

Industrial League 2024-25

Draw Times: 5:45 pm & 8:15 pm every Thursday unless otherwise stated.

Team Format: A team can be composed of any combination of genders. Two players listed on a team's roster must be present in order to qualify for the win. *Spares (anyone not listed on a team's active roster) can only play lead or second.*

Associate Members: Skips are required to ensure all associate members pay \$25 each night they play, this includes spares. Those registered as "One-Night Members" for another league are required to pay \$25 if they spare in the Industrial League. "One-Night Members" for Thursday night are also required to pay \$25 if they spare for a team they are not on the roster for as this membership gets you 1 game per week. This fee will be collected upstairs after each game. If teams are found to have members who do not pay they will forfeit all points earned that night. Further action may be taken if there are multiple offenses.

Spares: A spare list will be provided to skips and can also be accessed through the "Member's Home" section on the Welland Curling Club website (<https://wellandcurlingclub.com>). All spares are required to be registered as a member of the Welland Curling Club.

Curfew: 1 hr 50 minutes after the first rock is thrown in a game no additional ends can be started. This ensures the late draw can be started on time. If a team is found to violate the curfew they will forfeit their points for that game.

Early draw (5:45 pm) - No ends can start after 7:35 pm

Late draw (8:15 pm) - No ends can start after 10:05 pm

Canceled and Make-up Games: Notify Lindee (l.declerco98@yahoo.ca or 905-246-5325) and the opposing team. If missed games cannot be played before the end of a round, the team who canceled will record a loss. To schedule a make-up game, fill out the "Ice Utilization" form at the bar to ensure the ice time is available.