

# Club Championship League Rules

1. **Game Times:** Monday and Tuesday Nights 6:30 pm
2. **Game Rules:**
  - a. All games will be played with the 5-rock guard rule.
  - b. All games will be eight ends. No end will start after the 8:25 curfew, unless waived by the Convenor.
  - 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 only 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 currently registered** (*Full Member, Restricted Member or Associate Registrant*). *Student Members* under 14 years of age must be approved by the Convenor.
  - b. Teams may be ANY combination of registered 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's the Skip's responsibility to knowingly play with only registered and paid curlers. Failure to do so may result in League and/or Club sanctions. The Club will provide the registration status of each team member and game day sparing sheets. The Skips are responsible to ensure all game day playing fees are paid when played. These include:
    - i. *Associate Registrants Pay-As-You-Go* \$20 per game sparing fee.
    - ii. *Restricted League Members (other than Club Championship League Members)* pay a \$20 per game sparing fee.
    - iii. *Club Championship League Members* who play a second game in a week (make-up games excepted) pay a \$20 game sparing fee.
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) which covers the League's closing banquet fee.
  - b. All League fees must be paid in full by November 30<sup>th</sup>. Teams not paid by this date will forfeit all games past this date until payment in full is received.
  - c. **Cheque or cash payment only** can be made at the Bar or given to the League convenor.
8. **Cancelled Games.**
  - a. Should a team need to cancel a game, the cancelling team **must notify the opposing team, the Convenor and the Bar as soon as possible**. Responsible steps must be taken to confirm the notice.
  - 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.

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