

PHARMACIST & TRAVELERS STANDING RULES (updated September 22, 2026)

1. Organization of Teams

- a. New teams are made up at the beginning of each season. Skips meet to choose their teams up to several weeks prior to the start of the season.
- b. If a new team is joining the league (as a whole team), consideration will be made to allow them to play together for the first year. After that, they will be put into the player pool as other players are.
- c. The order of choice for teams is based on final standings at the end of regular play from the previous year.
 - i. The last place team has first choice for third and lead and last choice for second.
 - ii. The second last team has the second choice for third and lead and second last choice for second.
 - iii. This continues through all the teams until the first place team chooses last for third and lead and first for second.
- d. If a new skip joins the league their position for choosing is determined by random number generator.
- e. A skip may not choose the same player two years in a row.

2. Club Curling

- a. A team must play with at least three players, two of whom must be regular team members.
- b. If a player is absent, they must obtain a spare by either contacting the Spares Coordinator or arranging their own Spare and informing the Spares Coordinator of who their spare is.
- c. Spares
 - i. Each team may **have up to two** spares per week. The spare(s) must play front end (except as noted below in c.iv.).
 - ii. A spare may play for one team for TWO consecutive weeks.
 - iii. If the skip is away, the third must move up to the skip position.
 - iv. If both the skip and third are away and the lead or second do not want to skip, **then one spare may skip the game but the second spare must play lead.**
- d. In the case of players splitting a position on a team, if one player of the split position is already playing, the second player of that split position must follow the spares rules as stated above (2c.i. – 2c.iv.).
- e. All games are played as scheduled or are defaulted. Under extraordinary circumstances, e.g., inclement weather, pre-emption by VCC management, games may be cancelled or rescheduled.
- f. No Rocks are to be thrown prior to the game. Warm up slides on your own sheet of play is allowed.

- g. Games consists of eight ends. The bell will ring at 1 hour 45 minutes, indicating you finish the end you are playing. The ice must be vacated at the end of the two hour rental period.
- h. At the beginning of the game, loser of the toss has choice of rocks and throws first.
- i. Thirds are responsible for marking wins and losses on the score chart.
- j. The system used to score is:
 - i. 2 points for a win
 - ii. 1 point for a tie
 - iii. 0 points for a loss or default
- k. Curling Canada rules and regulations are followed with the exception to the delay of start consideration.
- l. Teams should be punctual. If the delay of the start of play is 10 minutes, then the nonoffending team receives one point and will have last stone in then first end of actual play. One end is considered completed.
- m. The Third Man and Skins games DO NOT count in the round-robin points standings.

3. Club Playoffs

- a. All teams participate.
- b. Games are played under the same conditions and rules of play as league play, subject to the changes and variations outlined below.
- c. The top seeded team in any game gets the initial hammer or choice or rocks.
- d. Depending how many teams are in the league each year, playoffs will be a minimum of three weeks.
- e. Teams are placed in the event according to their finish in league play. The top team plays the last team, the second team plays the second last team and so forth.
- f. At some point during the season, one member from each team will draw to the button. The measurement may be used to break ties during the Playoffs.
- g. Tie Breaking for position in Playoffs:
 - i. If ties occur at the end of league play, the positions are determined by comparing the games played between the tied teams. The team with the greatest number of points in those games receives the highest standing. The team having the next highest number of points, receives the next position, etc.
 - ii. If a tie still exists, the team with the greatest number of wins takes the highest position.
 - iii. If a tie still exists, the Draw to the button measurement will be used to break the tie.
- h. Teams will be re-seeded after each week.
- i. The same Club Curling Spare Rules apply during Club Playoffs.
- j. In the case of players splitting a position on a team, if one player of the split position is already playing, the second player of that split position must follow the spares rules as stated above (3i.i. – 3i.iv.).

- k. While playing eight ends is ideal, the game must be completed during the two hour rental period. If a tie exists at the end of the regulation play, there will be a draw to the button with sweeping.

4. Trophies

- a. The winner of the round robin is awarded the Frosst Cup.
- b. The winner of the playoffs is awarded the Apotex Cup.
- c. The winner of the third man competition is awarded the Dean's Cup.
- d. The winner of the skins competition is awarded the Stanley Cup.