



Lachine Curling Club Rules September 2011

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Lachine Curling Club Rules

Application

The Rules of Curling for General Play published by the Canadian Curling Association (the “C.C.A.”) in September 2010 and subsequent editions shall apply in all club competitions, unless and except as specified in this document, either as a General Rule of Play or a Procedure for a Specific Curling Competition.

The L.C.C. Match Committee is responsible for issuing and interpreting these rules, for promoting their use throughout the Club and revising them as required. Decisions of the Match Committee shall be final in these matters and in the interpretation of rules governing the ARCM Branch Competitions. This document is comprised of the following:

- Section I Ethics, Fair Play and Etiquette.
- Section II Club General Rules of Play.
- Section III Club Procedures for Specific Competitions.
- Addendum 1 CCA Rule Changes 2010 - 2012

Section I Ethics, Fair Play and Etiquette.

To ensure that all curlers are aware of their responsibilities when playing the game, the Canadian Association has adopted the following Code of Ethics as an official supplement to the Rules of Curling:

Curlers' Code of Ethics

I will play the game with a spirit of good sportsmanship.

I will conduct myself in an honourable manner both on and off the ice.

I will never knowingly break a rule, but if I do, I will divulge the breach.

I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates or officials.

I will interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to ensure that the game is played in an orderly and fair manner.

I will humbly accept any penalty that the governing body at any level of curling deems appropriate, if I am found in violation of the Code of Ethics or rules of the game.

Fair Play

Fair Play begins with the strict observance of the written rule; however, in most cases, fair play involves something more than even unfailing observance of the written rule.

The observance of the spirit of the rules, whether written or unwritten, is important.

Fair Play results from measuring up to one's own moral standards while engaged in competition.

Fair Play is consistent demonstration of respect for teammates and opponents, whether winning or losing.

Fair Play is consistent demonstration of respect for officials, an acceptance of their decisions and a steadfast spirit of collaboration with them.

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Sportsmanlike behaviour should be demonstrated both on and off the ice. This includes modesty in victory and composure in defeat.

Etiquette – The Spirit of the Game

Curling is a game of skill and traditions, sportsmanship, courtesy, respect and honour. This spirit should influence the interpretation and application of the rules of the game and also the conduct of all participants on and off the ice.

Get a substitute (spare). When you're not able to curl as scheduled, it's your responsibility to get a substitute (spare); then inform your Skip of who will be substituting for you. If you have difficulty in finding a substitute, call your Skip for help.

Start with a handshake. Finish with a handshake. At the beginning of a game, greet the members of the opposing team with a handshake, tell them your name, and wish them “Good Curling”. When the game is over, offer each of the players a hearty handshake and thank them for the game¹.

Be at the right place:

- **Only the Skip and Third** are allowed behind the house when the opponents deliver. They must remain quiet and still with their brooms off the ice. Leads and seconds should never be standing at the back of the house while their opponents are delivering a rock
- **Keep your distance,** be silent and motionless when your opponent is in the hack²
- **Allow your opponents an unobstructed view** of their Skip and the house. Stay on your sheet of ice close to the sides between the hog lines.
- **Avoid distracting an opponent** or otherwise preventing him/her from playing his/her best.
- **Wait for the score.** Vice-Skips are the only players allowed in the house while the score for the end is being decided. All other players should wait beyond the hog line until told they may move into the house to clear the rocks.

Compliment a good shot. One of the nicest curling traditions is that players and spectators compliment a good shot by either side.

Avoid remarking or showing frustration at an opponent's good fortune or a team mate's poor shot. Never cheer an opponent's missed shot.

Keep the ice clean. Sand, grit and dirt are the ice's worst enemies. Have pair of shoes for curling only. Clean them before stepping onto the ice. Keep your shoes and your brush clean. Remove your hands and knees from the ice quickly to prevent damage to the ice surface.

Be aware of the shot called for, and prepared to sweep as soon as a teammate's rock is in play.

End of Section I

¹ In certain Competitions the winning curlers traditionally offer their counterparts some refreshment; in turn, your opponent should reciprocate.

² If you are next to throw, you may stand on the backboard, quiet, out of sight of the curler in the hack and motionless until the rock has released the rock.

Section II Lachine Curling Club General Rules of Play.

1. Safety

- Warm up before the scheduled start of the game.
- Step onto the ice gripper foot first; Step off the ice slider foot first
- Look towards the Skip when sweeping.
- **Curling rocks in motion can cause serious injuries to unsuspecting players.** Maintain control of rocks at all times when you move them and watch for stray rocks from other sheets.

2. Eligibility for Various Competitions

Club Memberships include Curling Memberships and Non-Curling Memberships. Eligibility to curling competitions is limited to those holding a Curling Membership in the categories outlined below. In addition, the opportunity to play in various competitions is subject to:

- Limitations outlined in the announced Procedures of a Competition (i.e. age or gender qualifications, substitution or play-off restrictions, etc); and
- A member’s timely registration for a specific Competition, where ice time availability dictates the maximum number of draws/ teams. The table below will serve as a quick reference guide.

Table II-2-1 Eligibility

COMPETITION	WHEN	ELIGIBILITY
Bonspiels	Various times	All categories of L.C.C. Curling Memberships
Woodward (ladder)	Mon./ Tues. Nights	Full Time Curling Membership only.
Trophy Evenings	Thursday Evenings ³	Full Time Curling Members & Once a week members (if that is the “once” chosen.)
Ernie White	Friday Evenings	Full Time Curling Members & Once a week members (if that is the “once” chosen.)
Ladies Daytime	Mon. to Fri. Daytime	Full Time Curling Members & Once a week members (if that is the “once” chosen.)
Senators Daytime	Mon. to Fri. Daytime	Full Time Curling Members & Once a week members (if that is the “once” chosen.)
Nomads	Sunday Mornings	Nomad Membership; then if space allows, Full Time Curling Members & Once a week members (if the “once” chosen was the Nomad Competition.)

Eligibility for awards: Usually a curler must have played in a minimum of one-half of the scheduled games, plus one (excluding play-offs) to be eligible.⁴

³ Games may occasionally be scheduled on Wednesday evenings. Consult the Club Season Calendar.

⁴ Rules may vary. Consult the Procedures for each Competition.

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3. Teams

Teams are comprised of a minimum of four (4) curlers and all games are expected to be played with four (4) players, of which a minimum of two (2) curlers must be regular team members.

If no eligible substitute can be found despite reasonable attempts by the curler and Skip to do so, a team may play with only three (3) curlers in which case the Lead and the Second shall each throw three (3) rocks.

4. Substitutions (Spares) for Various Competitions

In the spirit of Fair Play, the following criteria shall apply when searching for a substitute:

- **Find a substitute of comparable ability:** A substitute curler of comparable ability (equal skills and position) should be found.
- **Avoid repeated substitution on the same team:** In regular league competition it is strongly recommended that a curler substitute not more than twice for the same team in the same round.
- **A Full Time Curling Member** is eligible to substitute (spare) in all Club competitions, be they held in Day or Evening, unless the Procedures for said Competition clearly excludes him/her on the basis of age, gender or other basic qualification.

Additional criteria for Substitutions: Consult the Procedures for the Competition. They vary from one Competition to another and they often become **more restrictive during Play-Offs.**

Non-Member Substitutes

The Board of Directors may upon request grant limited substitutions (sparing) privileges to non-members in some Competitions in order to assist in growing the sport of Curling and to attract potential new Club members. Such privileges still must comply with Club General Rule 3 above and are further restricted as follows:

- These privileges are subject to individual case approval by the Board.
- Privileges are usually limited to a maximum of three (3) games in a curling year⁵.
- Privileges do not apply to the Woodward Competition.
- A non-member fee (currently fifteen \$ 15.00 /game) will be paid in advance of play.

5. Practice Protocols

While the Club wishes to make as much practice (or warm-up) ice available to as many curlers as possible, this must be balanced with the time required to make and maintain good ice.

Whether practicing for **Pre-Game Warm-Up** or involved in **Extensive Practice**, Curlers must be guided by safety needs, courtesy, sportsmanship, Fair Play and the observance of the following:

All ice use must end fifteen (15) minutes prior to the scheduled start time of an impending game to allow for proper ice maintenance and allow the teams to gather, shake hands and start the game at or before the draw time.

⁵ The Board may exceptionally extend privileges to a short series of games in a segment of a Competition.

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Pre-Game Warm-Up

- **Curlers may only use the sheet on which they will be playing their game.**
- **Pre-game ice use is to be considered warm-up, not intense practice.** Curlers are requested to restrict the number of rocks thrown; preferably to 2. This means two rocks could be thrown away from the glass and then thrown back toward the glass.
- **No one person or team can monopolize the use of a sheet.** If both teams want to warm up, and are at the ready within the time limitations, that must be allowed.
- Ice use is only allowed prior to the first draw in a block, not between games. For example, it is allowed prior to a 7 pm draw but not between the 7 pm and 9 pm draws.

Extensive Practice

- Curlers interested in extensive practice (a practice consisting of more than the two rocks described above) may book a sheet during one of the scheduled practice times.

6. Game Times

Duration of Games.

Curlers should complete their games within the allotted times i.e. 2 hours for scheduled 8-end game, and 2.5 hours for a scheduled 10-end game.

The following basic courtesies help to speed up the game and make it more enjoyable and safer for all. Skips are expected to take a leadership role in this regard.

- **Be at the rink on time!** Delays are upsetting to your opponents and your own team. If you know you'll be unavoidably late, inform your team in advance.
- Be on the ice 5 minutes before the scheduled start time for your practice slide.
- **Start on time!**
- Plan on taking less than 15 minutes for each end of play.
- **Be ready** when it is your turn to deliver the rock. Take your position in the hack as soon as your opponent has delivered his/her stone. Clean your rock to be ready when your Skip communicates his/her choice of shot.
- **Let the Skips do their job (i.e. call the game).** They are responsible for determining strategy, calling the shots and working with the sweepers.
- **Minimize delays.** Skips should keep the game moving by minimizing delay in making decisions. **Avoid long conferences.** This is rock science, not rocket science.
- While it is essential to provide direction to less experienced curlers, it must be done without delaying the game.
- **Sweepers: Be aware** of the shot called. Be in position to sweep as soon as a teammate's rock is in play.
- **Leads place the Skip's rock** in front of the hack when it is time for the Skip to throw.
- As soon as the score has been determined, the leads will prepare for their 1st shots while the 2nds and 3rds set up the rocks for the next end. Re-start as soon as possible.
- The time between ends is not a time for long chats.
- **Strategy:** If a game is taking too long, go to a take-out strategy for an end or two to get back on schedule.

Tie-breaking protocols are discussed in Section 8.

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Games Start on Time

Games shall begin on time even if a team member is late; provided that at least two (2) of the three (3) players present are regular team members.

The team whose player is late shall declare the order of play of its players. Upon arrival, the late curler may enter the game provided that at least one of the rocks he/she would be playing remains to be thrown in that end; otherwise the player will throw their 1st rock during the next end. The curler arriving late may however resume all other normal functions of his/her position upon arrival.

Late Start of Play

In the event that a game cannot start on time because a team is short players, **penalties shall apply** as follows for delays:

- For a delay greater than Five (5) minutes, 1 penalty point and loss of hammer, start End 2.
- For a delay greater than Ten (10) minutes, 2 penalty points and loss of hammer, start End 3.
- When a delay reaches 25 minutes, the game is Defaulted.

Double Default: If neither team fields 3 eligible players, the ends shall be considered blanked and after 25 minutes a Double Default shall be recorded.

7. Pre-Game Protocol and Post-Game Responsibilities

Pre-Game Protocol

Curlers must clean their shoes prior to entering the ice shed, and keep their brushes clean.

Wait a minimum of three (3) minutes following the ice pebbling before executing any practice slides or throws; to preserve the ice pebble.

Cool your shoes by walking on the edge of the sheet approximately 1 minute; warm shoes can mark the ice, especially near the hack.

The Lead players proceed with a coin toss, the winning team having the choice of Hammer or Rock Handle Colour.

Post-Game Responsibilities

a) Responsibilities of the losing team are:

- Cleaning the ice surface with mop and sweep the Hack and rocks storage areas;
- Arranging the rocks in proper order;
- Clearing the scoreboard (after the final score has been agreed): and
- Arranging for someone qualified to pebble the ice⁶.

b) Responsibilities of the winning team are:

- Thirds shall record the game results on the appropriate sheets on the bulletin boards. Results are either recorded simply as a Win or a Loss, or as Game Final Score where final game scores are of importance. In latter cases, if a team concedes victory by retiring before the end of a game, the opponent will be awarded one (1) point per uncompleted end.

⁶ Pebbling is required if another draw is scheduled before the ICE Staff completes their duties.

8. Tie Breaking

Game Tie Break

Certain Club Competitions allow a tie game to stand and points are awarded accordingly; other Competitions are structured to have a Win or Loss decision for each game.

In the latter case, if a game is tied at the end of scheduled play, then the **tie is broken by the procedure outlined in that specific Competition.**

Some of the many options available are:

- Extra end(s) of play until a win is secured; **or**
- Draw to the button, **or**
- An extra end is played only if there is no time limitation, i.e. no game is immediately scheduled for the ice sheet; otherwise the fallback tie- breaker is the draw to the button.

Procedure for Draw to the Button

- The team that would have had hammer in the following end throws second.
- No practice shots are allowed.
- The Skip may designate any member of his team to deliver the rock
- Each team may sweep their own rock as per CCA sweeping rules, but may **not** sweep their opponent's rock.
- The team that draws their rock closest to the button is declared the winner.
- If neither rock ends up touching the rings, or both rocks are "too close to call", or are tied; then the procedure is started again, shooting order remains unchanged.

Tie Break for Competition (round or final) Standings

When two or more teams are equally ranked at the end of a Competition (or a round within a Competition), ties are broken by applying the following criteria in order:

- Most wins in the season or round, as the case may be; then
- Win/Loss record between the tied teams in head to head play, (in the case of a multiple team tie, the team with the most wins amongst the games played against the other tied teams); then
- The highest ratio of points scored to points allowed (for this purpose the score for a Defaulted game is 0 – 0); then
- In a multi-team tie, if a rule divides a tied group into a smaller tied group (or groups), the criteria are then applied to the new tied group(s) from the beginning rather than by continuing to the next criteria; and finally.
- Flip of the coin⁷.

To avoid misunderstandings always consult the Procedures outlined for each Competition.

9. Cell phones

No cell phone use in the ice shed. If you have to have your phone with you, please make sure the ringer is on *Vibrate*, and leave the ice shed before having your conversation.

End of Section II

⁷ If both teams are present and still tied, rather than Flip a Coin, they may agree to a Draw to the Button as a final tie-breaker.

Section III Procedures (Special Rules) for Various Competitions

Application

The Club General Rules of Play outlined in Section II above shall apply in all club competitions, unless and except as clearly specified in the Procedures for a Specific Curling Competition which follow.

The L.C.C. Match Committee is responsible for issuing these Procedures, for promoting their use throughout the Club and revising them as required. The Match Chairperson(s) for the Day Time Ladies, for the Senators and for the Night Time Curling shall interpret the Procedures pertinent to those Competitions which fall under their respective jurisdictions, and their decisions shall be final.

This Section III is structured as follows:

- Part 1 Procedures for Day Time Curling Competitions
- Part 2 Procedures for Night Time Curling Competitions
- Part 3 Procedures for Week-End Curling Competitions
- Part 4 Procedures for Special Bonspiels Competitions

Part 1 Procedures for Day Time Curling

Responsibility for the Day Time curling program is shared between the Ladies Lachine Curling Club and the Senators. All Day Time Competitions are open to both women and men, except the Memorial and Gerry Blair Competitions (Competitions for men where women may play as substitutes only).

Listing of Day Time Curling Competitions (Table III-1-1)

DAY(S) PLAYED	DURATION	COMPETITION NAME	ORGANIZED BY
Monday A.M & P.M..	October ? December	Doug Walker Trophy	Ladies Curling Club
Monday A.M.	January ? April	Tyro Trophy	Ladies Curling Club
Monday P.M.	January ? April	Monday Tyro Ladder	Senators/Ladies
Tuesday A.M. & P.M.	October ? December	The Memorial	Senators
Tuesday A.M. & P.M.	January ? April	The Gerry Blair Award	Senators
Wednesday A.M.	October ? April	Day Curlers' Open (Wednesday Mixed)	Ladies Curling Club
Thursday A.M. & P.M.	October ? December	The Barschel Trophy	Ladies Curling Club
Thursday A.M. & P.M.	January ? April	The Director's Trophy	Ladies Curling Club
Fridays : Home ⁸ Wed. / Thur. Away	October ? April	Inter-Club Competition	Senators

⁸ Fridays are usually at Home, however occasionally Fridays may be Away.

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Procedures (Special Rules) for Day Time Competitions (continued)

Tie Games: If a match is tied at the end of 8 ends, it will remain as a tie game.

Recording Game Scores: The Third on the winning team records the actual score (e.g. 8 – 6) on the schedule posted on the notice board(s). For Competitions involving Ladies and Senators, Scores must be posted on both the Ladies and the Senators boards. Scores will be used to break ties in the standings.

Conceded Game Once a game is in progress, the losing team may concede without default. For purposes of game scores, the winning team shall be awarded one (1) point for each uncompleted end.

Postponements will likely result in default because tight scheduling makes the re-scheduling of games very difficult.

Point System for Standings: Win = 4 Tie = 2 Loss = 1 Default = 0

Day Time Curling - Procedures for MONDAY Competitions. (Table III-1-2)

Procedures (Special Rules)	Doug Walker	Tyro Trophy	Monday Tyro Ladder
Entries	Individual: Day Ladies Match Chair sets Teams.	Individual: Day Ladies Match Chair sets Teams.	Individual: Day Ladies Match & Senators' Match Chairs set Teams.
Order of Play	Skips and 3rds switch positions. Leads & seconds do not change positions.	Normal	Normal
Substitutions for season play	Choose from the list of Substitutes.	Choose from the list of Substitutes.	Choose from the list of Substitutes.
Play Offs	None. 1 st Place in standings takes trophy.	None. 1 st Place in standings takes trophy.	Top 4 teams play-off. Semis: 1 vs. 4 ; and 2 vs. 3; Winners to Final.
Tie-Breaking in Standings	Play-off Game if there is a tie for 1 st place	Play-off Game if there is a tie for 1 st place	Ties broken 1 st by: <u>most wins</u> ; 2 nd win/loss record between tied teams; then, points scored /allowed.
Substitutions for Play-Offs	Player of same position from eliminated teams	Player of same position; women before men from eliminated teams	4 Players per team. Give Convener 24-hour advance notice if using a substitute.

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Day Time Curling - Procedures for TUESDAY and WEDNESDAY Competitions. (Table III-1-4)

Procedures	The Memorial	The Gerry Blair	Day Curlers' Open (Wednesday Mixed)
Entries	Teams chosen by Senators Match Chair	Skips' Draw	Teams by Event Chairperson. New teams every round.
Substitutions for season play	Choose Men first, 1 st from list of substitutes; 2 nd from <u>Non-cooking</u> Bye team ; then Ladies.	Priority to Men; 1 st from list of substitutes (see pre-bookings); 2nd Bye team; 3 rd from cooking team ; then Ladies.	1 st from Bye Teams per position; then from list of Subs.
Play-Offs	Top 4 teams play-off. Semis: 1 vs. 4 ; and 2 vs. 3; Winners advance to Final.	Top 6 teams play-off. Hammer decided by Final Standings. Q-F: 3 vs. 6, 4 vs. 5. S-Finals: 1 vs. lowest ranked Q-F winner; 2 vs. other QF winner. S-Finals winners to Final.	Not Applicable. Points awarded to individuals: Win = 5, Tie = 2.5, Play = 1, & 1/10 th of your score In each Round you play 3 games + 1 Bye.
Tie-Breaking in Standings	Ties broken 1 st by: <u>most wins</u> ; 2 nd win/loss record between tied teams; then, ratio of points scored /allowed in season games.	Ties broken 1 st by: <u>most wins</u> ; then win/loss record between tied teams; then, ratio of points scored /allowed in all season games; then by Coin Flip. Final Standings determine Hammer.	At end of all rounds an All-Star team of winners is named, best at each position. <i>Prizes and snacks paid by \$1.00 / week fee.</i>
Substitutions for Play-Offs	4 players per team. If using a substitute a team must give the Convener a 24-hour advance notice.	4 players per team. If using a substitute a team must give the Convener a 24-hour advance notice.	No Play-offs

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Day Time Curling – Procedures for THURSDAY and FRIDAY Competitions. (Table III-1-5)

Procedures (Special Rules)	Barschel Trophy	Directors' Trophy	**Inter-Club Competition (Wed/Thu. Away)(Fri. Home)
Entries	Individual: Teams chosen by Day Ladies Match Chair	Individual: Teams chosen by Day Ladies Match Chair	Individual or teams Coordinator from Senators
Substitutions for season play	1 st from Bye Teams per position; then from list of Subs.	1 st from Bye Teams per position; then from list of Subs.	1 st from Bye Teams per position; then from list of Subs.
Play Offs	None. 1st place wins trophy.	None. 1st place wins trophy.	None
Tie-Breaking in Standings	Play-off Game if there is a tie for 1 st place	Play-off Game if there is a tie for 1 st place	N/A
Substitutions for Play-Offs	Player of same position from eliminated teams	Player of same position from eliminated teams	N/A

**Inter-Club: Unlike other day time competitions, the Inter-Club Competition is an all-inclusive event in which players are placed on teams for the year and play against comparable teams from other clubs throughout the Montreal area. Points are awarded for wins and ties. The results are calculated to determine the placing of each Club involved in the competition.

Part 2 Procedures for Night Time Curling Competitions

Responsibility for the Night Time Curling Program rests with the Club Match Chairperson. All Night Time Competitions are open to both women and men, either as regular team members or substitutes, subject to **Eligibility Rule**.

Listing of Night Time Curling Competitions (Table III-2-1)

DAY(S) PLAYED	DURATION	COMPETITION NAME	ORGANIZED BY
Monday & Tuesday Evenings	October ? April	The Woodward	Club Match Chair
Thursday Evenings	October ? April	Various Trophies (Minimum of 4 / year)	Club Match Chair
Friday Evenings	October ? April	The Ernie White	Club Match Chair

2-1 Night Time Curling - Procedures for the Woodward Competition

Competition Format

The **Woodward** is a ladder competition open to all Full Time Curling Members. Matches are played on Monday and Tuesday evenings. Depending on the number of teams, each team will usually play once a week, unless there are byes or the season schedule requires a second game in a given week. Those registering must be available to play on Mondays and Tuesdays. Players unavailable for either Mondays or Tuesdays may still register; their team could add a 5th player or call on Substitutes to replace the unavailable player.

There will be a minimum of 3 Rounds of round-robin play with movement at the end of each round. Teams will be ranked on the basis of their accumulated points for the season to determine starting positions for the next round. In the event of a points tie between 2 or more teams at the end of a round, the WIN/LOSS record for the season will be used. If a tie still exists, the team ranking from the previous round will be used to rank these teams. After the Final Round, the playoffs will follow.

Entries

Team and individual entries are accepted at the beginning of each curling year. A registered team must have 4 players. The teams are formed and placed in sections for year-long competition. The number of sections is dependent upon the number of teams. Returning teams will be placed first and start the year in a section relative their **Woodward** ranking in the previous year. To receive recognition, a team must include at least two members from the previous year. Newly formed teams will be placed randomly into open positions in the lower sections of the **Woodward**.

The Event Chairs reserve the right to seed certain newly formed teams into higher sections of the **Woodward** Competition.

Should a team lose a player for the duration of the season, it is required to find a fulltime replacement. Failure to do so may result in the Match Committee assigning a player to that team.

Game Format

Eight (8) ends, extra ends if necessary, for all games with the exception of the finals
Ten (10) ends will be played in the 3 finals only, with extra ends if necessary.

Point System

“A” Section	Win - 9 points	Loss - 5 points	
“B” Section	Win - 8 points	Loss - 4 points	
“C” Section	Win - 7 points	Loss - 3 points	<u>**No C Section in 10-11</u>
“D” Section	Win - 6 points	Loss - 2 points	<u>**No D Section in 10-11</u>
All Sections	Default - 0 points		

Tie Games

There will be no tie games. Teams play an extra end if the score is tied after the completion of the 8th end.

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Substitution (Sparing) for season play:

1. Comply with Substitution criteria outlined in Club Rule # 3.
2. Substitutions involving moving **up** 1 or more section: The player may substitute at any position.
3. Substitution involving moving **down** 1 section: The player may substitute at any position.
4. Substitution involving moving **down** 2 or more sections. The Substitute may play at the Lead or Second position.
5. A team should not use the same substitute more than twice in the same round of competition.
6. Additional criteria apply to play-off substitutions; see **Substitutions during Play-Offs** below.

Postponements

1. All postponed games **MUST** be played before the end of the Round. Games requiring re-scheduling, although usually postponed, may be played in advance of their scheduled dates if the 2 teams are agreeable and Competition Chairpersons have no objection.
2. The team wishing a postponement is responsible for initiating the protocol for postponements in a timely manner, this includes:
 - Notifying the opposing team, allowing reasonable time prior to the date of the scheduled game, offering the opposing team suggested playing dates for the game to be postponed, and following-up on the offered dates for answers; and
 - Notifying the Competition Chairs well in advance of the game in question, failing which a Default will be awarded.
3. If no attempt is made by the postponing team to re-schedule the game before the end of the Round, then the game will be considered Defaulted by that team.
4. A game is considered re-scheduled, and no Default violation is registered, when:
 - Both teams involved agree to a new date and so notify the Competition Chairs; OR
 - The Competition Chairs re-schedule the game at the request of the team initiating the postponement, if the opposing team (having been notified as outlined above) does not reasonably attempt to reschedule a game within a Round.
5. Discretionary powers of the Competition Chairs:
 - **The Competition Chairpersons reserve the right to settle all postponement related disputes.**
 - If no agreement on a suitable date for re-scheduling can be reached in time (before the end of the Round) and a concerted effort has been made by the teams to try and re-schedule, Loss points may be awarded. (To be reviewed on a case by case basis.)
 - Commitments to Out of Club curling Bonspiels are normally considered as a valid reason for postponement when the Competition Chairs are advised in advance of scheduled games.

Breaking ties in the Standings:

- 1st criteria: The team winning the greater number of games between the tied teams will be placed ahead.
- 2nd criteria (when 2 or more teams tied): The Win/Loss season record for games between tied teams.
- 3rd criteria: The team which finished the previous round in a higher position will be placed ahead.
- 4th criteria: The team having played the greater number of games at the higher division level.

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Play-offs

The playoffs will follow the final round of competition with all teams being ranked according to their cumulative point standings over all rounds of play. This ranking will determine each team's playoff spot. The teams will be divided into the appropriate number of sections, however not less than 3, as dictated by the Competition Chairs.

Woodward Section "A" Hunt Section "B" Lamb Section "C" Gord Cape Section "D"

Post-season Play-off Format (based on 15 Woodward teams)

Dick Woodward Division	Top 5 teams at conclusion of regular season
E. G. Hunt Division	Middle 5 teams at conclusion of regular season
A. N. Lamb Division	Bottom 5 teams at conclusion of regular season
Gord Cape	Section "D" We do not currently have a 4 th section.

1. Quarter-finals (8 ends)
4th place vs. 5th place in each division to play sudden-death games
2. Semi-finals (8 Ends)
1st place vs. winner of sudden-death games (best 2 out of 3) in all 3 divisions
2nd place vs. 3rd place (best 2 out of 3) in all 3 divisions
3. Finals
Sudden death game between winners of semi-finals in each of the 3 divisions (10 end games)

Substitutions during Play-offs (Finals & Semi-Finals)

Substitutes must play at the Lead or Second position, with the following exception:

If a Skip cannot play in a play-off game, the team's Third will be elevated, and the substitute found for the missing player will play in the 3rd position.

To maintain the spirit of the event, the same substitute(s) will not be used more than twice by a same team in the play-offs.

Choice of Hammer or Rocks

If a Quarter-final is necessary the choice will be given to the team winning the coin toss.

In the Sections Semi-finals the higher placed team may elect to choose the hammer or rock colour to start either in game 1 or hold on to that privilege for game 2. The lower placed team will have the choice of hammer or rock colour to start the other game (the game not chosen by the opponent).

If a game 3 is required, the winner of the coin toss shall choose between hammer or rock colour.

For the championship games, the winner of the coin toss shall choose between hammer or rock colour.

Championship Games

The Semi-final winners within a section will play each other in sudden-death 10-end matches on a pre-determined Saturday in April.

[End of Woodward Procedures]

2-2 Night Time Curling - Procedures for Thursday “Trophy Night” Competitions

Competition Format

Thursday Night curling consists of a minimum of four (4) distinct Competitions played one after another; each lasting five (5) weeks. The Round-Robin format is favored, usually without a Play-Off.

Alternatively, a Points Competition format is used when circumstances so dictate, or for variety.

The Match Chair decides which of the following Competitions will be played in an upcoming curling season: The President’s Trophy; The Director’s Trophy; The Pat Lid Competition (Royal Caledonian Curling Club pins to the winners); The Jim Brown Trophy; The Dagenais Trophy, or The Anniversary Trophy.

Entries

Curlers register individually at the start of the season and may elect to re-register for each Competition⁹ or sign-up once for all Thursday Night Competitions. These options will be indicated on the Poll Cards.

Curlers who did not register early for all 4 Competitions may still register for a specific Competition provided that sufficient advance notification is given. Teams are re-shuffled by Match Chair prior to each Competition with a view to forming varied team composition while maintaining competitive teams throughout.

Exceptionally, the Match Chair may permit a group to register a team for one of these events, only once per curling year. Such team requests must be received by the event coordinator at least two (2) weeks prior to the start of the event. The Match Chair may refuse a team entry if it is felt that the group will be significantly stronger than the other teams. If accepted, a team so entered will play as part of the regular schedule and their games will count for event standings, however the team will be de-facto ineligible to play for the championship.

Game Format

Games consist of eight (8) ends of regular play. See **Tie Games** below.

Game Results

a) Round-Robin. The game results to be recorded are limited to only wins, losses, and game scores.

b) Points Competition. The game results to be recorded are points only, being the sum total of points allocated for several components of the game. See Point Systems below.

Points Systems

Points awarded for Standings are either:

a) Under the Round Robin format¹⁰:

Win 3 points; Loss 1 point; Default 0 points

OR

b) Under the Points Competition format:

Win = 6 points; Tie = 3 points; Loss = 1 point

Ends won = 1 point each; Blank Ends = ½ point each; and

½ point for each point differential in the final game score, to a maximum of 3 points.

⁹ Care should be taken to avoid missing deadlines for sign-ups. Sufficient advance notification is required

¹⁰ Match Chair may elect to allow Tie Games for a Competition, in which case 2 points would be awarded for the tie.

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Tie Games

- a) Round-Robin format. In the event of a tie in a match, an extra end will be completed and if the tie persists the winner will be determined by a Draw to the Button. If time does not permit the playing of an extra end, there will be a draw to the button. The methodology for the Draw to the Button is outlined in the General Rules of the Club.
- b) Points Competition format. Tie games shall remain as such under this format.

Breaking Ties in the Standings

The following criteria will be used to determine rankings:

1st) the team winning the match between the tied teams, then 2nd) the higher average point differential between tied teams (points scored divided by points given up) and 3rd) a draw to the button.

Substitution

When a substitute is required, preference should be given to curlers listed as potential substitutes for Thursday Night curling; if unsuccessful then choose from all other eligible curlers, while respecting the Club General Rules on Substitutions.

Postponements

Teams are encouraged to act diligently and in Good Faith in attempting to re-schedule a game if necessary due to the relatively short timeframe of each Competition. The team seeking a postponement bears the burden of responsibility for initiating the process and the follow-up.

Match Chair must be informed by a team seeking a postponement, and notified of the agreed re-scheduled date at least 24 hours ahead of the originally scheduled game.

Play-offs

In a "Points Competition" the championship shall be determined by a match between the top 2 ranked teams. Choice of hammer or rock colour will be determined by a coin toss.

Substitutions in the Event of a Play-off

Substitutes must play at the Lead or Second position, with the following exception:

If a Skip cannot play in a play-off game, the team's Third will be elevated, and a substitute found for that player who will play in the 3rd position.

2-3 Night Time Curling - Procedures for the Ernie White Mixed Competition

Eligibility

All full members or once a week members

Members may enter as a team or individuals will be put on a team.

If there are enough women registered for the event, it is strongly recommended that there be a minimum of one woman on each team. A "true" mixed team includes 2 women and 2 men in alternate playing positions.

Format

Play every available Friday night, ending in playoffs of the top teams in April.

Scoring is a win / loss.

Teams will remain together for the entire year.

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The competition format is dependent upon the number of teams entered with round robin play being the usual format. The number of rounds will vary depending upon the number of teams entered.

Tie Breaking

If time permits, the 4 members of a team will each throw 1 rock to the button consecutively. Sweeping is allowed. Once all 4 rocks have been thrown, the following cumulative point system is used: 1 pt: 12 foot, 2 pts: 8 foot, 3 pts: 4 foot, 4 pts: button. Then the other team will do likewise, and the team with the better cumulative scoring total for the 4 rocks will be declared the winner.

If time does not permit, there will be one only draw to the button by any team member. Sweeping is allowed.

Play-off System

- a. 1st vs. 2nd
- b. 3rd vs. 4th
- c. Loser of a. vs. Winner of b.
- d. Winner of a. vs. Winner of c.

Substitutions during Play-offs (Finals & Semi-Finals)

Substitutes must play at the Lead or Second position, with the following exception:

If a Skip cannot play in a play-off game, the team's Third will be elevated, and a substitute found for that player who will play in the 3rd position.

To maintain the spirit of the event, the same substitute(s) will not be used more than twice by a same team in the play-offs.

[End of Part 2]

Part 3 Procedures for WEEK-END Curling Competitions

Responsibility for the Juniors Curling Program rests with the Juniors Convener. The Nomads Competition is the responsibility of the Nomads

Week-End – Procedures for specific Competitions. (Table III-3-1)

Procedures (Special Rules)	Juniors	Nomads
Entries	In accordance with the Juniors Program	Team entries or teams determined by the Skips
Format		Teams stay together all year, playing 3 round-robins.
Point System		Win: 3 pts Tie: 2 pts Loss: 1 pt. Default: 0 pts.
Substitutions		Any full Club member or limited Nomad member, + non-members pay \$10 per game to curl and can play a maximum of 5 games.
Play-offs		All teams make play-offs. The following point system is used in play-offs.
Play-off Points		Win: 3 pts, 1 pt per end won, and half your team score

Part 4 Procedures for Special Bonspiels Competitions

Responsibility for the Special Bonspiels Curling Program rests with the Club Match Chairperson. The Special Bonspiels are open to all categories of Curling Memberships, subject to availability of ice.

Bonspiel	Played in	Bonspiel	Played in
New Members	November	Ron Lister (Skins)	March
Turkey Spiel	December	Greens Singles	To be announced
Highland Fling	January	Last Chance	April

Competition Format

The Bonspiels utilize a multi-game format. Matches are generally played on week-day evenings with finals on the Saturday afternoon. See the Procedures outlined for each Bonspiel Competition below.

Entries

Interested participants register for each Bonspiel on forms posted on the competition board approximately 2 weeks before the event. The teams are selected either by the event coordinator or the team Skips, as determined by the Match Chair.

4-1 Procedures for New Members Bonspiel

Competition Format

Usually, a complete round-robin cannot be completed within the time period allocated for the event. The following point system will be used for all games, with the championship being determined by a match between the top 2 ranked teams. There is also a 3rd vs. 4th game and a 5th vs. 6th match. Choice of hammer or rock colour will be determined by a coin toss.

Point System

Win = 6 points; Tie = 3 points; Loss = 1 point.
 Ends won = 1 point each; Blank Ends = ½ point each; and
 ½ point for each point differential in the final game score, to a maximum of 3 points

4-2 Procedures for Turkey Spiel

Format

Team entries are accepted. The convener will also make up teams to include everyone who enters as an individual.

Game Format

Teams will play a single game of 6 ends. There will be a random draw.

Point system

Win = 10 points; Tie = 3 points; Loss = 1 point.
 Ends won = 1 point each; Blank Ends = ½ point each; and
 ½ point for each point differential in the final game score, to a maximum of 3 points

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Play-off

Unless there is a tie, there will be no play-off. If two or more teams have the same point total and are eligible for an award, there will be a draw to the button to determine a winner.

Special Event

Following the regular competition, individuals will have the opportunity to throw a turkey from the near hog line to the house. The throw which is closest to the button wins. The turkey is the prize.

4-3 Procedures for Highland Fling Bonspiel

Format

Day time and Night time Divisions will be arranged which permit round-robins to be completed. Only wins, losses, and game scores will be recorded.

In the event of a tie in a match, an extra end will be completed and if the tie persists after one extra end, there will be a draw to the button to determine the winner of the game. If time does not permit the playing of an extra end, there will be a draw to the button.

Point System for Standings

Win: 3 points Loss: 1 point Default: 0 points

Tie Breaking in Standings

If there is a tie among teams in the final standings, the following criteria will be used to determine rankings: 1st) the team winning the match between the tied teams, then 2nd) the higher average point differential between tied teams (points scored divided by points given up) and 3rd) a draw to the button.

Play-offs

Semi-finals: The 1st place team in one section will play the 2nd place team in the other section. The semi-finals will be played at the same time of day as the preliminary games.

Finals: The championships will be determined by a match between the semi-final winners of both day times and night time divisions on the Saturday afternoon preceding the banquet.

Consolation: The 3rd place day time team will play the 3rd place night time team on the Saturday afternoon.

Choice of hammer or rock colour will be determined by a coin toss.

4-4 Procedures for the Ron Lister Skins Competition (organized by Nomads)

Competition Format

Games are played under the SKINS format. Points awarded for skins differ from end to end, the latter ends being worth more points.

The top four (4) teams with the most points will move on to the finals on Saturday at 4 p.m.

Game format

All games will be eight (8) ends and all eight (8) ends must be completed.

At the start of the game the team winning the toss chooses either the hammer or the color of rocks, bearing in mind that with the hammer a team must score at least 2 points to win the skin.

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Winning a skin

1. The team with the hammer must score TWO (2) or more points to win the skin for that end.
2. The team without the hammer must score ONE (1) or more points to win the skin for that end.

Skins Carried-over

When a team with the hammer fails to score two (2) or more points, or if the end is blanked, the skin is carried over.

If the eighth (8th) end is carried over, there will be a draw to the button for the carried over skins. The Skip may designate any player on the team to throw the deciding stone. There must be one person in the house initially, but all four members are permitted to sweep.

The hammer changes hands when:

- The team with the hammer wins the skin; OR
- The team with the hammer only takes one point and the end is carried over.

Point System for Skins

End 1 skin = 2 points	End 5 skin = 6 points
End 2 skin = 3 points	End 6 skin = 6 points
End 3 skin = 4 points	End 7 skin = 8 points
End 4 skin = 4 points	End 8 skin = 10 points

total of 43 points per game.

Tie Breaking Ties will be broken by:

1st: head-to-head win/loss; and

2nd: number of skins won

4-5 Procedures for Green Singles Competition.

Eligibility

All members who are 1st year curlers.

Format

The competition format will depend upon the number of entries.

A game has 6 ends with each player throwing 6 rocks.

There is no sweeping.

No one holds the broom.

If a game finishes in a tie, the tie will be broken by a draw to the button.

Tie Break for Competition (round or final) Standings

When two or more players are equally ranked at the end of the competition, ties are broken by applying the following criteria in order:

- Most wins in the competition, as the case may be; then

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- Winner of the game between the tied players in head to head play, (in the case of a multiple tie, the individual with the most wins amongst the games played against the other tied players); then
- The highest ratio of points scored to points allowed (for this purpose the score for a Defaulted game is 0 – 0); then
- In a multi-player tie, if a rule divides a tied group into a smaller tied group (or groups), the criteria are then applied to the new tied group(s) from the beginning rather than by continuing to the next criteria; and finally.
- Flip of the coin¹¹.

4-6 Procedures for Last Chance Bonspiel

Eligibility

This event is open to all interested individuals. Entries from curling clubs throughout our geographical region are encouraged. Priority is given to outside teams who have registered before the stated deadline. Once the entry deadline has passed, and there are still places available, Lachine teams will be invited to register. This Competition is often used to recruit prospective curlers to try the sport.

Format

Because each team is guaranteed a minimum number of games, (usually 3), all games are played to a Win decision. No ties.

[End of Section III]

Addendum # 1 CCA Curling Rule Changes 2010 - 2012

Application

This document consists of revisions to the Canadian Curling Association publication entitled **The Rules of Curling for General Play**.

The complete Rules of Curling for General Play can be viewed on the Curling Canada web-site:

www.curling.ca Click “Go Curling”, then “Rules of Curling for General Play 2010 - 2012.”

Questions and comments relating to the rule book or the interpretation of the rules should be sent to

rules@curling.ca.

Teams (pages 8-9) – Rule 5(4)(5): Changed the rule concerning players joining a game in progress. At the start of the next full end after the player has joined the game, the team can re-establish their delivery rotation in any order.

Teams (pages 9-10) – Rule 5(6)(b)(iii)(iv): The situation when the third or fourth player cannot deliver both their stones in any end was for the second player to deliver both third’s stones or the third stone to deliver both skip’s stones. The new rule eliminates any player delivering four stones in any end.

¹¹ If both teams are present and still tied, rather than Flip a Coin, they may agree to a Draw to the Button as a final tie-breaker.

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Position of Players (page 11) – Rule 7(2)(a): This rule has been changed to read ‘shall be positioned between the backboards and the hog line’ instead of “shall be positioned inside the hog line and on the ice”. This was changed to reflect the general change to swingier ice conditions allowing the person holding the broom to put a foot on a walkway or the next sheet without penalty.

Delivery (page 12) – Rule 8(2): The wording was changed from ‘reasonable proximity to the centre line’ to ‘reasonably straight line from the hack towards the target broom’. This was primarily for stick curling and clarifying that the delivery of the stone does not wander away from the line of delivery.

Delivery (page 13) – Rule 8(10): Previously when a team delivered two stones in a row, the delivery rotation was altered. The new rule states that the second stone is returned to the delivering end and displaced stones are put back in their original positions. The second stone will be delivered in its proper rotation unless the error is not discovered. In this case, play will continue with the new delivery rotation.

Touched Moving Stones (page 13-14) – Rule 9(1)(2)(3): The wording of the 2010 WCF Rulebook has been adopted in its entirety. Key changes are: 1) the re-touching of a stone prior to the hog line is no longer an infraction; and 2) the protocol for an infraction now varies on whether the stone was touched prior to the hog line at the playing end or after it has crossed the same hog line. If the moving stone is touched prior to the hog line, there is no option for the play to stand.

Sweeping (page 14) – Rule 11(4): This rule has been clarified allowing only the person in charge of play for the non-delivering team to sweep their own stone in motion during the delivery of the first four stones in any end (‘tick’ shot).

Sweeping (page 15) – Rule 11(6): The wording was adopted verbatim from the WCF rule book. The change gives the team whose stone was set in motion first right to sweep instead of the team in charge of the house.

Sweeping (page 15) – Rule 11(8)(a): New wording for sweeping. It now says “there must be brush head movement”. With the introduction of brooms with swivel heads, sweepers are often sweeping at angles or front to back. This is now acceptable but you may not leave debris in the path and the final motion must be away.

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Free Guard Zone (page 15) – Rule 12(2): Wording was clarified to indicate that any infraction in the FGZ prior to the delivery of the 5th stone has only one solution. The delivered stone is always removed and the displaced stones are always returned to their original positions. The rest of this section identifies other FGZ situations.

Stones in Play and Scoring (page 16) – Rule 13(2): Previously, a stone ‘spinning’ back into play after it had crossed the back line remained in play. The new rule states that once it crosses the back line, it is out of play regardless if it spins back or not.

Game Duration and Postponement (page 20) – Rule 16(3)(a)(b)(c): This rule has been changed to match WCF wording. The previous wording for a team not ready to play at the designated time was five (5) minutes would pass before a point was forfeited. The new rule extends the wait to fifteen (15) minutes for one (1) point and another fifteen (15) minutes for the second point. After 30 minutes, the game is forfeited as before. (This rule will not be used at Lachine. Please refer to Section 6 – Game Times.)