

GUIDELINES FOR MEN'S & WOMEN'S TANKARD

This is a double team event (i.e. one entry is two teams of four (4) eligible male players for the Men's Tankard or four (4) eligible female players for the Women's Tankard).

The Draw

- One skip from each entry will draw the two sheets of ice (in pairs adjoining) for their **first game only**.
- The same skip from each entry will then draw their individual sheet number from the two previously drawn. (This leaves the other sheet of ice for the second team of the entry).
- The skip on one sheet of ice of each entry will flip for hammer or choice of colour. Whichever team takes hammer, the other team of their entry does not have hammer.
- The teams with hammer will practice first.
- If a penalty for late start is incurred, both teams of the offending club shall be assessed the penalty

The Game

- All games will be 10 ends.
- In all games of the competition, all extra ends must be played towards the glass.
- If, at the completion of 10 ends, the aggregate score is tied, the teams shall play an extra end. The team(s) that did not score in the tenth end or blanked the tenth end shall have hammer in the extra end.

Slow Play

- To eliminate the four and five hour games in this competition, the key is to have the teams play at the same speed (i.e. if one team is slower than the other, that slow team must speed up and alternately if one team is substantially faster, they must slow down a bit).
- If the teams do not adjust then you will have the "Delay of Game" situation. To eliminate this, the umpire can use the "Delay of Game" rule which states:

Delay of a game in progress by a player, for any reason, excluding accident or illness, shall not exceed three (3) minutes.
- At the provincial final, time clocks will be used. The thinking time allowed will be 45 minutes per game per team on their sheet of ice.