

CALGARY LADIES CURLING CLUB

RULES OF PLAY

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

- A. Monday morning games: start at 10:30 am and the buzzer sounds at 12:10 pm
- B. Monday/Wednesday afternoon games: start at 1:00 pm and the buzzer sounds at 2:40 pm.

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 closest tee line.

6. POINT SYSTEM

- A. A Event
 - i. Win – 4 points
 - ii. Tie – 2 points
 - iii. Loss – 0 points
- B. B Event
 - i. Win – 3 points
 - ii. Tie – 1.5 points
 - iii. Loss – 0 points

7. INTENT TO RETURN / TEAM REGISTRATION AND PAYMENT

Teams and curlers can complete various documents and make necessary payment online, including e-transfers. Forms will be available on the Club website at WWW.calgaryladiescurlingclub.com.

A. Intent to Return – Due July 1

This form must be completed by a representative of a team that participated in the previous season to confirm their registration for the upcoming season. At least two players from the previous season are required for the team to be considered a returning team. The information provided will help the Registrar determine whether there will be openings for new teams in the upcoming season.

B. Team Registration and Payment

This form provides detailed team registration and payment information and must be completed by a member of the returning team. At least three players must be registered for the team to be officially considered registered.

- C. Full team and spares registration opens August 1. Team registration must be completed by August 31. Spare registration is ongoing.

8. RULES OF SUBSTITUTION

- A. Spares must have paid fee(s) prior to playing a game.
- B. As long as one regular member of the team is present a team may play with three spares.
- C. All spares, including registered players who spare, may be utilized in any position; however, may not throw last rocks. ie a spare may call the game but must throw either third, second or lead rocks.

9. POSTPONEMENT OF GAMES

- A. There are no postponed games in the scheduled draws.
Exception: if all four members of a team are in playdowns, the scheduled game(s) must be played before the end of the round.
- B. Teams considering entering in playdowns must inform the Draw Director of their intentions by January 15.

10. DEFAULTED GAMES

- A. If both teams of a regular schedule game default, zero points will be awarded.
- B. If one team defaults the other team will be awarded a win for that game.

11. CHANGING TEAM POSITIONS

In Club games, a skip may change player positions between games providing the players agree.

12. CHANGING TEAMS

- A. A paid member dropping off a team can be classified as a 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 31st.
 - 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 31st.

C. Members may be added to a team roster up to December 31. Any changes required after December 31 due to extenuating circumstances must be submitted in writing to the CLCC executive for consideration.

13. OVER SUBSCRIPTION OF RINKS – SEE BYLAWS

In the event of a dispute between players the matter will be referred to the Executive for resolution.

14. TIED STANDINGS

- A. If teams are tied in points at the conclusion of a **round robin**, the following are the tiebreakers, in order:
 - 1. More victories
 - 2. Fewer losses
 - 3. Head-to-head record
- B. At the **end of the season**, if a tie remains after the preceding processes, a tie break game will be played to determine which team proceeds to the championship game.

15. CHAMPIONSHIP GAMES

- A. All championship games are eight ends.
- B. If a championship game is tied after 8 ends, an extra end will be played to decide the winner.

16. PRACTICE ICE – CALGARY CURLING CLUB POLICY

- A. Members can now book practice ice online through the Calgary Curling Club website.
- B. If you are not registered on a team please call the office at 403-283-8381 to get access to the practice ice booking app.
- C. Registered SHAREHOLDERS can book up to 7 days in advance.
- D. Registered MEMBERS can book up to 3 days in advance.
- E. NON-MEMBERS can book 1 day in advance.
- F. Practice ice for a regular curler in any league of the Calgary Curling Club or our Associate Leagues is provided free by the CCC. This does not include spares.
- G. There is a fee for any non-members accessing practice ice. The fee is \$15 per person for hour.
- H. To book a sheet for 2 continuous hours, there must be two or more members in your booking.

17. CURL ALBERTA FEE

- A. Every member of the CLCC who curls 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.

18. MEMBER QUERIES REGARDING POLICY AND OPERATING/MANAGEMENT PROCEDURES

The Executive Committee will review member inquiries on the above subjects when they are submitted in writing to the Secretary. These inquiries must include detailed questions and the reason for seeking the Executive's consideration.