

## STANDING RULES

### 1. Organization of Rinks

- New teams are made up at the beginning of each season. Skips meet to choose their teams up to several weeks prior to the start of the season.
- If a new team is joining the league (as a whole team), consideration will be made to allow them to play together for the first year. After that, they will be put into the player pool as other players are.
- The order of choice for teams is based on final standings at the end of regular play from the previous year.
  - The last place team has first choice for third and lead and last choice for second.
  - The second last team has the second choice for third and lead and second last choice for second.
  - This continues through all the teams until the first place team chooses last for third and lead and first for second.
- A player may not be on the same team (skip's rink) two years in a row.

### 2. Club Curling

- A rink must play with at least three players, one of whom must be a regular team member.
- It is the responsibility of the absent player to obtain a spare by contacting the Spare Convenor.
- If a rink has only three players, the lead and second throw three rocks each.
- A spare may play lead, second or third positions.
- A spare may play for one team for TWO consecutive weeks
- If both the skip and third are away and the lead or second do not want to skip, then, a spare may skip the game but the second spare must play a front end position.
- All games are played as scheduled or are defaulted. Under extraordinary circumstances, e.g., inclement weather, pre-emption by VCC management, games may be cancelled or rescheduled.
- Games consists of eight ends. The bell does not ring during the game. The Club rule is that once the bell/buzzer rings, the game may continue as long as there is only one of each skip's rock to play. If there are more rocks than this, the end is not complete. An end is considered completed when the last rock thrown comes to rest. The ice must be vacated at the end of the two hour rental period.
- At the beginning of the game, loser of the toss has choice of rocks and throws first.
- Thirds are responsible for marking wins and losses on the score chart.
- The system used to score is:
  - 2 points for a win
  - 1 point for a tie
  - 0 points for a loss or default

- Teams should be punctual. A tardy team gives up an end and last rock for every ten minutes late.
- CCA rules and regulations are followed.
- The Third Man and Skins games do NOT count in the round-robin points standings.

### **3. Club Playoffs**

- All rinks participate.
- Games are played under the same conditions and rules of play as league play, subject to the changes and variations outlined below.
- Depending how many teams are in the league each year, playoffs will be a minimum of three weeks.
- Rinks are placed in the event according to their finish in league play. The top team plays the last team, the second team plays the second last team and so forth.
- Tie Breaking for position in Playoffs:
  - If ties occur at the end of league play, the positions are determined by comparing the games played between the tied teams. The team with the greatest number of points in those games receives the highest standing. The team having the next highest number of points, receives the next position, etc.
  - If a tie still exists, the team with the greatest number of wins takes the highest position.
  - If a tie still exists, the method of breaking the tie is left to the discretion of the Executive after consultation with the skips involved.
- There will be two sides to the playoffs after the first week of play.
- Teams will be re-seeded after each week.
- A spare may play lead, second or third positions.
- A spare may play for one team for TWO consecutive weeks
- If both the skip and third are away and the lead or second do not want to skip, then, a spare may skip the game but the second spare must play a front end position.
- While playing eight ends is ideal, the game must be completed during the two hour rental period. If a tie exists at the end of the regulation play, there will be a draw to the button with sweeping.

### **4. Trophies**

- The winner of the round robin is awarded the Frosst Cup.
- The winner of the playoffs is awarded the Apotex Cup.
- The winner of the third man competition is awarded the Dean's Cup.
- The winner of the skins competition is awarded the Stanley Cup.