CURLING League Rules



CONTENTS

2. EVENT COORDINATORS	3
Roles of Players in an EC'd League	3
3. ICE REQUIREMENTS	3
6. DEFAULT MINIMUMS & SCORES	3
4. FORMAT & EQUIPMENT	3
Game Format	3
Scoring	4
Equipment	4
5. GAME PLAY	4
Starting The Game - Hammer	4
Throwing Order and Rotations	4

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

League	Total # of Players Required on the Ice	Minimum # of F Players Required on the Ice	Maximum # of M/X Players Allowed on the Ice
Open 4's	4	0	4

Master Roster Requirements:

- Most players on the roster must be at least 40 years of age, however teams are permitted up to one player that is 30 –39 years of age to assist with roster management.
- Players that are 18-29 are not permitted to play in the Masters leagues.

The CSSC welcomes people of all gender identity or expression. Minimum female player 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 player minimums).

6. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
All	3 (No Gender Requirements)	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
 - o Rocks must be in the house to count
 - o If the rock crosses the T-Line, no sweeping or interference is allowed from the opposition

 After the first team delivers their rock, it will be measured and removed from the playing area before the second team delivers their rock

SCORING

- The score will freeze after the completion of the sixth end, regardless of how much time is left in the time
- 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

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
 - o Use the shoe cleaners provided at the facility when possible

5. GAME PLAY

 Unless otherwise stated, the <u>Canadian Curling Association Rules of Curling for General Play</u> will apply to all games played in the League

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 "2,2,2,2" when throwing stones in each end
 - If a team has only three players present at a game, the order of stones thrown in and 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