

2017-2018 Tuesday Night Men's Curling League Skins Format

Rules

Coin toss – the team winning the coin toss has the choice of last rock in the first end or rock colour. If the coin toss winner chooses rock colour, they will not have last rock in the first end.

Free guard zone – 4 rock rule applies.

Objective – teams play to win ends. The winner of an end wins the skin. Skins point values increase as the game progresses. The winner of the most skins points wins the game. The teams receive 3 points for a win, 0 points for a loss and 1 point each for a tie.

Skins point values:

Ends 1 and 2	1 point each
Ends 3 and 4	2 points each
Ends 5 and 6	3 points each
Ends 7 and 8	4 points each

Total 20 points

Scoring – to win an end, the team that has last rock must score at least 2 points or the team without last rock must steal at least 1 point. If neither team wins the skin, the skin points carry forward and are added to the skin points for the next end.

Last rock (the hammer) – the loser of the end (or skin) is awarded the hammer in the next end. If nobody wins the skin in a particular end, the hammer flips to the other team.

Marking score – If you win the skin for an end, mark one point for your colour on the scoreboard with that end number marker (you are keeping track of the ends that were won by each team).

Un-won ends (skins) - If at the end of 8 ends of play, and one or a number of skins have not been won, please add up the skins points of the ends not won and split the points equally between the two teams.

Defaults – if one team is unable to appear for the game, the teams that did appear will receive 3 points and the team defaulting will receive 0 points.