

CURLING

League Rules



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1. COVID-19 RULE ADJUSTMENTS

- There is only ONE (1) sweeper allowed on all delivered stones.
 - You may not relay so that the second sweeper takes over half-way down the sheet.
- The non-delivering team MAY NOT sweep any rocks – including their own. There will be a designated marked area where the teammate not sweeping or delivering may stand.
- Only ONE member of the non-delivering team should be behind the back line.
- No team meetings behind the house on or off the ice. After delivering your rock you should move to the nearest unoccupied standing zone. This will allow the other player from the other team to move into position for the next shot.
- Players should touch only the rocks they are delivering. They should move other stones at the conclusion of an end with their broom or foot.
- Players should NOT clean the bottom of the rocks with their hands or gloved hands but rather use their broom to clean off a rock.
- More details are on the Curling Alberta website under Guidelines for Return to Play – Page 12 B [During Play](#).

2. EVENT COORDINATORS

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility

ROLES OF PLAYERS IN AN EC'D LEAGUE:

- Arrive on time and pay attention when the EC is making announcements
- Record the game results on the score sheet after each game/match or pass the result of the game on to the EC prior to leaving

3. ICE REQUIREMENTS

Format	Total # of Players Require on the Ice	Minimum # of Females Required on the Ice	Maximum # of Males Allowed on the Ice
Open 4's	4	0	4

The CSSC welcomes people of all gender identity or expression. Minimum female requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female minimums).

6. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
All	3 (No gender restrictions)	0 - 8

4. FORMAT & EQUIPMENT

GAME FORMAT

- All games are 6 ends and/or two hours in length
 - Ties are allowed in the regular season
 - **Playoffs:** a “warm-draw” is played to break a tie:
 - Each team will throw one swept rock and the rock that is closer to the button wins
 - Rocks must be in the house to count
 - After the first team delivers their rock, it will be measured and removed from the playing area before the second team delivers their rock
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SCORING

- The score will freeze after the completion of the sixth end, regardless of how much time is left in the time slot
 - Mercy will be called when one team gains a lead of 8 points. The score will freeze and teams are encouraged to play the rest of the game for fun
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EQUIPMENT

- All facilities provide complementary brooms and sliders for curlers in CSSC Leagues. Please treat the equipment with respect and return it to the appropriate place when finished
 - Players must wear clean indoor shoes:
 - No outside shoes are allowed
 - Use the shoe cleaners provided at the facility when possible
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5. GAME PLAY

- Unless otherwise stated, the [Canadian Curling Association Rules of Curling for General Play](#) will apply to all games played in the League
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STARTING THE GAME - HAMMER

- **Regular Season:** Teams will flip a coin or use another suitable means of determining who starts the game with the hammer
- **Playoffs:** The higher seed will start the game with hammer

THROWING ORDER AND ROTATIONS

- Teams are not required to declare a 'Lead' '2nd' '3rd' or 'Skip' for the entire game:
 - Players are allowed to rotate through the various positions, as long as each position is declared at the start of each end
 - It is expected that all teams still follow the correct order of "2,2,2" when throwing stones in each end
 - If a team has only three players present at a game, the order of stones thrown in an end must be "3,3,2"
 - If a team has more than four players present at a game, they can rotate players in/out at the start of each end. However, no more than 4 players can participate in a single end