

## **WESTRIDGE CURLING CLUB - LEAGUE RULES**

### **Length of League Games**

1. For all leagues (men's ladies, and mixed), games will be eight (8) ends. A buzzer will ring at 8:25 pm, at which time the teams may finish the end they are on and play one additional end. (The end is deemed to be finished when the last stone has come to rest) Therefore, if a rock is in motion when the buzzer sounds, you may play one more end.

### **Starting Time of League Games**

2. The first evening draw starts at 6:45 pm promptly. The second evening draw starts at 9:00 pm promptly, or as soon as the ice is available.

3. If a team is late, they are penalized one point and one end for the first 15 minutes, and an additional point and end for each 10 minutes thereafter. After 35 minutes and 3 ends, the team that is late forfeits the game. Regardless of any late team giving up points and ends, a coin toss is still used to decide last rock advantage for the first end that is actually played.

### **Make-up Games**

4. **A)** Make-up and postponed games are to be played on whatever day is available, within 15 days of the date that the game was originally scheduled. Bonspiels will not be considered in this time frame. Please see the next two sections for exceptions.

**B)** When less than 15 days exist between the postponement date and the end of the current round robin, the game must be played before the last draw of the current round robin.

(Exception - see next section)

**C)** If a game is postponed on the last draw of the round robin; the game must be played that weekend (at the latest and the results phoned to the draw master). This is necessary to facilitate sectional movement at the end of the first round robin. If the game cannot be played, it must be forfeited to the team that did not ask for the postponement.

### **Forfeits and Defaults**

5. **A)** If any make-up game is not played before the allotted time, the game is automatically defaulted by the team that originally postponed the game.

**B)** When a team fails to appear at the rink for their scheduled draw, and no advance notice was given to their opponents (who arrive at the rink), the game is automatically defaulted by the team that failed to appear. As per section 4 above, it is the waiting teams' responsibility to wait the 35 minutes before claiming the default.

**C)** Phoning the rink to advise your opponents that you cannot appear that evening,

although a courtesy, does not waive the default, but may waive the 35-minute waiting period.

**D)** A default cannot be claimed when only two team members show up at the rink.

In this case both teams will forfeit, be awarded zero points, and the game would not be replayed.

### **Recording of Game Results**

**6.** It is the winning teams' responsibility to record, on the draw sheet, the results of his or her game. This is done by circling the winner on the draw sheet. Or marking a W for a win and a L for a lost. T for a Tie. If any results are not marked up after the last draw of a sectional round robin, and the draw master is not notified, no points

### **Organization of Leagues and Play-Offs**

**7.** The ladies, men's and mixed league play will consist of round robin play.

**8.** The draw master will determine the format of each league they are responsible for.

### **Section Winners**

**9.** In all leagues, the team with the most points accumulated through the entire year at the end of the last round robin will be the winner of their respective section. Points are awarded as follows: Win = 2 Tie = 1 Loss/Default = 0

**10.** In the event two teams are tied for a section championship, the team with the most wins against one another will be the overall winner. The Pool Round games will be the final Tie-Breaker. If three or more teams are tied for a section championship, again the team with the most wins of the three teams will be the overall winner. If the winner can not be determined by who has the most wins against one another then a sudden death format will be arranged to determine the winner.

## League Championships

11. In all leagues, the league championship will be played after the conclusion of the last round robin. The format can be determined by the league rep.

## League Fees and Reimbursements

12. The club will not refund any money to any team/player after the October 31<sup>st</sup> deadline. No player or players from any team will be able to play in league games if fees are not paid in full before the October 15<sup>th</sup> deadline. In the event of a player/team leaving the league/area, it is the team's responsibility to find a replacement player and to collect any monies at it sees fit from any player/team that left.

## Impassable Roads, Plant Breakdown, Inclement Weather

13. In the event that the president, in consultation with the draw master, cancels any draw due to impassable roads, plant breakdown or inclement weather, the affected draw will be cancelled and not replayed. In the event of a split draw, if the remaining games can be played, they will be exhibition only and will not count in the standings. Every effort will be made to notify the respective skips far enough in advance to notify their team as to the cancellation.

## Number of players per team

14. There may only be a maximum of 6 PAID members per team, all 6 PAID members will be eligible for league prizes if applicable.

## Spares, Rovers and Substitutions - Mixed, Men's and Ladies Leagues

15. When arranging for spares, we recommend too choose a spare from the club member spare list. If no spare members are available, then a club member should be used as a spare. Non-members are to be used only if members of the club cannot be arranged.

16. In the **mixed league only**, children 16 or under may play lead or second, regardless of the number of males and females on the team, as long as the skip and third are opposite sex club members.

17. In the men's, ladies and mixed leagues, whenever a spare is required, regardless of their standing (club member), when one member of the team is absent, the spare player cannot play the third or skip position. If two members are absent, the spares cannot play the third or skip positions.

## Spares: Play-off Games and Club Championships - All Leagues

**18.** Spares used during club championships or play-off games ***must be Club Members***. The number of spares must not exceed the number of original team members.

**19.** Whenever a spare is required, regardless of their standing (club member), when one member of the rink is absent, the spare player cannot play the third or skip position. If two members are absent, the spare players cannot play the third or skip positions.

**\*\* Revised August 2018 and passed at the Executive Meeting held August 16, 2018**

PLAYOFF RULES ARE IN  
EFFECT

SPARES - MUST BE CLUB  
MEMBERS  
AND MUST PLAY LEAD OR SECOND  
ONLY

THERE ARE NO EXCEPTIONS