CHANGES TO THE RULES OF THE GAME (2018 AGM)

4 - New amendments 4(a) to 4(d)
To approve the changes to the Rule Book proposed by the Rules Committee and supported by the Board

4.	Rule	Previous Text	New Text	Rationale
4a	Teams R3 (d) (i)	Continue play with the remaining three players, in which case the player who left the game may re-enter at any time provided that the returning player's two stones are delivered in rotation in that end. (see also page 90: Appendix1) A player may leave and return to a game only one time in any game.	Continue play with the remaining three players, in which case the player who left the game may only re-join the game at the start of an end. A player may leave and return to a game only one time in any game.	This is to bring Scottish Curling into line with the existing WCF rule. It addresses the present situation where a lead could throw the first three stones because the third is off the field of play but then returns after the second has thrown their first stone. Equally applicable if skip, throwing fourth stones, were to return after lead and second had each thrown three stones. Therefore in both situations although in time to play their own stones other team members will not have thrown the correct number of stones in the rotation.
4b	Delivery R5 (l)	Where the wrong team starts an end the end shall be replayed. (See also page 90: Appendix 1).	Where the wrong team start an end: (i) If the error is discovered after only the first stone has been delivered, the end shall be replayed. (ii) If the error is discovered after the second stone of the end has been delivered, play continues as if the error had not occurred.	This is to bring Scottish Curling into line with the existing WCF rule. This change makes it explicit in at what point an end is replayed or the game continues.
4c	Free Guard Zone (FGZ) R6 (b)	If, prior to the delivery of the fifth stone of an end, a delivered stone causes, either directly or indirectly, an opposition stone to be moved from the FGZ to an out-of-play position, then the delivered stone is removed from play, and any displaced stones are replaced to their original positions, by the non-offending team, to their position prior to the violation taking place. (See also page 52: S6 (i) Scottish Mixed Championship)	If, prior to the delivery of the sixth stone of an end, a delivered stone causes, either directly or indirectly, an opposition stone to be moved from the FGZ to an out-of-play position, then the delivered stone is removed from play, and any displaced stones are replaced to their original positions, by the non-offending team, to their positions prior to the violation taking place.	This is to bring Scottish Curling into line with the WCF rule being introduced next season. This change encourages offensive curling with more stones in play and will therefore allow players to best prepare from club level right through to national and international competitions.
4d	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	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	This is to bring Scottish Curling into line with the existing WCF rule. This avoids play being stopped during e.g. second last end even if score one

		arithmetically eliminated (in the case of a game requiring only a win/loss decision) provided the minimum number 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. If the time signal has not started when the last stone of the last played end has come to rest and any stone(s) whose movement has been generated by that stone has also come to rest or gone out of play then another end will be played (See also page 90: Appendix 1)	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. ==Once the minimum number of ends have been played a team that has been arithmetically eliminated may complete the current end but no new end may be started. However, if a team is arithmetically eliminated in the last end of a game, the game should stop when this occurs and the end will not be finished==. 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. If the time signal has not started when the last stone of the last played end has come to rest and any stone(s) whose movement has been generated by that stone has also come to rest or gone out of play then another end will be played.	sided. It does not change the situation for the last end where if arithmetically eliminated the game is officially immediately over in games requiring only a win/loss decision.