

# HUMBER SENIORS CURLING CLUB

## RULES AND REGULATIONS

### GENERAL RULES:

1. The rules and regulations of Curling Canada, CurlON except as modified to suit Humber Seniors Curling Club operations.
2. **Eligibility** for membership – players who are at least 50 years of age, or older.
3. **Classification:**
  - All members will be classified for playing positions by the Rating Committee, subject to review at the end of each series.
  - All new members enter as “Lead” until rated by the Rating Committee. Any former member who has been absent for three years or more shall re-enter as “Lead” until rated.
  - Requests concerning classification of any member must be in writing to the Chair of the Rating Committee. A written decision will be given by the Rating Committee.
4. **Resignations:** Members who wish to resign from a team or the club should notify their skip, who will notify the Draw Committee. The Draw Committee, not the team involved, will make a replacement available to the team.

### RULES OF PLAY FOR SCHEDULED LEAGUE GAMES

5. All league games shall be scheduled for eight (8) ends. Each team should ice **four** club members. At least two must be regular members of that team. **Exception:** If a team member is unable to complete a game, his team may continue with three curlers, Lead and Second positions throwing three rocks each. If a team member is unable to complete a series, the Draw Committee shall fill that position with another appropriate player for the balance of that series.
6. If a team member is **late for the start** of a scheduled game, the game will start on time with three players. The late arriving player will join his team at the beginning of the next end. If a substitute player is used, and the late arriving member is not available before the completion of the 2<sup>nd</sup> end, then the late arriving member may not join the team in that game.
7. Should no legal substitute(s) be available, a team may play with three players.
8. **No full end may be started** after 1 hour and 50 minutes from the scheduled starting time of 9:30. Teams are permitted to play half an end (i.e. 1 rock per curler, with a three rock free guard zone) when the end is started after 1 hour and 50 minutes but no later than 1 hour and 55 minutes from the scheduled starting time. If the end is not played, it cannot be counted on the score sheet.  
(Bell will ring at 11:20 indicating that a further 1/2 end may be played if it is started by 11:25 but no later)

9. It is requested that all players adhere to [Curling Canada: Rule #7 Position of Players](#). There are provisions for a penalty for violation of any portion of this rule. [MG&CC Return-To-Play Guidelines for the 2021-2022 Curling Season at Mississauga Golf and Country Club](#) and the (Modified COVID-19, player positions and sweeping rules) are to be followed at all times. See Appendix 1

10. Substitutions in all series

- Club members are responsible to obtain a substitute for scheduled games they can't play and to advise their skip of the substitute obtained.
- Players may substitute in a position at their rated level or one level below or any level above their rating.
- Members should first consult the list of spares for the series involved.
- All club members may be asked to substitute and including MG&CC Associate members on the spares list. (HSCC members to be contacted first)
- A club member may substitute any number of times.
- The guiding principle is to try to have **full teams** and fair play.
- Improper substitution shall result in application of the Default Penalty (Rule 13).

## POINT SYSTEM AND SCORING FOR SERIES GAMES

11. Points allotted per game:

- 3 points for a win
- 1 point to each team, for a tied game
- Ends won will be recorded on the score sheet for the first 6 ends only.
- Vice skips will retain a co-initialled paper copy of game scores and will enter the scores in the online scoring system, and attest to the correctness of all information recorded by initialing each others paper copy.

12. **Ties in the round robin standings are broken by the total number of ends won.**

- 1 point for each end won
- 1/2 point to each team, for each end blanked, IF PLAYED
- If teams are still tied after total ends are calculated, then head to head results will determine final rankings. (multiply total ends won by x 2 for entry to Curling IO)

13. **Default Penalty:** No points or credits for the offending team and 3 points for the win for the non-offending team and 5 ends credited. (multiply total ends won by x 2 for entry to Curling IO)

14. **The "winning percentage = (wins + 0.5 x ties) / games" will be used to calculate final standings when schedules are not balanced.**

15. Ties in the final standings will result in any available prize money being evenly split.

16. Vice skips will toss for hammer prior to entering the ice surface and **only the Vice skip from the "hammer winning team" will be allowed to post all scores on the scoreboard.**

**The Executive reserves the right, under special circumstances, to revise the rules. Executive members may be asked to advise members regarding Curling Canada, CurlION and club regulations.**



Appendix 1