

# Club Championship League Rules

2023-24 (Updated October 25, 2023)

1. **Game Times:** Monday or 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 Composition:**
  - a. **All curlers must be currently registered** (*Full Member, One League 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 must play lead or second.
  - c. Teams must have at least 2 players from their current roster to constitute an official game.
5. **Skips Responsibility:**
  - a. At the start of the season, submit their Team roster to the League Convenor and notify the Convenor of any changes throughout the season.
  - b. **To play with only current registered Club members.** The Club will provide the membership category of each team member.
  - c. To ensure all per game fees of \$25 (HST included) are paid by the following Membership categories:
    - i. *Associate* registrants.
    - ii. *One League Members* (other than *Club Championship* league).
    - iii. *Club Championship League* members who spare, playing a second game in a week.
  - d. **Failure to comply with these responsibilities may result in sanctions** including game cancellation, forfeiture and Club suspension.
6. **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 induce curlers to the league.
  - c. Spares can best be found:
    - i. After login on our website, go to *MEMBER'S HOME/League Information/Find a Spare*.
    - ii. Club Championship League members:
      - In your team's pool or lower.
      - No Skips or Vices together if 2 spares are needed.
7. **Flights and Scoring:**
  - a. At the start of the season teams are seeded into flights at the discretion of the league convenor.
  - b. Each Flight will play a round robin (or modified).
  - c. The winning Team must circle their name on the Schedule Board in the lower lounge.
  - d. From game results, points are awarded for wins and losses according to the flight.
  - e. 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.
  - f. Total points notwithstanding, teams will not move up or down more than one flight after each round robin.
  - g. After the final round robin, total team points will determine the playoff flights.

## 8. Team League Fee:

- a. Team league fees are \$30 per team member (minimum of \$120) which covers the League's closing dinner and participation in playoff awards.
- 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 to the League Convener.

## 9. Cancelled Games:

- a. Should a team need to cancel a game, the cancelling team **must notify** the **opposing Skip**, the **Convenor** and the **Bar** ([bookings@wellandcurlingclub.com](mailto:bookings@wellandcurlingclub.com)). Cancellation notice must be delivered, at an absolute minimum, of 24 hours prior to the game.
- b. The cancelling team is responsible to initiate rescheduling. It must be played within one 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.