**Grande Cache Curling Club Rules of Curling for League Play**

**2018-2019 Season**

The Grande Cache Curling Club will follow the *Rules of Curling for General Play* issued by the Curling Canada (CC) expiring in September, 2022 with the additions and/or exceptions of the following.

1. **Definitions**
	1. “club” means the Grande Cache Curling Club
	2. “member” means any participant who is registered with the Grande Cache Curling Club as a member
	3. “non-member” means any participant who is not registered with the Grande Cache Curling Club
	4. “team member” means any member who is registered with the specific team in reference
	5. “spare” a member or non-member that is playing for a team they are not registered with
2. **Teams**
	1. In addition to CC Rule 5(5)
		1. A team shall include a minimum of two team members and a spare(s).
		2. If one spare is used by a team, that player must deliver either lead or second stones and is not eligible to be in control of the house at any point during the game.
		3. The exception to Rule 2.1.2 is if a team is playing with only two team members and a spare. The spare player must deliver the first three consecutive stones in each end for the team and can be in control of the house but only when the skip is delivering their stones.
		4. If two spares are used by a team, they must deliver either lead, second, or third stones and can only be in control of the house when the skip is delivering their stones.
		5. If a spare joins a team either during or between ends Rule 2.1.2 and Rule 2.1.4 still apply.
		6. If a spare is substituted for a player either during or between ends Rule 2.1.2, Rule 2.1.3, and Rule 2.1.4 still apply.
3. **Game Duration and Postponement**
	1. A game shall consist of a maximum of eight ends.
	2. If a game is tied after the completion of eight ends, it will be recorded as a tie.
4. **Cancellation of a Scheduled Game**
	1. A team wishing to cancel a scheduled game can do so with at least twenty-four hour notice given to the opposing team contact and League Manager.
	2. A team that cancels a game and does not give the required twenty-four hour notice shall forfeit the game.
	3. A team that successfully cancels a game shall now be responsible to schedule a make-up game if they so desire. If no make-up game is scheduled, the team forfeits the original game.
	4. A make-up game shall be scheduled as quickly as possible after the cancellation of a scheduled game.
	5. Until the result of the make-up game has been reported to the League Manager, the team who cancelled the original game will be recorded with the loss for the purpose of league standings.
	6. If a game has been mutually cancelled by the teams involved, it will be recorded as a tie for the purpose of league standings until the result from the make-up game, if played, has been reported to the League Manager.
	7. If the opposing team contact cancels a make-up game or refuses to schedule a make-up game, the original game will be recorded as a tie.