

CURLING

League Rules



CALGARY **SPORT** & **SOCIAL** CLUB

CONTENTS

1. Facilities	3
2. Event Coordinators	3
Roles of Players in an EC'd league:.....	3
3. Sportsmanship	3
Zero Tolerance Policy	4
4. Rosters	4
5. Subs	4
Who Can Sub?	4
Requesting a Sub	4
Sub Policies For Regular Season	5
Sub Policies for Playoffs.....	5
6. Defaults	5
What is a Default?	5
What Happens When a Team Defaults?	5
7. League Specific Rules	6
Game Format.....	6
Scoring	6
Equipment	6
8. General Playing Guidelines	7
Starting The Game - Hammer.....	7
Throwing Order and Rotations	7
Doubles Board	7

1. FACILITIES

The CSSC rents rinks from private curling clubs and players must respect the standards, rules and staff in each facility:

- Rink attendants should be treated with respect:
 - Do not enter the ice area before the attendant is done pebbling and prepping the sheets
- Treat the facility with respect:
 - Be mindful of how hard you are throwing the rocks
 - Do not allow a rock to make contact with the hack or end boards
 - Do not sit or lie on the ice
 - Do not tap the bottom of the broom on the ice or cause the ice to crack
- Water is the only beverage permitted inside the ice sheet area
- Players are expected to clean up after themselves
- Players will be held liable for any deliberate property damage within a facility

Any player who causes the CSSC to receive a complaint regarding a facility rented by the CSSC will receive a \$100 fine and may be ejected from the League.

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. SPORTSMANSHIP

The CSSC encourages a fun-first, winning-second attitude in all leagues. All players are expected to abide by the CSSC sportsmanship policies, including:

- Controlling emotions and actions at all times
- Treating the facility, staff, other players, and spectators, with courtesy and respect
- Avoiding retaliation under any circumstance
- Providing feedback in a constructive manner and being open to feedback from the EC

ZERO TOLERANCE POLICY

The CSSC reserves the right to remove players from the league if they are involved in any of the following acts:

- Swearing directly at another player or the Event Coordinator
- Displaying disrespectful or threatening behavior
- Intentionally pushing, shoving or making physical contact with another player
- Making comments to instigate an altercation with another player

If a player is ejected from a game they must vacate the facility immediately. The offending player will be subject to further follow-up from the CSSC, including possible suspension/expulsion from the League.

4. ROSTERS

Format	Ideal Roster Size (F) = Female	Total # of Players Require on the Ice	Total # of Females Required on the Ice
All	4	4	0

5. SUBS

For all CSSC Leagues, players are responsible for finding their own subs, it is not the CSSC's responsibility to find and/or provide subs for teams.

WHO CAN SUB?

- Anyone 18 years of age or older

REQUESTING A SUB

Recruiting a sub can be done in one of two ways:

1. CSSC Subs Lists: The subs lists consists of players who have voluntarily signed up each season. You can 'Request a Sub' online through your MyCSSC account.
2. Team Invites: Teams can bring out players that are not on the CSSC sub list (e.g. friends, family, co-workers, etc.). All subs must be invited to the online team roster, through the MyCSSC account function.

SUB POLICIES FOR REGULAR SEASON

- Subs should be of a similar skill level to the player that they are replacing. Bringing out ringers could result in follow-up action from the CSSC
- All subs must know the rules, understand the level of play, and abide by all CSSC policies
- In cases where there are multiple CSSC games occurring in a row at a facility, a team can borrow players from the previous game only to increase their roster to the required number of players on the ice

SUB POLICIES FOR PLAYOFFS

- Teams that have qualified for a shot at the championship can only bring in subs who have played at least one regular season game with the team
- All teams who are not playing for the championship can bring in subs regardless of how many games they have played with the team
- Prior to the first playoff game, teams must have all players who are playing in the playoff game(s) displayed as part of the confirmed roster in MYCSSC, otherwise they will receive an automatic loss and will not be eligible for the championship

6. DEFAULTS

WHAT IS A DEFAULT?

A default occurs when, at the scheduled game start time, a team has fewer than the minimum number of required players and an official game cannot be played. If a team chooses to leave early and quit the game for any reason, including a lack of players, the team will also be subject to the default rules.

The chart below outlines the minimum players required for each specific league in order to not default:

League	Minimum Players to Avoid Default	Default Score
All	3 (No gender restrictions)	0 - 10

A 10-minute grace period can be given if a team is late arriving to a facility. In this case the late team would surrender 1 point and hammer, and the game will start in the second end.

WHAT HAPPENS WHEN A TEAM DEFAULTS?

- When a default occurs, the opposing captain must choose one of the following options:
 - a. Enforce the default fee and mercy score
 - b. Waive the default fee and enforce the mercy score
 - c. Waive the default fee and play a regular game, not enforcing the mercy score

- In all above scenarios, the team being defaulted against is responsible for stating to the EC and any members of the defaulting team, which option they have chosen prior to the playing of any game
- In the case of a default, teams are encouraged to use the time slot to play a fun game. However, the playing of a fun game does not alter the results of scenario a) or scenario b) above

7. LEAGUE SPECIFIC RULES

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

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 10 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
 - Use the shoe cleaners provided at the facility when possible

8. GENERAL PLAYING GUIDELINES

- Unless otherwise stated, the [Canadian Curling Association Rules of Curling for General Play](#) 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 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

DOUBLES BOARD

- At certain facilities the Event Coordinator will manage the doubles board program:
 - If a team makes a double takeout (two or more rocks of the opposing team that are in the house), that team will take possession of the doubles board
 - The team should move the doubles board to the end of the sheet they are curling on and announce to the EC that they made a double
 - The team that is in possession of the doubles board at the conclusion of the 5th end (across all sheets) will win
 - The team will obtain a coupon from the EC that is valid for one pitcher of beer from the curling lounge