



## **PETERSFIELD CURLING CLUB**

### **Rules and Regulations of Competition**

**All teams will abide by the Curling Code of Ethics.  
Show respect for your fellow curlers and Club property.**

#### **FEES:**

- For Regular Curlers league fees are due by November 15<sup>th</sup>. A late fee will be charged every month after, unless arrangements have been made for payment.
- Rinks must have four (4) fully paid members. The 5<sup>th</sup> member must pay associate/5<sup>th</sup> man fees in order to play any position.
- All members in adult leagues and adult associate members (18 and over as of December 31<sup>st</sup>) will pay one (1) bar fee.
- Membership will be in effect from date dues are paid and will expire on October 31<sup>st</sup> following the current season.
- To qualify for any club assistance, all members of a team participating in zones or other competitive events, whereby they may become representatives of Petersfield Curling Club at a provincial competition, must be paid in full and in good standing as an active curling member, in accordance with their respective league fee structure. This includes assessing any late fees due as outlined in the fee structure from year to year

#### **SCHEDULES:**

- The League Chair for each League will schedule games and they must be played as drawn.
- Any team wishing to postpone a game or change a draw must notify the opposing Skip and the League Chair at least twenty-four (24) hours prior to draw time.
- The alternate draw time (make up game) must be agreed to by the opposing team and all changes will be marked on Master Draw Sheet by the League Chair.
- All make up games in a round must be played prior to the end of that round. Games not played before the end of the round will be recorded as a loss to the original defaulting team.
- Opposing teams will attempt to accommodate a team wishing to play a make up game.

- Each team is responsible for marking their own team's win or loss. If a win or a loss for a game is not posted on the League's Draw Sheet at the completion of a round, each team will be assessed a loss.
- Make up games are to be played during hours when the club is regularly open.
- Early draws will commence with a ring of the bell at 7:00 p.m. unless otherwise scheduled.
- Late draws will commence with a ring of the bell at 9:00 p.m. or as soon as the ice is ready.
- League Chair to post draws, playoff format and any specific rules.
- Should a team fail to be ready to curl when bell rings, the non-offending team will score points as per MCA Rules.
- In the event ice is not available at the official draw time, penalties shall commence at the time ice is ready for play.
- A coin toss will be used to decide who starts the game. The winner has choice of last rock or choice of color in all regularly played games.
- Games will consist of eight (8) ends.
- The bell will ring one hour and forty (1:40) minutes after starting bell. Teams may complete the end in play plus one (1) additional end.
- An end is considered complete and the next end is in play when the last stone of an end crosses the first tee-line.
- If at the completion of 8 ends, or the last end designated by the bell, a game is tied, extra ends will be played until the tie is broken.
- The Ice Caretaker will be responsible for ringing the bell and recording any points necessary with respect to teams not ready to curl.
- During final playoff games, there will not be a bell.

#### **SPARES:**

- A team must consist of at least two (2) of its regular members, and not less than three (3) players to play a game.
- No men will be allowed to spare in the Ladies' League; and no women will be allowed to spare in the Men's League.

- If there are only three (3) curlers on a team the first two (2) players shall throw three (3) rocks each.
- Two (2) spares will be allowed. Skips and Thirds are not allowed to spare in their own league, but can spare in other leagues during regular play. A spare must play Lead; and if two (2) spares are required, they must play Lead and 2<sup>nd</sup>

### **PLAYOFFS:**

- Skips and Thirds are not allowed to spare for other teams in the playoffs.
- A spare must play Lead; and if two (2) spares are required, they must play Lead and 2<sup>nd</sup>.
- Games must be played when scheduled during playoff weekend.
- Playoffs for Leagues will be standard formats:
  - Division winners are declared at end of Division Rounds by total wins.
  - Aggregate winners are declared before playoffs begin.

### **ELIGIBILITY FOR ZONE PLAYOFFS:**

- Teams must have four (4) fully paid club members.

### **BONSPIELS:**

- Entry fees must be paid before 1<sup>st</sup> game.
- Games must be played when scheduled.
- Byes on a draw and games defaulted are considered automatic wins for opposing teams.
- Team personnel must be declared before playing in the eights (or as noted by League Chair).

### **NOTE:**

- Any rules not covered here are subject to MCA Rules.
- Enjoy yourself. We're here for the fun as well as the competition.

2009/12/07