



## Addendum to BCC Member Benefits and Curling Expectations – 2024 2025 Season

### **BCC Matchup Outcome Standard**

The club has identified the following types of outcomes for a matchup played between two teams: win, tie, late-start, forfeit, make-up, and un-played. A team is comprised of players that present at match time, ready to play, with at least three members or two members and one spare. A matchup is a 6 or 8 end match governed by the match-clock (if there is time available on the clock skips can agree to play an extra end or draw one rock closest to the button to break a tie).

- A win occurs when one team has a high score at the end of the match, or after a tie break.
- A tie occurs when both teams have the same score at the end of a match, or after a tie break.
- A late-start occurs when one team is not present within 5 minutes of the match-clock starting.
- A forfeit occurs if the match clock starts the second end before both teams are present.
- A make-up occurs when two skips, prior to a matchup, agree to schedule a make-up match rather than take a forfeit. Skips arrange the make-up match and inform the drawmaster of the make-up score.
- An un-played matchup occurs when a drawmaster is not informed of the make-up score prior to the end of a season (Fall - October to December, and Winter - January to March).

### **Matchup Outcome Scoring:**

Skips are responsible for confirming that each matchup outcome is recorded in the league score-binder.

Drawmasters will transfer matchup outcomes to the league records which display on the BCC website and are available from the member profile page.

- win = score of match (i.e. 5 - 8)
- tie = score of match (i.e. 3 - 3)
- late-start = on-time team takes first end with a score of 2
- forfeit = present team takes match with score of 2 - 0
- make-up = Skips inform drawmaster of win or tie (see above)
- un-played = 0 - 0

### **The Match-Clock and Tie Breaking**

A 6pm league has a 6 end game with a 1 hour 35 minute clock – 95 minutes. An 8pm league has an 8 end game with a 2 hour 7 minute clock – 127 minutes. Both the 6 and 8 end games are based players throwing a rock at the house every 1 minute of play. Leagues are scheduled on a 2 hour cycle with 20 minutes of ice prep time between the 6 and 8 pm matches which would give matchups 10 minutes of extra time to break ties. To play a full end tie breaker matchups would need to complete their final end with 5 minutes left on the match-clock, other wise the tie break would need to be decided by a draw to the button. The decision to play a tie break is up to the skips, while the type of tie break is up to the time on the match-clock.

>> <https://buffalocurlingclub.org/game-clock/>

### **The Match-Clock and Curling Etiquette**

The match-clock is a guideline provided by the BCC board to help players keep track of where they should be during play. All teams should wait for the Drawmaster to start the clock and signal start of the match (which should be as close as possible to the 6 or 8 pm league start time). The drawmaster should signal to all teams that there are 30 minutes to play by ringing a bell (The match-clock has features to notify player of time left in the game). Often, during a match there can be stoppage of play caused by a player falling, or an end needing to be measured – It is up to the skips to be thoughtful, understanding, and to all members to have a general etiquette, commaradare, and understanding to decide when a final end may start a couple minutes late due to an appropriate stoppage of play even while other matches may end early due to slow play.