

HUNTLEY CURLING CLUB

LEAGUE RULES – Amended 11 February, 2019

Application

1. These rules will apply to all season-long fixed-team curling Leagues within Huntley Curling Club. Other Leagues may adopt these rules as they see fit. Additional rules will apply to Doubles Leagues.
2. Periodic revisions to these rules may be authorized by the Match Director only, subject to approval by the Board of Directors. Rule clarifications may be presented at any time by the Match Director.

General

1. The most recent rules issued by CCA <http://www.curling.ca/about-the-sport-of-curling/getting-started-in-curling/rules-of-curling-for-general-play/> and OCA <http://ontcurl.com/curler-development/rules-of-curling/> will apply, except as indicated below.
2. The 4-rock Free Guard Zone will continue to apply. However, during individual matches, should both skips agree prior to the match that the 5-rock FGZ will govern, it will be permitted.
3. Hair brooms and corn brooms are not permitted for sweeping, however they may be used as sliding devices for stone delivery.
4. Play will normally be divided into Regular Season, League Playoffs, League Championships and Club Championships, as shown below, with various rules applying to each period:
 - a. Regular Season – one or more sets of round robin or ladder draws at various Division levels, with points or wins accumulated for League Playoff ranking.
 - b. League Playoffs – a final series of matches divided into various ranked Divisions, designed to determine those who will participate in the League Championships in each Division.
 - c. League Championships – a very short series of matches designed to select the Champion for each Division in each League.
 - d. (Note – If season duration does not permit separate League Playoff and League Championship rounds, there will be only a single round to determine League Champions.)
 - e. Club Championships – a very short series of matches between Champions from each Division in each League, designed to select the Club Champion for each Division.

Game duration

1. Regular Season and League Playoffs:
 - a. Regulation play is to be a maximum of 8 ends, subject to the time limitations below.
 - b. For all matches where the next draw is scheduled to start 2 hours after commencement, after 90 minutes of play the teams may complete the end they are in, and may play only one more end, **subject to clause 'h'**.
 - c. For all matches where a draw does not immediately follow, after 105 minutes of play the teams may complete the end they are in, and may play only one more end.
 - d. These time limitations apply from the scheduled start time of each draw, whether or not any match starts prior to or later than the scheduled start time.

- e. These time limitations apply to all 4 sheets, whether or not a match follows on any particular sheet.
 - f. The on-ice clock at lounge end is the official time clock. The completion of an end is measured as the time at which the last stone comes to rest.
 - g. For Leagues which do not permit ties after regulation play, one extra end may be played toward the glass. In the event that a single extra end does not decide a winner, the winner will be determined by a single rock shootout by each team toward the glass, until one team is measurably closer to the pin. Any team member may throw. Sweeping is allowed only by the team throwing. Measurements are to be witnessed by the opposing team.
 - h. Should an extra end or shootout occur, the duration of the next draw on the sheet in question will be extended by the same number of minutes it takes to complete the match, including the pebble and nip. Extent of timing extension to be agreed by both skips prior to match commencement.
 - i. Ties will not be permitted in the League Playoffs, in any league.
2. League Championships and Club Championships:
- a. Regulation play is to be a maximum of 8 ends, with no time limitations.
 - b. For matches tied after regulation play, extra ends will be played toward the glass until a winner is decided.

Last rock assignment

1. For Regular Season play as well as Club Championships, teams will flip for choice of either last rock or rock colour.
2. For League Playoffs, the team with the better winning record at the end of Regular Season play, as determined by the specific league format, will have the hammer, and teams will flip for choice of rock colour.
3. For League Championships, the team with the better winning record at the end of the previous round will have the hammer, and teams will flip for choice of rock colour.
4. The flip may take any form as agreed by both teams.

Spares

1. Regular Season and League Playoffs:
 - a. A maximum of two Spares are permitted for any League match, subject to the conditions below.
 - b. Spares may be selected from the published Spares list for that League, or from any other available HCC member, and may play in any position on any team, subject to the format rules for that League.
 - c. Non-HCC members may Spare at HCC for a maximum of 3 times per season, and may play in any position on any team, subject to the format rules for that League.
2. League and Club Championships:
 - a. A maximum of two Spares are permitted for any Championship match, subject to the conditions below.
 - b. League Championship Spares may be selected from the published Spares list within that particular League, however they must have been published for at least one full draw prior to the League Championships. Club Championship Spares may be selected from

any League's most recent published Spares list. These Spares may play in any position and at any Division level.

- c. League Championship Spares may also be any other HCC member whose team has already been eliminated from that League Championship. Club Championship Spares may also be selected from those already eliminated from Championship play. However, these Spares may only play in the position of a missing regular team member, and may not play below the lowest division in which they were competing. The position of a regular team member is defined as their throwing position, which must be declared prior to commencement of the League or Club Championships.
- d. Non-HCC members are not eligible to Spare in Championship rounds.
- e. An opposing team can challenge the inclusion of a proposed Spare if they consider that Spare to be ineligible, but only prior to commencement of a match. If the challenge is disputed, and the teams cannot agree on eligibility, the match may proceed regardless, and will be subject to review later by the Match Director. If the ineligibility is confirmed the match will be considered a forfeit by the offending team.

Forfeiture and cancellation

- 1. A team unable to field at least 3 players, consisting of regular team members as well as Spares, will forfeit any match, subject to the conditions below.
- 2. A team arriving late to a match forfeits 1 point, 1 end, hammer and colour choice after 10 minutes past the scheduled start time, another point and end after 20 minutes, and the match after 30 minutes, providing the other team is on time to start the match.
- 3. Matches may be rescheduled to another date if requested by one team, provided it fits within the schedule limitations of the League. The non-offending team has the right to choose not to play, and to win by default, if they cannot legitimately field a 4-person team (both regular and Spare), on the selected new date, however they can still choose to play with a 3-person team.
- 4. Matches cancelled due to mutual agreement between both teams, or due to circumstances beyond the control of either team, will be considered un-played, with no points or wins awarded.
