

FLC Seniors Curling

League Rules

General

1. The "Rules of the Game" as set out by the Canadian Curling Association will prevail
2. The league will play the "Five Rock Rule". Meaning you cannot remove an opponent's rocks from play if it is not in or touching the rings until after both lead rocks and the first second rock are played. If an opponent's rock is removed from play in violation of the five rock rule, the opponents rock(s) shall be replace to the exact spot it was before it was removed, and the delivered rock removed from play.
3. The league is allotted two hours of ice time (12:30 to 2:30) on each of our curling days. Strive to complete your game within the 2 hours allotted. Do not start your 8th end after 2:25. Complete the end that is in progress at 2:25; the game score will be the score after 7 ends.
4. There must be at least 3 curlers on each team before play begins.
5. Subject to the rules governing spare - There must be a minimum of 2 regular curlers on each team or the game will be forfeited.
6. Where a spare(s) is (are) required, he/she can play any vacant or lower position.
7. When one team consist of three curlers, the first two curlers will throw 3 stones each. If both teams have only three curlers, and if agreed on, the teams can play 6 rocks per end.
8. If a team is ready to play at the draw time and their opponents fail to appear with at least three curlers within 15 minutes of start time, the offending team will forfeit the game. Following which, the teams should cooperate whenever possible to loan a player to the opposition so a non-official game can be played.
9. The Thirds determine the score of each end. If a measurement is required, only the Third are to be in the house when measuring rocks.
10. Two points are awarded to the winner of the game; one point is awarded to each team in the event of a tie.
11. The third of the winning team is responsible for record the win/loos on the posted score sheet.

12. Interpretation of a rule or dispute will be resolved by the Draw Master, or if needed, by the Executive

League Format

1. The Executive will draw new teams for each half season from the list of registered and paid up curlers. The Executive will endeavour to draw the teams so that curlers are playing with different curlers each half, and to balance the teams based on position need and curling level.
2. Games are to be played at the date and time in accordance with the draws as posted on the FLC Curling web page and posted on the ARC board.
3. First, second and third places will be determined for each season based on the points awarded. Where there is a tie in point is received, placings will be determine first by wins and then by strength of teams played.
4. Games are played to eight ends, subject to time limits, even if the score is one-sided.
5. The game is played for fun. We all do the best we can. **Do not be abusive to other players.** As per FLC Seniors rule, unruly or abusive behavior will not be tolerated. Offender will be dealt with as per FLC Seniors Policy and Procedures.

Game Etiquette

1. Players are responsible for coming to the sheet of ice with clean equipment including footwear, brush/broom, and clothing that is not going to drop or leave debris on the ice surface.
2. Use the Boot Boy to clean your curling shoes before coming on the ice. No outside shoes are to worn on the ice surface. Periodically washing your brush through the season helps keep the ice clean.
3. A skip is responsible for the flow of the game. Equipment such as brushes, stabilizers, or delivery sticks should be ready to use and the movement of such should not impede the flow of the game. Decision making as to the next delivery should be as expedient as possible without delaying the game. Skips and thirds are reminded to keep their game strategy conversations to a minimum. Too much time taken in these discussions delays and lengthens the curling game time.
4. Team players must clear the playing pathway immediately after their team rock comes to a stop and stay to the outer most side of the sheet.

5. Curlers should try to stay as close to the boards as you stand or walk on the ice sheet. The opposing team curlers gathering at centre ice should ensure they are seated or standing next to the boards. The throwing curler can be forced to wait until his view is clear to the rings. This again delays the game
6. At the conclusion of an end, the Seconds and Thirds should clear their team rocks from play, while the Lead gets his rock for delivery. The Skips gets ready to call the game.
7. Each curler should be ready to deliver their rock as soon as the skip is in the rings and ready to call the play. Curlers should be getting ready behind the opposing team player as soon as they have delivered their rock. Too much time is wasted in watching the play at centre ice.
8. These rules are in place in order for games to be completed in the allotted time and for all curlers to enjoy the game.

Spare rules

1. Only the spare Coordinators will arrange for spare(s), and only when requested by the skip.
2. It is the responsibility of the Curler to inform his/her Skip if he/she will not be able to play on any particular day. Give as much advance notice as necessary to give the spare coordinator time to get a replacement.
3. The Skip in turn will call the spare coordinator requesting a spare for the curler who will not be curling that day.
4. The spare coordinator will arrange for a spare to fill the vacant position.
5. The spare coordinator will try as best as he/she can to equalize turns for the spares.
6. The spare will ensure to pay his/her \$5.00 fee to the spare coordinator.
7. It is the responsibility of the spare coordinator to ensure that the money is collected and turned over to the curling financial person.
8. A spare can only be used to play in the vacant position or in a lower one.

Sweeping/Brushing

1. Between the tee lines, all members of the delivering team may sweep/brush any of their team's stones that have been delivered or set in motion. Interpretation: A stationary stone must be set in motion before any sweeping may occur.

2. Only the skip or vice-skip of the non-delivering team may sweep/brush their team's stone(s) after it is set in motion.
3. Behind the tee line, only one player from each team may sweep/brush at one time. This may be the skip or vice-skip of either team or the lead or second of the delivering team. Interpretation: The only time a lead or second of the delivering team may sweep/brush behind the tee line is when sweeping/brushing his/her team's delivered stone or any stone set in motion.
4. Behind the tee line, the delivering team shall have first privilege of sweeping/brushing any stone. If their choice is not to sweep/brush, they shall not obstruct or prevent the non-delivering skip or vice skip from sweeping/brushing the stone.
5. An opponent's delivered stone or stone set in motion shall not be swept/brushed until it reaches the farther tee line and sweeping/brushing shall only take place behind the tee line. Penalty: If a team declares its own violation of Rule 11(1), 11(2), 11(3), 11(4) or 11(5), all stones shall be allowed to come to rest before any action is taken. At this time the non-offending team may allow the play to stand or place the stone and all stones it would have affected where they would have come to rest had the sweeping violation not occurred.
6. (a) The sweeping/brushing motion shall be in a side to side direction but is not required to cover the entire width of the stone. (b) The sweeping/brushing motion shall not leave any debris in front of a delivered stone or stone set in motion. (c) The final sweeping/brushing motion shall finish to either side of the delivered stone or stone set in motion.
7. All sweeping/brushing shall take place in front of the delivered stone or stone set in motion and within 6 feet (1.83 meters) of the stone.

Delivery

1. (1) Only right-handed deliveries shall be initiated from the hack located to the left of the centre line and only left-handed deliveries shall be initiated from the hack located to the right of the centre line. Penalty: If a team declares its own violation of Rule 8(1), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team may allow the play to stand or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.
2. In the delivery of a stone, the stone shall be released before the stone has reached the nearer hog line. Penalty: The delivered stone and all affected

stones shall be allowed to come to rest before any action is taken. If a team declares its own violation of Rule (1).

3. The non-offending team shall remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.
4. If a player wishes to recommence the delivery as a result of his/her own team's action, the player may do so providing the stone has not reached the nearer tee line. Interpretation: The delivery may be recommenced if the player's body or equipment reaches the tee line providing the stone does not.
5. If an extreme circumstance occurs during the delivery that distracts the thrower to a significant degree during the process of delivery [Rule 8(2)], the stone may be redelivered prior to the opposition delivering their next stone.
6. Each player shall be ready to deliver when his/her turn comes.
7. Delay of a game in progress by a player for any reason excluding accident or illness shall not exceed three minutes.