

Armstrong Tuff Spiel Rules

1. One person teams - no skip, no sweeper.
2. Each player throws six (6) rocks per end.
3. Game consists of four (4) ends.
4. Three (3) rock free zone is in effect - the fourth rock thrown can play take-out. (i.e. 1st 3 rocks of the end no matter where they are in play may not be removed)
5. Blanked end loses the hammer.
6. Players must not go past the half-way markers until the last rock of the end has been delivered.
7. Players are limited to two (2) 'checks' at the half-way markers per end.
8. Loser of the game umpires the next game.
9. Tied games are decided by a 1-rock throw to the button; a full extra end in the championship round.
10. A winner is declared at any point in the game when it becomes mathematically impossible for one player to beat the other.
11. Abusive use of the rocks (excessive delivery) will not be tolerated.
12. Late players will be penalized one (1) point and one (1) end for each 10 minutes they are late.
13. A player will be cautioned for an infraction; a second infraction will result in the forfeiture of the game.
14. Rule disputes will be decided without appeal by the bonspiel committee.