

HERITAGE TRIPLES LEAGUE GAMES

1. **TEAMS**

(a) Teams to consist of 12 players, with a minimum of 10 players.

(b) Where a team fields less than 12 players, the following rules apply: *please note that Skips may not play more than once.*

The Team Captain declares the players and their positions for Blocks 1 and 2. The opposing Captain draw from the eligible players in Blocks 1 & 2. The Team Captain will then declare the player's positions for Blocks 3 & 4, whilst ensuring that no one plays in the same position more than once or on the same mat more than once.

2. **DURATION OF MATCHES**

Each match will consist of 4 games, each game will consist of 11 ends .

3. **SCORING**

Two points will be awarded to the team winning a game. One point will be awarded to each team in a drawn game. A total of 8 points are played for at each match (no bonus points will be awarded for shots).

4. **FIXTURES**

Clubs will be responsible for arranging their own fixtures. Heritage League and Cup games must take priority over Triples games.

With the exception of the above, all other rules will be as per regular Heritage League games.

13/07/2015