

CHANGES TO THE RULES OF THE GAME (2017 AGM)

3 - New rules and amendments 3(a) to 3(e)

To approve the changes to the Rule Book proposed by the Rules Committee and supported by the Board

3.	Rule	Previous Text	New Text	Rationale
3a	Teams R3 (d) (ii)	Bring in a qualified alternate/ substitute at the beginning of an end. Any alternate/substitute must play in the position of the replaced player when entering a game in progress. If an alternate/substitute joins a game, the player who was substituted may rejoin their team for the next game.	Bring in a qualified alternate/ substitute at the beginning of an end. The alternate/ substitute must take the position in the playing order of the player being replaced. However, changes may be made to the designations of skip and vice skip at the time of the alternate/ substitute joining the game If an alternate/substitute joins a game, the player who was substituted may rejoin the team for the next game.	This is to bring the RCCC into line with the existing WCF rule. It makes sense to give teams this option when a substitute is introduced during a game.
3b	Sweeping R7 (a)	The sweeping motion can be in side-to-side (it need not cover the entire width of the stone), deposit no debris in front of a moving stone, and must finish to either side of the stone.	The sweeping motion can be in any direction (it need not cover the entire width of the stone), must deposit no debris in front of a moving stone, and must finish to either side of the stone.	Amendment to previous rule - Brings into line with WCF rule passed at WCF Congress in September 2016
3c (i)	Touched Moving Stones R8 (a) (i)	If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by its equipment, the touched stone is removed from play immediately by that team.	If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by its equipment, the touched stone is removed from play immediately by that team. A double touch by the person delivering the stone, prior to the hog line at the delivering end, is not considered a violation.	Amendment to previous rule - Brings into line with WCF rule passed at WCF Congress in September 2016
3c (ii)	Touched Moving Stones R8 (d)	New Text	If a moving stone is touched by a stone deflecting off the sheet dividers or side barriers the non-delivering team shall place the stone where it reasonably considers the stone would have come to rest had the moving stone not been touched.	Additional text to previous rule - Passed at WCF Congress in September 2016 This is to cover a situation already covered in ruling for stationary stones R9 (e) being touched but not moving stones
3d	Equipment R10 (d)	A player may change the type of brush or synthetic broom at any time during a game, provided there is no delay. (see Appendix 1)	In competitions other than RCCC championships leading to international representation and RCCC Under 21 slams, a player may change the type of brush or synthetic broom at any time during a game,	Additional text to previous rule. This is to take into account this rule has been deleted from WCF competitions following WCF Congress in September 2016 but the

			provided there is no delay.	RCCC wish to allow Clubs to continue to do this if they wish.
3e	Scoring R11 (a)	The result of a game is decided by a majority of shots at the completion of the scheduled ends of play or by pre-determined time or when a team concedes victory to its opponent, or when one team is mathematically eliminated (in the case of a game requiring only a win/loss decision) provided the minimum number of ends has been completed. In the event of the scores being equal at the end of a game play may be continued for one or more ends to determine a winner, or as provided for by the conditions of the competition.	The result of a game is decided by a majority of shots at the completion of the scheduled ends of play or by pre-determined time or when a team concedes victory to its opponent, or when one team is arithmetically eliminated (in the case of a game requiring only a win/loss decision) provided the minimum number of ends has been completed. In the event of the scores being equal at the end of a game play may be continued for one or more ends to determine a winner, or as provided for by the conditions of the competition.	Additional text to previous rule - Passed at WCF Congress in September 2016. A rare situation and affecting only games where a win/loss decision required but clarifies minimum number of ends takes precedence over a team being arithmetically eliminated.

4 - Rewording of existing rules for clarity

To approve the changes to the Rule Book proposed by the Rules Committee and supported by the Board

Rationale - During the review of the Rule Book by the Rules Committee a number of minor items (updating of terminology) that needed attention were identified. There is one clarification on interpretation, noted below.

Page	Rule	Previous Text	New Text	Rationale
8	Teams R3 (c)	A team must start a game in the first end with a full complement of four players. Any team not having its full complement shall be subject to R11(j).	A team must start a game with a full complement of four players. The game starts with the delivery of the first stone of the first end for each team or, where appropriate, with the delivery of the team's first LSD Stone. Any team not having its full complement shall be subject to R11(j).	Now that the LSD is used at a number of RCCC competitions to decide which team has the Last stone in the First End (LSFE), it is necessary to explicitly state this is considered part of the game. Equally the opportunity has been taken to define the start of a game for all other competitions played under RCCC rules