

Club Championship League Rules

1. **Game Times:** Monday and Tuesday Nights 6:30 pm
2. **Game Rules:**
 - a. All games will be under the 5-rock guard rule.
 - b. All games will be eight ends however no end will start after the 8:25 curfew.
 - c. No tie games. Play a full end thrown towards the glass with sweepers (this can start after 8:25). Skips may mutually agree to a Skip's draw with sweeping to the T-line.
 - d. All games will be played on your assigned sheets unless reassigned by the ice technician.
3. **Pregame Warmup:** Practice on your game sheet and limit it to two rocks out and back.
4. **Player/Team Eligibility**
 - a. All curlers must be WCC Members or Registrants (*Student Members* must be 14 and older or be approved by the League Convenor).
 - b. Teams may be ANY combination of eligible WCC Members but *Associate Registrants (Pay as you Play)* must play lead or second.
 - c. Teams must have at least 2 players from their original roster to constitute an official game.
 - d. It is the Skip's responsibility to complete the game sheet provided on the upstairs lounge tables after each game. Those not a *Full Member* or *Club Championship League restricted member* must pay the *Pay as you Play* game fee to be submitted with the game sheet. **A game will be forfeited if it is played with an ineligible player or if game fees are not fully paid.**
5. **Sparing**
 - a. Spares (players not on the team roster) must play lead or second and cannot call the game.
 - b. Teams are encouraged to have 4 players per game for better competition and to introduce new players to the league. Please review *Sparing Availability* on our website or any manual lists available.
6. **Flights and Scoring:**
 - a. At the start of the season teams are seeded into flights at the discretion of the league convenor.
 - b. Teams will play a round robin and must submit their game sheet immediately after every game.
 - c. From the game sheet, points are awarded for wins and losses according to the flight.
 - d. After each round robin, teams will be ranked by their points and the flights realigned accordingly. In the event of tie scores, teams will be ranked on:
 - I. games played against each other,
 - II. games against teams next highest in standings,
 - III. games against teams next lowest in standings.
 - e. Point totals notwithstanding, teams will not move up or down more than one flight after each round robin.
 - f. Winning teams are also responsible to circle their name on the downstairs scoreboard.
 - g. After the final round robin, total team points will determine the playoff Flights.
7. **Team League Fee**
 - a. Team league fees are \$25 per team member (minimum of \$100) towards league costs and awards.
 - b. All League fees must be paid in full by November 30th. Teams not paid by this date will forfeit all games past this date until payment in full is received.
 - c. **Cheque or cash payment** can be given to a league convenor or paid at the bar.
8. **Cancelled Games.**
 - a. Should a team need to cancel a game, the cancelling team **must notify the opposing team as soon as possible.**
 - b. The cancelling team may attempt to reschedule the game but it must be played within 1 week of the end of the current round robin. If the game is not rescheduled during this time, the cancelling team will be charged with the loss.
 - c. If the teams debate which is the cancelling team and no game is rescheduled within the allotted time, the league convenor, with the information presented may declare a winner. In the absence of any definitive information, both teams will be given a loss.