

## OCA MASTERS DOUBLES COMPETITION

A Doubles team consists of two players (two men or two women).

### RULES:

1. Scoring is the same as in regular curling.
2. Each game will consist of six ends. If at the completion of the scheduled ends the score is tied, play shall continue for the extra ends required to determine the winning team.
3. Each team shall receive 40 minutes of playing time for a six-end game. When extra ends are required, the clocks, if utilized, will be reset, and each team shall receive 6 minutes of playing time for each extra end.
4. 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.
5. No stone, including those in the house, can be removed from play prior to the delivery of the **fourth** stone of an end. 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.
6. Prior to the start of every end, one team shall place their team's stationary stone (1), and their opponent's stationary stone (1), in either position A or B:
  - A. A stone bisecting the centre line, midway between the hog line and the front of the house; or
  - B. A stone on the back half of the button, bisecting the centre line and touching the tee line.
7. The team having the decision on the placement of the stationary stones shall be:
  - i) Predetermined for the first end.
  - ii) Following the first end, the team that lost the end will have the decision on the placement.
  - iii) If an end is blanked, the team that did not deliver the last stone in that end shall have the decision on placement in the next end.
8. The team whose stationary stone is placed in the position in front of the house shall deliver first in that end, and the team whose stationary stone is placed in the house shall deliver the second stone of that end.
9. While the team is in the process of delivery, the non-delivering player must be positioned on the ice-surface inside the hog line at the playing end of the sheet. This is the only player that may sweep their delivered stone and any stone set in motion that belongs to their team after it crosses the hog line at the playing end.
10. Prior to the start of every game each team shall be allowed a 5 minute warm-up period on the ice on which they will be playing. The team throwing the top of the scoreboard colour shall practice first.
11. The SBTRS (skill based team ranking system) will take place at the conclusion of a team's first practice. As there is no time to play tiebreakers, ties will be broken first by head-to-head, then by SBTRS score if required.

**DOUBLES**: Prior to the start of every end, one team shall place their team's stationary stone (1), and their opponent's stationary stone (1), in either position "A" or "B":

A – a stone bisecting the centre line, midway between the hog line and the front of the house

B – a stone on the back half of the button, bisecting the centre line and touching the tee line.

