

Minot Air Force Base (MAFB) Extra Mural Curling League

Facilitated & hosted by the Minot Curling Club

League sponsored by Verendrye Electric Cooperative

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Introduction

Mission Statement: To provide the active-duty military personnel & spouses of the MAFB an opportunity to learn, compete, and experience *"The Spirit Of Curling"* through participation in the great sport of Curling to improve the quality of life and morale of the Airmen.

League Philosophy: Sportsmanship, socializing, and competition are the foundational pillars on which the Mission Statement of the MAFB Curling League is accomplished. We endeavor to create a culture and place that encourages those listed aspects.

The Spirit Of Curling:

" The Spirit of Curling is a commonly used term in the sport. It refers to the respect curlers show, not only to one another, but also to the sport itself.

Curling is a game of skill and of tradition. A shot well executed is a delight to see and it is also a fine thing to observe the time-honoured traditions of curling being applied in the true spirit of the game. Curlers play to win, but never to humble their opponents. A true curler never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, The Spirit of Curling demands good sportsmanship, kindly feeling and honourable conduct.

This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice."

Eligibility

The MAFB Extra Mural Curling League is open to all active-duty members of the armed forces and their spouses.

No previous experience or skills are required to join and participate fully.

Many disabilities can be accommodated to allow full participation, if full participation is not possible a concerted effort will be made to still accommodate and include as able.

The league does not discriminate or differentiate between participants based on gender or any other classification other than the previously mentioned eligibility restrictions.

Rules & Regulations

Liability & Safety: Every person who plays, receives instruction, or otherwise sets foot into the play area of the curling club facilities shall have read and agreed to the Minot Curling Clubs liability waiver for that current year. No exceptions.

Protective equipment such as helmets or other protective headgear are not mandatory for adult participants, the clubs policy at this time is anyone under 13 years of age is required to wear protective headgear. Slips and falls can result in concussion or other injury for participants of any age or experience level in the sport, and the club has a small selection of protective equipment available for participants on a first come, first served basis.

Curling Rules: The MAFB Extra Mural Curling League observes the United States Curling Association (USCA) "Rules of Curling" and regulations for the sport of curling, with minor exceptions to accommodate the social nature and general novice knowledge level of the majority of the participants. For information on USCA's current rule set see their website and publications, they are publicly available.

Noted Exceptions to USCA Ruleset: The USCA's No Tick Rule, player substitution, and position of players rules are either not observed or heavily modified for the reasons listed above.

Equipment: The Minot Curling Club will make available all equipment necessary to participate in the league except for personal clothing. Participants are expected to bring with them or come wearing clothing that allows full range of motion and will keep them warm on the ice surface they play on. Dedicated footwear that is clean and free of any embedded hard or sharp objects that may damage or leave debris on the ice surface is mandatory, anyone not wearing appropriate footwear will be barred from participating until they have satisfactorily cleaned or procured alternative footwear.

Field Of Play: The Minot Curling Club shall provide an ice arena with 5 lanes of curling that is suitable for the playing of curling with only basic maintenance and preparation required to play on the surface. The MAFB Extra Mural Curling League participants are expected to assist with pre-game ice preparation. It should be understood they are not responsible for initiating or directing the pregame preparation, but they are expected to assist to the best of their ability when directed or made aware. Participants are responsible for ensuring the ice surface is swept and cleaned of any debris immediately after their game is completed. All participants are responsible for ensuring this post-game cleaning is completed, while the winning team is responsible for sweeping the ice post-game

League Format: The MAFB Curling League will consist of a 10 to 14 week season of instruction, league, and playoff play depending on holidays and weather cancellations. The league shall begin with an introductory night on the league's regularly scheduled night and time. Detailed instruction in the mechanics and strategy of the sport shall be performed on this night.

Following the instruction night, regular league play will commence. In which games will be assigned to allow as many teams to play each other as possible with minimal repeats of specific matchups. Winners will be recorded, and this record will be used to determine playoff eligibility

and seeding. If team registrations are suitably low to allow all teams to play at the same time (11 or less), these nights will consist of 2 short games of 4 ends for each team to maximize ice time for participants. Should registrations be high enough that not all teams can compete at the same time on ice (12 or more), 1 game will be played per night per team and that game will have 6 or more ends.

Playoffs will be structured so regular league results will determine seeding and eligibility. If team registration is suitably small all teams will compete in the playoffs and have a chance to be the overall league winner should they win all matches. If there are too many teams to complete playoffs in the allotted time, a cutoff will be determined to allow teams with better records into the playoffs. Consolation brackets will be made to keep teams that have lost out of the playoffs on ice and still playing up through and including semi-finals. Last night of league will be championship night and only necessary games to crown the league winner will be scheduled. Consolation brackets may provide an opportunity to win back into the championship, but that is not guaranteed.

League Officials: The Minot Curling Club will select a club member to be the MAFB Extra Mural Curling League Manager (LM). This person will be responsible for ensuring league continuity between seasons, ensuring the ice is prepped as necessary for the league to play on, accept registrations and payments of dues, and set up the schedule for play along with other duties as necessary to facilitate the league.

By volunteer and agreement of the LM, a MAFB Liaison Person(s) will be selected from the interested Active Duty service members of the MAFB. This person(s) will be responsible for facilitating communication between the MCC and MAFB to setup and promote the league on base as well as being involved in the planning and management of the league. They will function as the LM when the LM is unavailable for purposes of dispute resolution, league/curling rule interpretation, and ensuring the facilities/equipment are used appropriately including securing the facilities after the completion of league play should the LM not be present.

Each team shall designate a Team Captain (TC), they will be assumed to be the person who registers the team unless the LM is specifically informed otherwise. It will be the responsibility of the TC to ensure that they have 2 way communication channels between the LM and TC for purposes of scheduling, cancellations, and general inquiries. They will be responsible for disseminating information down to their teammates and ensuring that their team is punctual with a full roster for each of their assigned games. Should they be unavailable it will be their responsibility to elect a new TC either temporarily or permanently.

Communications: The TCs, Liaison Persons, and LM will mutually agree on a method of rapid communication for dissemination of information related to the league, for the purposes of sending reminders, soliciting input from participants, coordinating schedules, and for notice of cancellation for league or specific matches.

League & Match Cancellation & Postponement: Any team that is aware of a scheduling/personnel issue that would not allow them to field a full team at the scheduled time can contact the opposing teams TC and attempt to reschedule/make up the match at different time. The opposing team will be expected to make a reasonable effort to make up the game as

long the request comes at a reasonable time prior to the scheduled match. If rescheduling is not feasible it will be considered forfeit by the team who cannot attend at the scheduled time.

Should severe weather occur, league night will be cancelled by default if HWY 83 between Minot and the MAFB has been deemed either “Closed” or “No Travel Advised” by the ND-DOT one hour prior to that league nights first scheduled match OR if more then 1/3 of the teams scheduled to compete have indicated they will not be able to attend due to weather.

League night may be cancelled, postponed, or delayed for any reason at any time outside of the stated criteria above at the discretion of the LM. Should any of those occur the LM will notify the TCs and Liaisons via the official communication channel and the TCs will be responsible for relaying that information to their players.

League Fees: Participants in scheduled matches where the result of the game is recorded shall be in good standing with regards to league dues and fees.

The league has been offered a substantially discounted rate compared to other demographics of club members along with options for paying weekly or annually. Additionally, we do distinguish between officers and enlisted service members for the purposes of calculating dues. As we encourage mixed teams of those groups, should any mixed teams wish to use the annual team rate please contact the LM and a rate will be determined based on the ratio of officer/enlisted members of the team.

Any team or person paying annually will make the payment in one lump sum, LM will not be responsible for tracking partial payments. If 5 people on a team elect to pay the individual annual rate, that team will be then considered to have paid the team annual rate.

Team rates cover regular team members and any alternates. Individual rates only cover that individual and are not transferable to an alternate. Spouses shall pay the same rate as their active-duty partner.

	Annual		Weekly
	Team	Individual	
Officers	\$750	\$150	\$20
Enlisted	\$625	\$125	\$15

If at any point a participant is found to not be in compliance with the dues requirements, they will be promptly informed along with that player’s TC and they will be expected to make the full outstanding payment as soon as reasonably possible. At the LM’s discretion games played with non-compliant participants may be forfeit to the opposing team and could escalate further based on severity and frequency.

Deployment/TDY Refund Policy: At this time there is no full or partial refund for participants whose schedules have changed and will no longer be available to participate once the season has started. Should someone seek a refund of their dues prior to the season start either individually or for a full team, this will be accommodated, and a full refund will be issued.

Game Readiness & Tardiness: Teams will be ready to play at the scheduled time. Ready to play means a full roster of eligible players is appropriately attired with necessary equipment and physically in position on their assigned sheet of ice ready to begin the match. A team is comprised of and may have no more than 4 players participating at one time. In order of rocks thrown a team is comprised of Lead, Second, Third/Vice, Skip. A team may play with 3 players if they are unable to field a 4th, in that case lead and second throwers will deliver 3 stones each and the Skip will deliver 2 stones. Until a team has at least 3 players present and ready to play, they will be considered absent for the purposes of the following scheduling rules.

Should the scenario occur where a team only has 2 players and the opposing team offers an alternate or one of their players to play with them, so each team has 3 or more players, this will be considered a legitimate match and results of that match will be final unless the forfeit or exhibition status of the match is explicitly agreed to by both teams TCs prior to the match beginning (if the alternate is not from the opposing team their consent is not required as long as the alternate is otherwise eligible).

If either or both teams are tardy or absent, the following penalties shall be levied.

	Team A Present			
Time after scheduled start	5 mins	15 Mins	30 Mins	45 Mins
Team B Absent	Team A gets choice of throwing order and rock color	Team A receives 1 point and first end is considered complete.	Team A receives an additional point (2 total) and the second end is considered complete.	Team A is declared the winner of the match due to forfeit.

	Team A Absent			
Time after scheduled start	5 mins	15 Mins	30 Mins	45 Mins
Team B Absent	First team ready to play gets choice of rock color and throwing order.	No points are awarded, first end is considered complete.	No points are awarded, second end is considered complete.	Match will be considered cancelled and will be recorded as a loss for both teams.

If a team has 3 players ready to play and is waiting on a 4th, they will be subject to the same tardiness penalties at the specific times listed if they refuse to start the match until the 4th is ready.

The intention and application of these penalties is to encourage an environment where participants can enjoy the sport of curling by being able to maximize the amount of time they get to play in a league setting. With that in mind, participants are expected to allow reasonable leeway and accommodation to their fellow players in line with the spirit of curling ethos.

Pace Of Play: Due to the general novice level of the league we do not enforce a game clock regularly. Participants are expected to make their best effort to complete their matches in the allotted time. For perspective, an end should take 15-20 minutes to complete, with 16 stones making up a full end, this means a rock should be delivered every 56 to 75 seconds.

To play within the allotted time participants need to be proactive about getting ready to deliver their stone while the other team is completing their shot, communicate effectively between skip and shooter to relay the called shot, and Skips and Vices need to be efficient at determining what shot they want to call.

When a game clock is enforced, players will be notified by the sounding of a loud bell throughout the arena play area. The bell will be rung approx. 20 minutes prior to scheduled completion of the match. When the bell is heard, matches will complete the end they are on and are allowed to play one more end. An end is considered over when the final delivered stone of that end comes to rest after delivery. For an 8 end game, this table outlines how many ends may be completed based on what end of play the bell was sounded during:

Current End When Bell Sounded	Last End That Can Be Completed
4	5
5	6
6	7
7	Finish Game
8	Finish Game

Should a match result in a tie after the completion of the final end allowed to be played after the bell is rung, a skips draw will be used to determine the winner of the match. An extra end or other method of resolving a tie will not be used.

Players waiting for a match to complete so that they may start their game will not enter the arena until the completion of the previous match and will give the teams who have just completed their match adequate time and space to clear their personal effects and clean the ice.

League Play Rules: Curling has a great tradition of players and teams calling their own fouls and settling disputes between themselves. If at any time you become aware that you, your team, or the opposing team has committed a foul or otherwise illegal action, players should speak up immediately. The teams Skips will represent their team in any discussion and their spoken agreement or disagreement with a resolution will be considered representative for the whole team. Should the teams Skips not be able to come to an agreement about any point of contention such as, did a foul occur, or what the resolution should be, then the LM will be consulted to issue a final ruling.

In dispute resolution, if both teams are aware of something and agree that it is acceptable the LM will not retroactively overturn any on ice ruling mutually agreed to by the teams skips unless there was found to be malice or grossly deceptive practices employed. Ignorance of the rules and regulations at the time of incident will not be considered sufficient reason to seek retroactive resolution by LM. When in doubt, discuss with your team and the opposing team, if you aren't sure or disagree, do not continue play until you've secured a ruling from the LM or reached a mutually agreed resolution.

Due to the novice level of many participants, it is commonly asked if players may swap out during the match or rotate positions. During normal league matches we will allow teams to change the order players throw in-between ends, we will also allow them to change players out for a non-emergency or injury reason one time per game between ends. Rocks must still be thrown in the correct order, and players must throw their rocks consecutively for their team. During playoffs and championships player substitutions will follow the USCA rules, which allow for alternates due to injury or emergencies, but are more restrictive. Alternates do not need to be registered members of the team they sub in for, during regular league matches, but for playoff and championship matches they are required to either have been registered with the team they play for or have curled with them previously that season, along with meeting the eligibility requirements for the league. Anytime a throwing order or roster change is made the teams skip making the change, will inform the opposing teams skip prior to the delivery of the first stone for the team making the roster or order change. If the opposing teams skip believes the change is not allowed under the rules they will object at that time. Should a team fail to notify the other team of their roster or throwing order change at the LM's discretion this may result in a forfeit of the match.

Every game will begin with shaking hands of the opposing team. 3rd/Vice players will flip a coin or spin a rock, one team will flip/spin and the other team will call result. The team that wins the "flip" will have choice of throwing order (hammer or lead) and the losing team of the "flip" will have choice of rock color.

After the completion of the match teams will shake hands a final time and both teams will ensure the rocks are back in the correct locations on the "Home" end of the rink, that personal items and trash are picked up, all curling equipment is put away, and the scoreboard is reset. The winning team will be responsible for "sweeping" the ice and recording the game results on the posted schedule or directly communicating with the LM.

Should a game result in a tied score at the completion of the final regularly scheduled end, a "skips" draw will be used to determine the winner unless both teams agree to another method such as an extra end or coin flip, other methods for tie breaking are only allowed so as long as they would not cause a delayed start for another group scheduled to use the ice. A skips draw consists of the teams skips delivering one stone and determining which teams stone is closer to the button. To qualify for measurement the stone must be in the house, any stones that come to rest outside the house will be considered a missed shot and simply removed. After stone has come to rest it is either left where it is and care is taken to avoid a collision of the next stone so they may be compared, or it is simply measured and removed and the other stone is delivered. Sweeping is allowed in skips draws, but if both teams agree the skips draw can be completed with no sweeping by either team. If teams do not agree on sweep/no sweep it will default to

sweeping is allowed. Teams may have 1 person sweep the delivered stone behind the tee-line as in regular play if sweeping is allowed. Should the skips both be unable to get a rock in play in the scoring area, the process will be repeated with Vice, Seconds, and Leads as necessary in that order. Should all of them fail to get a rock in play in the scoring area a coin flip will be used to determine the winner.

There is also a fine curling tradition of "Broomstacking" where teams join each other for a drink after a match and the winning team buys the losing team the first round, this is of course entirely optional but is encouraged.