

SUNDAY NIGHT LEAGUE RULES

First Things First. The Ice Needs to Be Prepped.

Both Skips scheduled to play on Sheet 1 are responsible to have the ice pebbled and nipped by the posted starting time. If unable to perform the task themselves, they must make arrangements to have the ice prepped. If the ice is not ready by **designated starting time** the clock will be reduced accordingly so as not to delay subsequent draws. Sheet 1 skips in subsequent draws are also responsible for ice prep. However, if a sheet becomes available while play continues on the other sheet, skips may prep their sheet and begin play, leaving ice prep to those skips scheduled on the adjacent sheet.

No rostered team member can be demoted to play a lower position even to accommodate subs. (this will not apply to special games like moving up day)

Gender need not be considered when enlisting a sub for any position.

When the Skip is absent, the Vice will play Skip. If both the Skip and Vice are absent, subs will be enlisted as outlined in these rules.

A sub ranked one (1) position higher, equal, or lower can be enlisted to fill any vacancy. Skips are encouraged to utilize new and first year curlers for front end vacancies when possible.

Subs Defined: Skip vacancy- player ranked Skip or lower; Vice vacancy- player ranked Skip or lower; Second vacancy- player ranked Vice or lower. Lead Vacancy- player ranked second or lower. Not allowed: Player ranked Skip to play Second. Player ranked Vice to play Lead.

A player's rank for the purpose of subbing will be as follows:

- a) if the player is a rostered player in the Sunday Night league - their position in the league
- b) the highest position rostered in other leagues except leagues restricted to new curlers or leagues who do not have rostered team line-ups.

Teams should play with three (3) players rather than use an ineligible sub. If, to avoid forfeit, a skip needs to utilize a sub of higher ranking than permitted by these rules, the following will apply:

- 1) With concurrence of Opposing Skip, the game may be played but the opposing team's worse outcome will be a tie. If the Opposing Skip does not concur, the game can be rescheduled OR even if played - scored as a forfeit. League Coordinators must be notified.
- 2) In all instances, if a team enlist two (2) impermissible subs, the game can be played but will result in a forfeit.

Except in cases of extreme circumstances, TBD by the League Coordinator, a team must have at least one (1) rostered / original team member to avoid forfeit.