



Chaska Curling Center

League Rules 2016-2017

1. Membership

A current membership is **required** to participate in leagues. Our membership runs from Oct 1, 2016- Sept 30, 2017. All rostered players and all substitutes must have a membership.

2. League Fees

Teams signing up for W1 have paid a league fee for the first 10 week season running Oct-Dec. This fee guarantees 8 games as each league has different amounts of teams and bye weeks. Teams in the W1 league will have a priority window to sign up for the same league in our W2 season that will go another 10 weeks after the New Year. (Sign-ups will be around the beginning of November.) Another league fee will apply at that time. If your team opts out, the league spot will open up for another team.

3. Games

(a) All games will be 8 ends. Beginner leagues can agree before the game starts to play 6 ends.

(b) Buzzer: Keep play moving along. Slow play is frustrating to all people involved. We will have a buzzer that will sound 1 hr and 35 minutes from the start of the game. Your last rock in the 6th end has to have come to rest otherwise you will finish the end you are in and play only one more. This is a courtesy to the curlers who are playing behind you so they can start their game on time. One end should take no more than 15 minutes to complete. An eight end game should be done in under 2 hours. Be ready to throw your rocks and keep the pace of play moving.

(c) Start your game on time. Arrive a couple minutes early to shake hands and take practice slides. A coin flip will determine which team has the hammer in the first end. If one team is

ready to play at the start of the game and after 5 minutes the other team does not have a full lineup of at least 3 players, they forfeit the hammer. After 10 minutes, 1 point and hammer is given up and one end is considered played. After 20 minutes, 2 points and hammer is given up and 2 ends are considered played.

(d) Practice slides can be taken but no rocks can be thrown before your game.

(e) Ties- In the event of a tie, teams can elect to have one member from the team throw a draw with sweeping. The opposing team cannot sweep this draw at any point. If both teams tie, another member of the team throws, with sweeping, until a winner is determined. The rock must be in the house to win.

(f) Please turn in your scorecard with the winning team circled. We will use your league standings to determine what flight you will be in for the playoffs if your team elects to participate. W1 and W2 teams are eligible for the playoffs. (Fees TBD)

Substitutions/Rosters

(a) A team can roster up to 6 people. Anyone on the roster can play any position on the team on any given week. Once your lineup is set for the night, each person plays that position for the duration of the game.

(b) If your team needs a sub, they can call someone from the sub list or any Curling Center member. This person must have a current membership and they must play lead on your team. If two subs are needed, they must play lead and second but your team **must** have at least two rostered players to count towards league standings.

(c) You may play a game with 3 players but the first and second players must throw 3 rocks each and the last thrower must throw 2 rocks. If a player arrives late to the game and the game started with 3 players, that player can enter the game and sweep and play any position but they cannot throw rocks until the start of the next end. A late player cannot enter the game if the game started with 4 players.

Game Forfeiture

(a) Skips must inform the other team that they cannot make their game. This should be done in a timely manner. Never no-show! This is out of courtesy and respect for others who may be traveling a long distance to play and are expecting a game when they arrive. Teams will be provided contact information for other teams.

(b) If both teams agree, they can schedule open ice time to replay the game at a future date. If no time can be agreed on, the team cancelling takes the loss.

Free Guard Zone/USCA Rules

For our newer curlers, the free guard zone is in effect. Please brush up on this rule so you know what rocks have to be put back if taken out of play.

USCA/WCF rulebooks are available on the website.

General Hints:

Thirds are generally in charge of scoring decisions and measurements.

Only the skip and vice skip are allowed behind the house when the other team is throwing. They are motionless and not distracting the opposing team. Leads and seconds of the non-throwing team should be between the hoglines on the side of the sheet.

Please clean the ice after your game. Sweep out the hacks and run the big broom down the ice. Clean debris off the big broom away from the rocks. Both teams can help with the process otherwise the winning team should handle this. Put the hack covers on so the ice is ready to pebble. Put the ends on the scoreboard back.

Be aware of surroundings. When your team is done throwing, immediately clear the ice (walk to the sides) so the other team can throw their shot. Be in position to throw your rock.

Most importantly- have fun!! Enjoy your time curling and the people you meet. Thank you for respecting the traditions of the game.

The Spirit of Curling

Curling is a game of skill and of traditions. A shot well executed is a delight to see and so, too, it is a fine thing to observe the time-honoured traditions of curling being applied in the true spirit of the game. Curlers play to win but never to humble their opponents. A true curler would prefer to lose rather than win unfairly.

A good curler never attempts to distract an opponent or otherwise prevent him from playing his best. No curler ever deliberately breaks a rule of the game or any of its traditions. But, if he should do so inadvertently and be aware of it, he is the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of the game demands good sportsmanship, kindly feeling and honourable conduct. This spirit should influence both the interpretation and application of the rules of the game and also the conduct of all participants on and off the Ice.