

## **Schooner Curling Club Rules of Play**

The Schooner Curling Club will follow the rules of play as laid out by the Canadian Curling Association in their "Rules of Curling for General Play 2018-2022". The following rules and points of etiquette will also apply to all leagues.

1. The onus to speed up game play relies on the skips. They are to have their team members ready and in position to throw their stones in a timely manner. Have leads ready to throw their rocks as soon as possible after the completion of each end. It should not take more than 15 minutes to complete an end. After one hour of play time, four ends should have been completed, if not, both skips should have their teams speed up play to complete the game on time.
2. Eight end games should not exceed two hours of playing time. Six end games should take an hour and a half. Seven o'clock game starts should not go past nine o'clock completion time especially when there is a late draw.
3. Skips are to keep an eye on the clock. Fifteen minutes prior to the scheduled time limit, if the final end has not started and skips determine a full end cannot be completed in time, a mini-end shall be played, so as to complete the game on time.
4. Teams should be at the rink at least fifteen minutes prior to game start time. As soon as the ice is ready for play, teams should get on the ice and start their game.
5. Skips should teach their teams some curling etiquette such as where to position themselves when opposing teams are throwing their stones, burning of stones, and fairplay, etc. All players should be encouraged to read the Rules of Curling posted on the board.

6. There will be a **spares list** posted at the club with phone numbers. One has also been supplied to each skip. Spares should be drawn from this list and you should replace missing members on your team with spares of comparable ability whenever possible. **Teams can play with a maximum of 2 spares.** Some members on the spare list only curl once a week and would like the opportunity to curl more. Please take this into account.
7. There must be at least 1 original team member available to play a scheduled game. If only 1 original team member is available to play, the team can play with 3 people: 1 original + 2 spares.
8. If a skip is asked to spare in a recreational league, then he or she may only curl in the skip position (if it is vacant) or lead. To be clear, this is to prevent teams “loading up” with skips in multiple positions.
9. **The ONLY league that this rule does not apply is Team Entry.** In Team Entry, any player may play any position.
10. Players not able to attend a scheduled game are responsible for finding their own spare. If unable, refer the matter to your skip. Finding spares is not the Drawmaster’s responsibility.
11. If a skip cannot field a team for a scheduled game, and he/she informs either the Drawmaster or the opposing skip with **less than 24 hours notice**, the offending skip **SHALL** forfeit the game.
12. If a skip cannot field a team for a scheduled game, and if he/she informs the opposing skip with proper notice, then the opposing skip has the option to agree to a makeup game on an alternate date if ice is available. **BUT** if the makeup game **is not played within 2 weeks** of the original scheduled date, then the offending skip **SHALL** forfeit the game.
13. When a schedule change occurs, the Drawmaster will inform the Skip, and it is the Skip’s responsibility to inform the rest of his/her team.

14. **Tied games** after regulation play in the **Team Entry League** will be decided by a **1-rock draw to the button**. Any team member can throw the rock. Sweepers are permitted.
  15. **Tied games** after regulation play in the **Men's, Mixed, Women's** and **2-on-2 Leagues** will be **recorded as a tie**.
  16. **Ensure to record game results after every game.**
  17. League Tie Breaks are detailed in section 2.
  18. Curling is a fun game, so let's keep the **fun** in curling at our Schooner Curling Club!
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## **League Tie Breaks**

1. Most wins.
  2. Wins between tied teams involved.
  3. Draw to the button.\*
  4. Will be determined by the Drawmaster committee.
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**Note 1:** *If teams are added to leagues during the season, league winners may be determined by percentage of wins vs games played as determined by the Drawmaster Committee.*

**\* Note 2:** *On a regular league night TBD, teams will participate in a draw to the button. Two people on each team will throw one rock. Sweepers are permitted. The cumulative total will be recorded by the Drawmaster and used in the event that the 3rd tiebreaker is needed. This result applies to both regular season and playoffs.*