

1. Canadian Curling Association rules shall apply unless stated otherwise in these rules.
2. **Free Guard Zone:** All games shall be played under the 5 rock free guard zone rule.
3. **Length of games:** All regular games are 8 ends. In the event of a tie no extra ends will be played.
4. **Time allotted for scheduled games:**  
**Monday morning games:** start at 10:30am and the buzzer will sound at 12:10pm  
**Monday afternoon games:** start at 1:00pm and the buzzer will sound at 2:40pm  
**Wednesday afternoon Games:** start at 1:00pm and the buzzer will sound at 2:40pm.
5. **Buzzer Rule:** Teams may complete the current end and play one additional end. An end is considered to have started when the first rock delivered has passed the nearest tee line.
6. **Points for games:** Monday & Wednesday afternoons and Monday morning:  
**Win- 2-points, Tie-1 point/team, Loss- 0 points,**  
**Exception:** defaulted games.....see (9.)
7. **Intent to Return, Team Registration and Payment**  
Teams and curlers will have the ability to complete the various documents and make required payments on-line & e-transfer of fees. Forms will be posted on the Club website at [www.calgarycurlingclub.com](http://www.calgarycurlingclub.com)
  1. **Intent to Return: Due to the Registrar by July 1, 2023**  
This form is to be completed by a representative of a team who curled in the previous season, to confirm their registration for the upcoming season. There must be a minimum of 2 players from the previous season to be considered a returning team. The confirmation or **lack of confirmation** will inform the Registrar if there will or **will not** be openings for new teams in the upcoming season.
  2. **Team Registration and Payment: Opens August 1 and closes August 31/23**  
This is the detailed Team Registration and payment information of team players, to be completed by a member of the returning team. A minimum of 3 players must be registered in order to be considered a registered team.
8. **Rules of Substitution** - effective May 29, 2023
  1. All spares will be classified as Tier 1 and be required to be a member of the club. **They can play any position.**
  2. As long as one regular member of the team is present a team may play with three Tier 1 spares.
  3. Registered team players may spare any day and play any position
9.
  1. **Postponement of games:** There are no postponed games in the scheduled draws.  
**Exception:** if all four members of a team are in Playdowns, the scheduled game(s) may be played before the end of the go-round.
  2. **Teams considering entering play downs** must inform the Draw Secretary of their intentions by **January 15<sup>t</sup>**
10. **Defaulted games:**
  1. If two teams are unable to play their regular scheduled game neither team will be awarded points.
  2. If one team is unable to play their regular scheduled game the other team will be awarded 2 points.

11. **Changing Team Positions:** In Club games, a skip may change player positions between games, providing the players agree.
12. a.) **Changing Teams:** a paid member dropping off a team can be classified as a Tier 1 spare until they become a member of a different team.  
b.) **Refund of fees:**
  - i. A pro-rated refund will be issued if a member resigns prior to October 31<sup>st</sup>.
  - ii. The refund will be pro-rated based on the Club price per player per game and the number of games remaining in the schedule.
  - iii. No refund will be issued if a member resigns from the Club after October 31<sup>st</sup>.
13. **Over subscription of rinks: See bylaws- March 28, 2022 page 16**  
In the event of dispute between players the matter will be referred to the Executive for resolution.
14. **Tied standings in the final Go-round:** where two or more teams are tied in the final go-round (after reviewing total points and win-loss records between those teams), a play-off shall be held, **only** to determine teams advancing to the Championship games. Where a play-off game is tied at the completion of 8 ends an extra end(s) must be played to declare a winner.
15. **Championship Games:**  
All Championship final games are played to eight ends. Where games are tied as per the foregoing, an extra end(s) must be played to declare a winner.
16. **Practice Ice- Calgary Curling Club Policy-effective October 11, 2017**
  - a). **The following registered curlers of the Calgary Ladies Curling Club** may book practice ice up to 3 days in advance **at no charge:**
    - i. full time players who curl on a team once or twice per week,
    - ii. **Spares who ARE REGISTERED on a team**
  - b). Spares who ARE NOT registered on a team WILL PAY the CCC practice ice fee.**
  - b) **PLEASE NOTE: Practice Ice for Non Members**  
In order for the players described in a) & b) above, to maintain **the privilege of no charge practice ice.... It is critical** that if any of the players described in a) & b) above, bring a non-member to the Club to practice **that non-member must report to the office and pay the \$15.00 practice fee prior to stepping on the ice.**
17. **Curl Alberta Fee: \$13.00/player (2022-23) (Co-ordinated through the Calgary Curling Club)**  
Every member of the CLCC who will curl 3 or more games during the season is required to pay this fee. A member only has to pay this fee once. If you only curl in the CLCC the fee would be paid through the CLCC (CCC). If you curl at other clubs you may pay the fee through one of those clubs.  
  
**The Curl Alberta registration includes an information form and payment of the fee. The CLCC will provide a link for CLCC players to register through the CCC. The CCC will collect the fee from players who register through the CLCC. The form must be completed before a player plays their first game**
18. **Member Queries regarding Policy and Operating/Management Procedures**  
The Executive Committee will consider Member queries on the above subjects when submitted in writing, to the Secretary. Such queries need to include detailed questions and the reason for requesting consideration, by the Executive Committee.