

FORTH & ENDRICK PROVINCE COMPETITIONS

Rink and Rules of the game – sections R1-R17 of the RCCC Rule Book apply with variations made by Area 6 and Forth & Endrick.

RCCC membership – each player must be a member of an affiliated club in Forth & Endrick Province and hold a current RCCC membership card.

GENERAL GUIDELINES

Draws for all Province Competitions are made at a meeting of the Draw Committee after the AGM. This committee will be composed of the **Club Secretary and one other nominee from each Club**. Contact details of both will be required by the Province Secretary.

Any club member may represent different clubs in Province Competitions during any one season. This member may not transfer at a subsequent stage in the competition nor substitute for another club in that competition.

All score cards for all competitions must be completed with name of competition, date, names of all players and their playing position in the team.

Leagues - Robert Paterson Trophy [A League] and Forest Hills [B League]
- 8 ends or the bell, whichever comes first.

Bonspiels – 8 ends or the bell, whichever comes first

Knock-outs – to the bell

In any peeled game, **including the final**, the Skips will nominate a team member to draw to the house. Measures will be done by an independent umpire if available. - **otherwise skips agree on the outcome.**

FAILURE TO APPEAR

A - in an 8 end game – Robert Paterson Shield [A League], Forest Hills [B League], Jim Carswell Knock-out.

Where **ONE** member of a team fails to appear, the game will start on time.

Penalty shots will be applied

After 5 minutes	1 shot
After 10 minutes	2 shots
After 20 minutes	3 shots
After 30 minutes	4 shots – maximum penalty.

Game will continue to the bell.

Where **TWO OR MORE** members of a team fail to appear, the Game cannot start.

If the third member arrives before 30 minutes the game starts using the same penalties as above.

If the third player does not arrive, game is forfeited and 2 points, 5 ends and 6 shots are awarded to the non-offending team. The offending team is liable for the ice fees for both teams. Those present may play a bounce game.

FAILURE TO APPEAR

B - in a game of 2 sessions of 4 ends – Gordon Mitchell, Province Medal and Forest Hills Trophy.

Where game consists of 2 sessions of 4 ends each and one player fails to appear the game should start on time. For late arrival the following penalties apply:

After 5 minutes	1 shot is lost
After 10 minutes	2 shots
After 15 minutes	3 shots and 1 end.

These penalties relate to the time at which the player is ready to play.
As the second session involves a different club, these penalties also apply, if there is still a player missing.

Addenda: Discussed by Province Officers as these rules were seen not to be fully explanatory:-

Four ends must be played in each session.

A player is ready once they are at the end of the rink and fully changed for playing.

A player can not join an end already in progress so must wait to start until the next end.

When **TWO OR MORE** members fail to appear within 5 minutes of the designated start time, the session is abandoned. The offending team is liable for ice fees for all teams affected, including their own. The offending team scores no shots or ends for this session or the following session if team is still not complete. The non-offending team will be awarded shots and ends as an average of those scored by their Club in the sessions played by that Club in the competition.

If one or more players arrive within the 5 minutes, game starts, 4 ends being aimed for.

SPECIFIC RULES FOR COMPETITIONS

ROBERT PATERSON SHIELD [A LEAGUE] at The Peak

Each club may enter one team. Each club will play each other club once.

Winner will be decided on points [2,1,0], shots up, total ends.

A player who plays Skip in the RPS League is not permitted to play Skip in the FH League.

Winner of the Robert Paterson Shield will represent the Province at the National Province Championships in the following season.

For Failure to appear - see page 2 para A.

FOREST HILLS [B LEAGUE] at The Peak

Each club may enter one team. Each club will play each other once.

Winner will be decided on points [2.1.0], shots up, total ends.

For Failure to appear - see page 2 para A

FOREST HILLS TROPHY [AWAY DAY] to be played at Kinross.

Entry is limited to 8 clubs. Each club will play 2 x 4-end games in morning and 2 in afternoon.

The same team may be used in both sessions but a maximum of 4 substitutes is permitted. Playing format will be decided by the Organisers.

Every attempt will be made to avoid clubs playing each other twice.

Winners will be decided on ends won, shots +/-, total shots.

For Failure to appear - see page 2 para B.

GORDON MITCHELL ROSE BOWL / PROVINCE MEDAL at The Peak

Each club provides 2 teams to a maximum of 11 clubs. If an odd number of teams enter, either the lowest scoring team from previous year is eliminated or the Province President provides an entry.

The competition is played in 2 games both comprised of 2 x 4 end sessions. The same team will play the first and second sessions; a different team will play the third and fourth sessions. A player may play both games in exceptional circumstances approved by the Organisers. The draw is predetermined.

The winning Club is decided by ends, shots +/-, total shots over four sessions.

For Failure to appear – see page 2 para B

JIM CARSWELL KNOCK-OUT at The Peak

Clubs may enter up to 2 teams to achieve a maximum of 8 teams. Unlimited substitutes may be used.

For peeled games – see page 1 General Guidelines.

For Failure to appear – see page 2 para A

DOUBLE KNOCK OUT – in abeyance at present

This competition may be reconsidered for season 13-14. The variation is that no team can be eliminated without losing twice. A minimum of two games for each team and maximum of 7 can result.

PROVINCE POINTS at The Peak

Clubs are asked to submit names of players to Province Secretary well in advance so that the required number of sheets can be booked. Time will control the number of disciplines played – committee will decide which disciplines will be played. These are well displayed in the RCCC Rule Book and players should be familiar with them before the event.

The Ice Bucket will be won by the Club whose top two players amass the highest score.

The individual winner will be the player with the highest score. In the event of a tie, the player with the higher number of 2 point scores will be the winner. Failing this, a tie will be declared.

AREA 6 COMPETITIONS – at The Peak

Current rules of Area 6 will be sent to all Club Secretaries. All players should be aware of these.

AREA 6 BONSPIEL at The Peak

One team from each of 6 clubs will represent F&E Province. These are drawn from clubs applying.

AREA 6 KNOCK-OUT at The Peak

4 Clubs are required from F&E Province. Where a F&E Club has been the previous winner, this club will be automatically selected along with the top 3 clubs in the Robert Paterson Shield. Failing this the top 4 clubs in the last Robert Paterson League will play..

2012 F&E Guidelines & Specific Competition Rules

7 October 2012 - amended and consolidated from previous documents approved in 2007.

Failure to appear in the Province Medal and Gordon Mitchell further amended in July 2013.