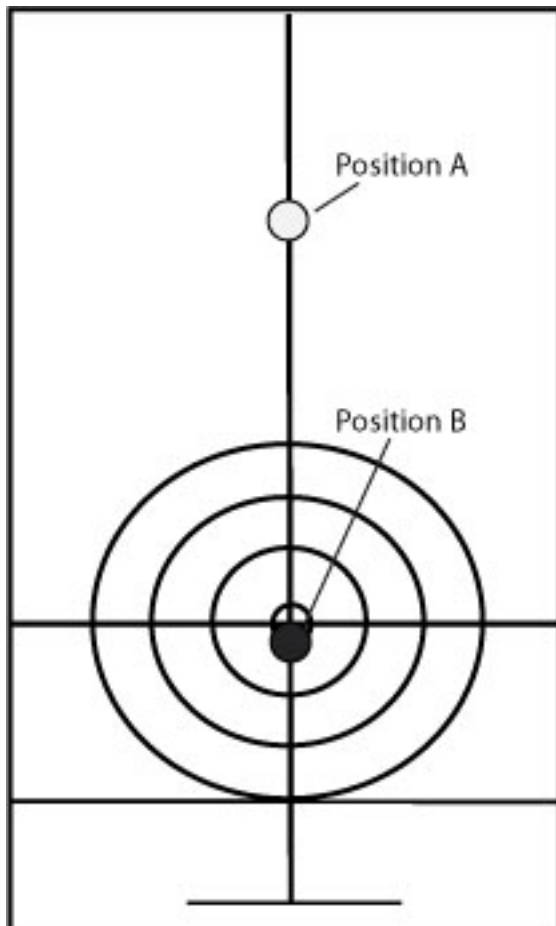
1. Each team is composed of two players, and alternate players are not allowed.
2. Scoring is the same as in a regular game of curling. The “positioned” stones that are placed prior to the beginning of each end are eligible to be counted in the scoring.
3. Each team shall deliver five stones per end. The player delivering his/her team’s first stone of the end must also deliver his/her team’s last stone of that end. The other team member shall deliver the team’s second, third and fourth stones for that end. The player delivering the first stone can change from end to end.
4. No stone in play, including the “positioned” stones and those in the house, can be moved to an out-of-play position prior to the delivery of the fourth stone of an end (the fourth delivered stone is the first stone that can remove any stone from play). If there is a violation, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.
5. Prior to the start of every end, the team with the ‘Decision’ shall place its “positioned” stone at the playing end of the sheet in one of two positions, designated A and B. The opponent’s “positioned” stone shall then be placed in whichever position (A or B) remains vacant. The location of these positions shall be as follows:
 - Position A: Placement so that the stone is bisected by the centre line and is approximately halfway between the hog line and the top of house
 - Position B: Placement so that the stone is on the back half of the of the button, bisected by the centre line and touching the back edge of the tee.
6. The team having the decision on the placement of the stationary stones shall be:
 - Teams opposing each other in the game shall use a coin flip to determine which team has the “Decision” in the first end.
 - Following the first end, the team that did not score shall have the “Decision” on the placement.
 - If an end is blanked, the team that did not have the “Decision” in that end shall have the “Decision” on placement in the next end.
7. The team whose “positioned” stone is placed in Position A (in front of the house) shall deliver the first stone in that end, and the team whose “positioned” stone is placed in Position B (in the house) shall deliver the second stone in that end.



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8. While the team is in the process of delivery, the non-delivering player must be positioned inside the hog line and on the ice surface at the playing end of the team's sheet. After delivery, either or both players may sweep their delivered stone and any stones set in motion that belong to their team anywhere in front of the tee line at the playing end.
9. If a player delivers a stone out of proper rotation, that stone is returned to the hack to be delivered by the correct player, after any displaced stones have been replaced to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred.
10. Each game will consist of four ends. If at the completion of the scheduled ends the score is tied, a draw to the button will be used to determine the winning team (sweeping, per above rules, is permitted).

ROCK PLACEMENT



**** NOTE:** The rules for the VCC Doubles Bonspiel are based on the WCF's rules for Mixed Doubles, with the only minor modification being the number of ends played per game. The WCF rules are available online at <http://www.worldcurling.org/rules-and-regulations>. **