

# RIVERDALE “DO IT ON THE ICE” RULES OF PLAY

## QUALIFYING ROUND

For the initial qualifying round, each team plays three 90 minute games to a max of 6 ends per game, in a points-spiel format. Ties are not broken. Points are awarded as follows:

**10 points for a win (5 points each for a tie);  
1 point per end (½ point each for blank ends); and  
¼ point per rock scored (to a max of 3 points)**

In the event of a default during the Qualifying Round, the offending team scores 0 points; the non-offending team will receive an average of the remaining winning teams’ points in that draw for that game.

Opponents are predetermined for the first game, and then by cumulative points awarded for the second and third games. Match-ups may be adjusted to avoid teams playing against each other a second time.

Game 2 Match-ups	Game 3 Match-ups
1 vs 6	1 vs 4
2 vs 5	2 vs 3
3 vs 4	5 vs 8
7 vs 12	6 vs 7
8 vs 11	9 vs 12
9 vs 10	10 vs 11

At the end of the Qualifying Round, the top eight teams from each of the four draws qualify for the Playoff Round. The remaining teams (ranked 9 through 12 in each draw) are eliminated.

In the event two teams are tied with the same number of points following the qualifying round, the tie will be broken using their Head-to-Head result. If the teams have not played each other during the qualifying round, a draw to the button or a coin toss will be used to break the tie.

## PLAYOFF ROUNDS

Playoff Round games are eight ends long, and ties are broken with a full extra end. In Quarterfinal games, the higher-ranked seeds in each event play the lower-ranked seeds who qualified from an opposite Qualifying Round Draw, as follows:

Playoff Event	Draw 1	vs.	Draw 2	Draw 3	vs.	Draw 4
A Event	1 <sup>st</sup> 2 <sup>nd</sup>		1 <sup>st</sup> 2 <sup>nd</sup>	1 <sup>st</sup> 2 <sup>nd</sup>		1 <sup>st</sup> 2 <sup>nd</sup>
D Event	3 <sup>rd</sup> 4 <sup>th</sup>		3 <sup>rd</sup> 4 <sup>th</sup>	3 <sup>rd</sup> 4 <sup>th</sup>		3 <sup>rd</sup> 4 <sup>th</sup>
F Event	5 <sup>th</sup> 6 <sup>th</sup>		5 <sup>th</sup> 6 <sup>th</sup>	5 <sup>th</sup> 6 <sup>th</sup>		5 <sup>th</sup> 6 <sup>th</sup>
G Event	7 <sup>th</sup> 8 <sup>th</sup>		7 <sup>th</sup> 8 <sup>th</sup>	7 <sup>th</sup> 8 <sup>th</sup>		7 <sup>th</sup> 8 <sup>th</sup>

Losers of the A quarterfinals continue on to play in the C event semi-finals; losers of the D, F, and G quarter-finals are eliminated.

Losers of the A semi-finals go on to play in the B event final; losers of the C semi-finals are eliminated; losers of the D semi-finals go on to play in the E event final; losers of the F and G semi-finals are eliminated.

## Pace of Play & Bell Rules

Please play at a reasonable pace, ideally 15 minutes per end. Sheet assignments are subject to change at the discretion of the judges to accommodate the game schedule.

The Bell Rule will be as follows: All games are deemed to have started at the official scheduled time unless communicated to teams by the Head Timing Official or their designate.

In the event of unexpected delays where games do not begin at the official scheduled time, the Head Timing Official or their designate(s) will ensure that each game has the proper timing. In such cases, there may be multiple bells for multiple games which will be communicated to teams to ensure understanding.

When the bell rings, you may complete the end you are playing and play one more. An end is considered completed when the last rock of the end has been released. As such, if the bell rings after the last rock of an end has been released, you may play an additional two ends.

For Qualifier/Pool games, a bell will ring 65 minutes after the official scheduled time for that particular game. Notwithstanding the bell rule above, no end may begin 85 minutes after a game has begun.

For Playoff games, a bell will ring 100 minutes after the official scheduled time for that particular game. Notwithstanding the bell rule above, no end may begin 115 minutes after a game has begun.

## Spares

Spares can be utilized during the bonspiel. If possible, you should endeavour to find a spare who is playing the same position in the bonspiel, or the same position in a recreational league.

***Spares should be announced and approved by the opposing team before the start of play.***

If a spare request is denied, the judges may: 1) overrule and allow the spare; 2) suggest an alternate spare that is agreeable to both teams; or 3) recommend the game be played with three players. ***No protests will be accepted after a game begins.***

**Last update: 2026-03-02**

## Rules

Except as modified by these rules, the [Canadian Curling Association \(CCA\) Rules for General Play](#) will be used. Questions regarding rule interpretation and disagreements arising during play should be directed to the Drawmaster or Judges of Play. The decisions of the judge of play are final.

**The Five-Rock Free Guard Zone rule is in effect, including the “No-Tick Rule”.** The Free Guard Zone is the area between the hog line and the “house” (the painted rings in the ice). This means that the opposing team’s first rocks delivered in each end cannot be removed from play (directly or indirectly) by the opposing team — if they are in the free guard zone — until after the fifth rock has come to rest. A team may, however, take out its own stones, provided that the opposition stones in the free guard zone are not removed from play in the process. Use the outermost centre lines when determining if a rock is on the line, and use the speed square to determine if a rock is touching the line if you are still undecided.

Additionally, any guards that come to rest touching the centre line may not be moved off of the centre line until the sixth rock of the end is delivered (also known as the “No-Tick Rule”).

## Drawmaster and Judges of Play

Drawmaster is Jordan Stewart.

Judges of Play are Jordan Stewart, Mark Field, Raynes Stubbs and Ryan MacDonald.

The Head Timing Official is Kevin MacDonald. There will be other Timing Officials available if Kevin is not available to resolve any issues.