

Registration

- A team registers for the Wednesday League by contacting the league coordinator with a full roster before the club's member registration window closes.
- At least four members of the team must be paid in full and registered for Wednesday evening league before taking the ice for the first game

Rosters

- A team must have at least 4 registered/paid curlers at the start of the year
- Only curlers who've curled at least one half season at any curling club before the start of the year are eligible to be on a permanent roster. Olympic training seasons do count toward this requirement
- Teams may add an official 5th member if they choose. This must be communicated to the league coordinator and this curler should be the first curler the team calls to sub when needed
- No curler can be on two active rosters, even as a 5th
- A team may add or change their 5th at any time during the season as long as they communicate the change to the league coordinator
- If a curler does not play the 2nd half of the year, the team may replace them with another curler not on an active roster. This new curler must be approved by the league coordinator and meet the eligibility requirements.

Substitutes

- If a member of a team cannot curl in a league game and the team has no 5th (or if more curlers are out than a team has reserves), the team can recruit any full member of the club to curl that night
 - The experience requirement noted above does not apply to substitutes
- For a team's game to count, they must have at least 3 curlers and either:
 - Two out of their original roster curlers must play, or...
 - The skip must play. If this is the case, the league coordinator must approve the roster of replacement players
- If these conditions are not met, the game is officially a forfeit, and the opposing team is credited with a win.
- If both teams fail to field an official team, the game will be a tie.
- If a team's skip is out, the player throwing 4th must be a member of the original roster. This rule is consistent with other competitive leagues. Exceptions to this rule are possible on a case-by-case basis, and must be approved by the league coordinator.
- If a team's skip and 3rd are both out during a regular season game, a sub can throw 4th without additional approval. For playoff games and 7th place tiebreaker games, approval is required.
- Any requests for a postponement due to absences must be approved by league coordinator

Games

- All Wednesday league games will be 8 ends.

- Games tied after 8 ends will be a tie (except for playoff games. See below.)
- Games will be played with the clock running. The clock will start at 1 hour, 35 minutes. When the clock runs out, the teams finish the end they're playing and play one more. An end is finished when the last rock comes to a stop.
- If the teams fail to start the clock at the start of a game, neither team will have hammer in the first end of their next game
- The 5 rock free-guard zone rule will be used
- The No-Tick rule will be used, starting October 2025. The details of that rule will be posted in the ice shed.

Format

- The league will be divided into two stages
 - a. Regular Season
 - b. Playoffs

Regular Season

- The regular season will consist of 18 games for each of the 10 teams
- 2 points are awarded for a win, 1 for a tie, 0 for a loss
- Each team will play every other team twice
- The top 4 teams based on points will reach the playoffs
- The first tiebreaker is total points head to head between all tied teams
- The second tiebreaker is determined by draw shots scores, to be recorded at the end of the season should ties for playoff spots be possible

Automatic Entry for 2026-27

- The top 7 regular season teams earn an automatic entry for next season
- If the 7th and 8th teams are tied in points, a tiebreaker game will be played regardless of head-to-head results. If one team had a favorable head to head, they get hammer in 1st end. Otherwise, pre-game skip draws (1 rock) will be thrown to determine hammer in 1st end.

Playoffs

- A 2 round single elimination will determine a champion
 - In the semifinals, the 1-seed will play the 4-seed, and the 2-seed will play the 3-seed
 - In the finals, the winners will play for 1st place and the losers will play for 3rd place
 - Higher seeded team always has choice of color and hammer in 1st end
- Ties are broken by playing an extra end. If the 9th end is blanked, hammer switches to the other team for the 10th end.