

SPA CURLING 2011 – 2012 RULES REVISION 0

All CCA rules (<http://www.curling.ca/start-curling/rules-of-curling-for-general-play/>) apply except when augmented or changed by the following

1 Safety

- a. Be careful. You are playing on an ice surface and at times moving to and from walkways.
- b. Be in control of your feet, your broom and stone, so you don't do injury to yourself or others.
- c. Be alert to the brooms and stones of others.
- d. Do not walk or run across the ice when a player is in the hack and do not get in the way of the opposing sweepers. After sweeping a rock, walk back down the edge of the sheet in single file.
- e. After the score for the end is determined by the **Thirds**, the stones should be carefully removed. A carelessly deflected stone on a player's heels could result in serious injury. Be careful. Never run and leap over the stones.
- f. Some may miss the old practice of **placing your opponents stone near the hack**, but it is dangerous and safety must pertain; so **don't do it!**

2 Cleanliness

- a. Clean your shoes before going on the ice. No street shoes allowed on the ice!
- b. Make sure your broom is cleaning the ice, not scattering debris on the ice (clean your broom often).
- c. Once you have thrown your rock, do not rest your hand, knee or elbow on the ice as it can damage the ice surface (create a flat spot) for the remainder of the game.

3 Keep the game moving quickly

- a. Players should arrive at least 15 minutes before game time to get equipment ready. Be prepared to go on the ice at the scheduled time. Lateness may be penalized.
- b. When it is your turn, be in the hack ready to deliver your stone immediately on the Skip's call, then vacate the area. Do not linger with hands or knees on the ice. Thirds - this is your responsibility to ensure the front end is ready to throw.
- c. Front end should set up their own Skip's rocks **at the hack to save time**.
- d. When another player is in the hack, stand still and keep silent.
- e. Unless sweeping or delivering, Leads and Seconds should remain at the side of their sheet of ice and between the hog lines.
- f. When a stone is "in play", do not cross the ice.
- g. When it is your turn to sweep, be in position with your teammate and not elsewhere.
- h. Only Vices are permitted in the house (**this means no SKIPS**) when a measure is being made by eye or by measuring stick, and it is the Vice's responsibility to post the score.
- i. Lead players should be prepared to start the next end quickly. **As the stones are being stacked at the conclusion of each end of play, the Lead for the team that has just scored in the end should be setting up his/her stone readying for the Skip's instructions.**

4 Courtesy governs the play

- a. You will shake hands with each player at the start of the game and again at the end.
- b. It is a friendly, fun game, so don't be afraid to congratulate an opposing player, or your own teammate, on a good shot.
- c. Never, by word or deed, be guilty of any action that would embarrass a player who has missed a shot.
- d. Once the game has started, in no way disturb a curler in the hack. Keep your distance, be silent and motionless. This will make it easier for him / her to concentrate on the shot.
- e. Do not gather around the hack or house when your opponent is preparing to make a shot. When you are a sweeper, your position is on the side lines between the hog lines.
- f. When you are on the winning team you should offer your opposite team member a light refreshment (eg. Beer, wine). The social time after the game can build friendships.

5 Absenteeism & Spares

- a. **The spare coordinator is the only person allowed to assign spares!!!!**
- b. Plan to be at the club and ready to play on time according to the schedule. Please be at the club **latest 15 minutes before game time for special announcements and or helping with ice preparation**.
- c. If you cannot play a game as scheduled, it is your responsibility to advise your Skip and the Spare Coordinator James Botsford 514 364 0260 spasource@bell.net if you cannot contact your Skip. In every case notify your Skip as soon as possible.
- d. If a player is missing or expected to miss more than three consecutive games the curling committee may pick a spare to replace the position of the missing player.
- e. No player will be asked to move up more than one position when fellow team mates are absent.

6 Rules

- a. A rink must comprise of at least three curlers (two of which are regular team members) to be declared playable: otherwise, the game is defaulted. Spares may play only lead. Skips having to default a game should notify the opposing team in advance for their convenience.
- b. Once a team has 3 players, the first rock must be thrown at the scheduled time. A team with only 3 players must have the lead and second throw 3 rocks each. If the skip chooses to wait for players to arrive see rule 7b.
- c. After the first end is complete, positions of players cannot be switched. If the 4th person arrives after the 3rd rock of their team has been thrown, that player cannot throw until the following end.
- d. No player may be changed position during playoff games. In case of absenteeism rule 6a applies.
- e. As a courtesy for the once a week players all games are to be a minimum of 6 ends.

7 Scheduling

- a. All games must be played on the posted date unless changed by the curling committee. (i.e., if the full team is away at a bonspiel, they must forfeit; or if both teams agree that they can't make it, then it is declared a tie and they both forfeit).
- b. If a team does not commence play at the designated time; for each full five minutes that the offending team does not commence play, the non-offending team shall be granted one point and one end shall be considered to have been played; and if the non-offending team has been granted a point(s), the non-offending team shall be given the choice of last rock in the first end or color of handle. Play shall commence from the end of play that reflects the number of ends that are considered to have been played. After 30 minutes has elapsed the non-offending team shall be declared the winner.
- d. All games will be played within 2hrs 15min. That is a full 19min more than the allowed time of 1hr 56 min for 8 ends. Please do not test the patience of the curling committee on this point, the fuse is **VERY** short on this point and the offending skips will be dealt with (ie. you may find yourself playing third or second).
- e. Three points will be awarded for a win, two points for a tie, one point for a loss and zero points for a forfeit or penalty. Ties will not be broken except in playoffs.
- f. Round robin position ties will be settled on a basis of games played against each other then points for/against amongst teams tied and as a last resort a draw to the button no sweepers, shooter being skips choice from his team only.

N.B.

- a. If you need guidance in any matter consult your Skip, for he/she has final responsibility for the game, how it is played and his/her team's conduct. Skips are responsible for the conduct of their players.
- b. Final interpretation of the rules is the responsibility of the Curling Committee.

Orientation clinic - Saturday October 1 – 3:00pm to 5:00pm (For Everyone) - Special Clinic for Thirds see Alan
League start up - Sunday October 2 – 01:00 pm to 03:30 pm