

SCC CURLING RULES (Revision Date August 25, 2013)

I. General Curling Governance

A. Each year the Board of Management shall appoint a Curling Committee consisting of the League Chairperson for each league.

B. The Curling Committee shall make necessary adjustments and assignments as needed to ensure that all members are given sufficient opportunity to curl in scheduled competition and that those teams are fairly constructed.

C. The current USCA rules shall apply to all curling unless the Board of Management has approved a specific exception.

D. The Board of Management may apply specific rules to individual leagues.

E. The Event Chairperson, League Chairperson or any member may recommend specific rules for Board approval. These should be submitted to the Board in writing in the specific wording you are proposing for the rule change.

F. In the event that a dispute or protest should arise, the following procedure will be followed:

1. League games

a. A protest in a league game must be announced by the skip to the opposing skip before the start of the game or at the time of the infraction.

b. All protests submitted to league chairs, any appeals, and all subsequent decisions must be provided in writing.

c. The protest must be submitted in writing to the league chairperson and to the Board of Management within seventy-two (72) hours of the conclusion of the match.

d. The league chairperson shall determine decisions first on disputes within forty-eight (48) hours after receiving the protest in writing. The league chairperson must notify both skips and the Board of Management of the decision at the first available opportunity.

e. Appeals of decisions by the league chairperson shall be elevated to the Curling Committee. A skip who wishes to appeal the decision of his/her league chairperson must make the appeal to any member of the Curling Committee within forty-eight (48) hours of receiving the league chair's decision. It shall be the responsibility of the member of the Curling Committee that receives the appeal to notify all other members of the curling committee. The Curling Committee shall decide appeals within five (5)

business days after the appeal is received. The Curling Committee must notify both skips of its decision at the first available opportunity.

f. Appeals of decisions by the Curling Committee must be made to the SCC Club Secretary, for action by the Board of Management. This appeal must be made within forty-eight (48) hours of receiving the Curling Committee's decision. Decisions of the Board of Management are final.

2. Bonspiels

a. The Event Chairperson will handle protests at Bonspiels as quickly as possible. The Event Chairpersons' decisions are final.

b. In the circumstance where the Event Chairperson would benefit or be penalized by the decision of the protest, the Event Chairperson shall designate a member of the SCC Board of Management, who does not have an interest in the outcome of the dispute, to decide the protest. In the event that a member of the Board of Management is not available, an SCC adult member who does not have an interest in the outcome of the dispute may be designated to decide the protest.

c. The Event or League Chairperson shall publicly post the schedule, any specific rules for that particular Event or League (e.g., Blackhall and Van de Car) and the substitution list for that league or event before the league or event begins. The Chairperson shall also monitor the curling program throughout the season or event.

II. Game Timelines, Rescheduling, Tardiness and Cancellation

A. All contests must be played on the scheduled date and time unless the two skips have mutually consented, prior to the scheduled game, to an alternative date and time to play the match. The league chair must be notified at the first available opportunity.

1. All rescheduled games must be played on or before the next designated make-up date as provided on the season calendar, or the end of the curling season, whichever is sooner.

2. A team may request a waiver from the league chair if they are unable to meet the provisions of section (1). League chairs may, at their discretion, grant such a waiver. A league chair shall not approve any waiver unless the request includes the specific date and time on which the game is to be played. This date and time must be acceptable to both teams and the league chair.

3. If either team in a rescheduled game fails to appear with a legal rink, the absent team shall forfeit the game.

4. Nothing prohibits a game being played, subject to the consent of both skips, on a date prior to its originally scheduled date and time.

B. If two members of a team are out of town representing SCC in a curling event on the date of a schedule game, the skip of the team involved must be granted a rescheduled match.

C. Any team failing to appear or be ready to play a game on its originally scheduled time shall be penalized as follows:

1. Five (5) minutes after the scheduled start time or the countdown clock begins, whichever is later, the prepared team is awarded one point and the first end is hung.
2. Fifteen (15) minutes after the scheduled start time, or the countdown clock begins, whichever is later, the prepared team is awarded a second point and the second end is hung.
3. Twenty-five (25) minutes after the scheduled start time or the countdown clock begins, whichever is later, the prepared team is awarded a third point and the third end is hung.
4. Thirty (30) minutes after the scheduled start time or the countdown clock begins, whichever is later, the prepared team shall be declared the winner of the game. The game shall be scored 4-0 through 4 ends.
5. A team that is more than five (5) minutes tardy from the scheduled start time shall forfeit the hammer in the first end of play.
6. The prepared team need not wait the thirty (30) minutes on the ice, but does need to appear at the scheduled sheet to invoke the rule, and must be present and ready to play if the opponent is able to field a legal team.
7. If both teams are equally tardy then one blank end is scored after five (5) minutes from the scheduled start time, a second blank end is scored after fifteen (15) minutes from the original start time, and a third blank end is scored after twenty-five (25) minutes from the original start time. After thirty (30) minutes of tardiness from the original start time, both teams shall register a loss.

D. The countdown clock shall not be started until all four sheets are ready to be used. Teams may not begin play until the countdown clock has started.

E. For a six end game, the countdown clock shall be set at 65 minutes. For eight end games, the clock shall be set at 95 minutes. For ten end games, the clock shall be set at 125 minutes.

F. At the expiration of time on the countdown clock, each team shall finish the current end, and may play only one additional full end, subject to Section II, Rules G and H. For the purposes of this rule, an end shall be considered complete once the last rock (i.e., “the hammer”) has been released.

G. Regardless of the state of play, all six end games shall be deemed complete after 95 minutes. Eight end games shall be deemed complete after 125 minutes. Ten end games shall be deemed complete after 160 minutes. At the expiration of these time limits, a team which

has not thrown the same number of rocks as the other team shall be given the opportunity to throw one additional stone. The end shall then be scored on the basis of rocks thrown, and the game shall be deemed complete. These time limits shall also apply to any extra end or abbreviated end that is used to break a tie, as detailed in Section III below.

H. If the last end results in a tie, then the tie game rule (Section III) shall apply.

I. Should unusual circumstances occur (i.e. bad weather, power failure, etc.) the official start time of a match may be delayed at the discretion of the chairperson of the league or event. If there is any doubt on the part of the league or event Chairperson they are strongly encouraged to contact the president of the club, the vice-president, the secretary or the treasurer, in that order.

J. If competition is canceled due to inclement weather, the League or Event chairperson is responsible for notifying the skips and the bartenders. Skips are responsible for notifying team members. The league chair shall identify an alternative date to hold any games postponed due to unusual circumstances and communicate this date to the skips at the first available opportunity. Skips may mutually agree to reschedule a postponed game to any other available time and date, subject to Section II, Rules A and B.

III. Tie Game Resolution

A. If, after the final end, the game is tied and the time limit on games has not expired as stated in Section II, Rule G, the skips may agree to play a full end, an abbreviated end of fewer than eight rocks per team, a single rock closest to the center of the house, or some other reasonable method of breaking a tie. Any extra end or abbreviated end shall be subject to the maximum time limits established in Section II, Rule G.

B. If the game is tied at the expiration of regulation time as stated in Section II, Rule G, then a single stone shall be thrown by each skip or designated team member and the closest to the center of the house shall be declared the winner. The single stone may be swept at the discretion of the shooting team skip.

C. The team that would normally shoot first, if a full end was being played, shall shoot first (i.e. the team that scored the last point during regular play).

D. If a tie is to be broken by the method of each team throwing a single rock to the center of the house, as provided in Rules A & B above, only the shooting team may sweep the rock. The opposing team may not sweep the rock at any point in its travel.

E. If a tie is to be broken by the method of each team throwing a single rock to the center of the house, as provided in Rules A & B above, the procedure shall be: After the first stone has come to a rest and it is in the house its distance from the center is measured. The measuring device is inserted in the center of the house and the indicator is set to a point where it is noticeably moved on the point of the rock closest to the center and the reading is noted. This rock is then removed. The indicator setting is not changed. The opposing team then shoots their rock. If there is some question as to whom was closer to the center, after the opposing teams' stone has come to rest, then the measuring device is re-inserted in the center of the

house and is rotated over the current stone in the house. If the indicator moves more than the previously noted reading then this team is the winner.

F. If neither team has a stone in play then both the same people shoot a single stone again. If the result is the same the game shall be decided by a coin toss called by the skips where the skip of the team to shoot first calls the coin (i.e. heads/tails). The winner of the coin toss is the winner of the match.

IV. League and Play Governance

A. The winner of a league or event shall be determined solely on the basis of wins and losses.

B. In the event of a tie for a significant position, the teams involved shall play a playoff game. All playoff games must be played before the end of the current curling season.

C. All playoff games must conform to the rules that govern play in that league during the regular season.

D. In cases of excessive absences by a curler the skip of that player's team may apply to the Curling Committee for a permanent replacement.

V. Selection of Skips and Teams

A. For the purposes of this section, the following definitions apply:

1. "Open league" shall mean that a team may be comprised of any combination of men and women.

2. "Mixed league" shall mean that:

a. A team must be comprised of two men and two women; and

b. Both the downrink and the uprink must have one man and one woman; and

c. The team lineup must alternate between men and women; e.g., if the lead is a man, the second must be a woman, the vice-skip must be a man and the skip must be a woman.

3. "Mixed modified" shall mean that:

a. A team shall be comprised of three members of one sex and one member of the opposite sex; and

b. The uprink shall be comprised of one man and one woman; and

c. The downrink shall be comprised of two members of the same sex.

B. Skips ending the season at the top or bottom of a league may be considered for movement to a more appropriate league by the curling committee.

C. The number of teams to compete in a medal competition depends on the number of persons signed up for the competition. The Event or League Chairperson shall vary the number of teams in accordance with the interest of the participants.

D. The manner and method by which teams are selected to play in a league will depend on the level of competition within that league.

E. The following methods shall be used to select the individual curlers on a team:

1. In the Blackhall and Van de Car leagues, the skips will arrange for their own team composition.

2. In the Graham, skips will arrange for their own vice-skip. The remainder of the team shall be selected by draw with the first selection(s) reserved for new skip(s). The remaining skips shall then select in the reverse order of finish from the prior year's competition.

3. In the Griffin, Burgess, All-American, Bradshaw, Fitzgerald and Dr. Ack, team selection order shall be chosen by lot. All skips shall draw numbers to determine the order of selection of their team members.

a. In the Bradshaw and Fitzgerald leagues, the uprink pair shall choose the downrink pair.

b. For the Bradshaw and Fitzgerald leagues the league chair may, at his or her discretion, provide that certain teams shall be mixed modified. Such discretion shall only be exercised if there are an unequal number of men and women curlers that wish to play in either league.

4. In the Friday evening Open League:

a. Four curlers may organize themselves into a team and enter the league.

b. Single curlers may sign up to participate. Additionally, groups of two or three may enter the league and designate themselves to play together on the same team.

i. The league chair will ensure that complete teams of four will be constituted prior to the beginning of the first scheduled game.

ii. The method of combining singles, pairs and threesomes into complete teams of four shall be at the discretion of the league chair.

5. In the Tuesday afternoon Open League:

a. A pair of curlers may enter the league and designate themselves to play together on the same team. This pair may be any combination of men and women.

b. To complete teams, team selection order shall be chosen by lot. Skips shall draw numbers to determine the order in which they select team members.

6. In all other leagues, the team members shall be selected by draw with the first selection(s) reserved for new skip(s). The selection sequence shall then follow in numerical order.

F. In the Erdman, Gabel and Dr. Ack, skips from the Blackhall, Van de Car and Graham may play in the vice-skip position. If the regular skip is absent and the team has a skip from the listed leagues playing as the vice-skip, the regular second or lead on that team will skip. The Blackhall, Van de Car and Graham will be skip's choice.

G. In the Pletenik league:

1. Graham skips and returning Van de Car skips may only play downrink.

2. A Pletenik skip or vice-skip who subsequently qualifies to skip in the Van de Car league, is permitted to continue playing uprink in the Pletenik for the duration of that season only. This section applies regardless of the method that the Van de Car league uses to complete its league roster.

VI. Results of Play

A. The skip or his or her designee is responsible for posting the results of each game on the master schedule sheet for the league. In addition the skip or his/her designee is responsible for filling out and submitting the match result cards for that game.

B. The League Chairperson or the Event Chairperson shall be responsible for posting any regular or playoff schedule.

C. The League Chairperson or the Event Chairperson shall be responsible for collecting match results and ensuring their posting on a timely basis. This includes distribution to the SCC Webmaster or his/her designee(s).

VII. Substitution and Line-Up Rules

A. Two regular team members of a four-member team must play in order to avoid a forfeit. A team is deemed ready to play when three eligible curlers are present.

B. Skips shall make every reasonable effort to avoid playing light by securing a substitute player who is eligible to play in that league.

C. A three-member team may have one regular team member and be considered a legal team, provided that the team has been designated a three-member team by the league chair.

D. All substitutes must *deliver* in a downrink (lead or second) position, with the exception of rules F and G below.

E. If two substitutes of the same gender are on a mixed team, then one of the substitutes may deliver in the vice skip position to satisfy the alternating gender requirement.

F. A substitute on a mixed modified team may deliver in the vice skip position, only if it is necessary, to satisfy the requirement that the uprink (skip and vice skip) must be of mixed gender.

G. All regular line-ups for any single game are subject to skip's choice. For any single game the line-up may not be changed once the match has begun.

H. In the Pletenik if the regular skip or vice skip is absent and the Graham skip, or returning Van de Car skip, regularly plays in the second position, they may move to vice.