

Four Seasons Curling Club Rules

12/1/2013

The following rules shall apply to all curling events at the Four Seasons Curling Club except as otherwise provided here.

1. MEMBERSHIP

To participate in any of Club leagues, an individual must have a Club or U18 membership.

Currently, the membership year goes from October 1 to September 30. The dues are not prorated, so in joining you may get less than one full year. However, if you join the Club in the last three months of the membership year (July 1-September 30), your membership will apply through the end of the following membership year.

Annual Membership Fee is subject to change year to year.

The Four Seasons Curling Club will provide dues deductions for people who have paid their U.S.C.A. and M.C.A. dues through membership at another curling club. Show a current receipt and the Club will deduct the dues from your Four Seasons Curling Club membership.

Club Membership

Benefits include:

- Ability to participate in Leagues
- Ability to play as an alternate/substitute in Leagues
- Membership to the United States Curling Association (USCA)
- Membership to the Minnesota Curling Association (MCA)
- Free USCA Curling News publications
- Discounts on additional league fees
- Ability to compete in USCA and MCA sanctioned events and play downs
- Four Seasons Curling Club board eligibility and member voting privileges
- Discounts on practice ice time

U18 Membership

To become a U18 Member, you must be younger than 18 years of age on July 1 of the membership year.

Benefits include:

- Discounted membership and league fees
- A guaranteed spot in the U18 program
- Ability to participate in adult leagues with prior approval from the Club Board
- Membership to the United States Curling Association (USCA)
- Membership to the Minnesota Curling Association (MCA)
- Free USCA Curling News publications
- Ability to compete in USCA and MCA sanctioned events and play downs

Founders Club Membership

By becoming a member of the Founders club, you are showing your support during the initial growth of the Four Seasons Curling Club. In return, you'll receive exclusive Founders membership benefits. This opportunity is a voluntary decision and is only be available through December 31, 2013. Founders Club membership is a onetime enrollment and does not take the place of Club and U18 annual membership requirement. Founders Club benefits are provided for the life of the member unless modified by the Club Board and Four Seasons Curling Club Staff.

Gold Medal level benefits include:

- Permanent recognition on the Founders' club plaque
- Free Club membership fee for life, including USCA and MCA fees (does not include league registration fees)
- Registration priority in all leagues
- Free locker for life
- Use of the Curlers Club Room for any private gatherings at no charge
- Free practice ice time when it is scheduled

Silver Medal level benefits include:

- Permanent recognition on the Founders' club plaque
- 50% off Club membership fee for life, including USCA and MCA fees (does not include league registration fees)
- Registration priority in all leagues
- Free locker for life
- Use of the Curlers Club Room for any private gatherings at no charge
- Free practice ice time when it is scheduled

Bronze Medal level benefits include:

- Permanent recognition on the Founders' club plaque
- 25% off Club membership fee for life, including USCA and MCA fees (does not include league registration fees)
- Registration priority in all leagues
- Free locker for life
- Use of the Curlers Club Room for any private gatherings at no charge
- Free practice ice time when it is scheduled

Non-Club members are welcome to use the building for paid practice time, participate in learn to curl clinics, instructional leagues, or special events hosted by the curling club or facility. Non-Club members are not entitled to curl as an alternate/substitute or in any leagues or club functions where membership is required.

2. GAMES

- a. Length of Games: All games are to be eight ends, or agreed to prior to the start of the game and the skips agree to play a lesser number of ends*.
- b. Coin Toss: Vice skips (or acting skips) shall toss a coin before the start of each game. The winner of the coin toss has the choice of hammer or color of stones in the first end.
- c. Ties: In the case of a tie after the scheduled number of ends (or end of the game per “buzzer rule”), the game will be decided by playing 1/2 end in which each team member throws one stone*. In case of a tie in any playoff or play down game, a full extra end shall be played*. By tradition, the extra ends in the Four Seasons Curling Club are played toward the spectator viewing area.
- d. Measuring Stones: The vice skips (acting skips or thirds) shall measure stones, determine the score of each end, and mark the score for their own team.

Rocks can only be measured to determine:

Scoring at the conclusion of an end. (see R11. – SCORING (USCA Rules of Curling: Club and Bonspiel Use)

Or if a stone is in the house to determine if it is in the Free Guard Zone(FGZ). Measurements are taken from the tee to the nearest part of the stone. The "biter" measurer shall be used for this purpose.

- e. Buzzer: Keep your pace of play moving. To aid in this process we use a buzzer to notify you that your games are drawing to a close.

The buzzer applies to all regular league games but not to the Club Championship, club play downs or playoff game. When the buzzer sounds, the teams shall complete the current end and play one more end. For purposes of this rule, an end has concluded when the final rock of the end comes to rest.

The buzzer will be rung at 1 hour and 35 minutes* from the scheduled start game time (example: 7:35 for 6PM and 9:35 for 8PM). If play starts late due to ice availability or Four Seasons Curling Club staff deems necessary, the buzzer may be rung based on actual ice availability, start times or other purpose.

- f. Game Forfeiture:
 - (1) The skip of the forfeiting team should make every effort to notify the opposing skip in a timely manner before the date/time of the game. If they cannot communicate and get confirmation from the opposing skip, the forfeiting skip should contact Four Seasons Curling Club curling staff to inform them of your desire to forfeit the game.
 - (2) After a game has started refer to R11. – SCORING (USCA Rules of Curling: Club and Bonspiel Use)
- g. Game Cancellation: If weather, ice conditions or other circumstances present the issue of whether scheduled game(s) or a league should be canceled. Authority for making such determination will be as follows for the following circumstances or conditions:
 - (1) Ice conditions or Safety: Four Seasons Curling Club staff will determine whether game(s) or league(s) are canceled due to ice conditions or other facility safety issues.
 - (2) Weather: Extreme rare instances in the past have occasioned the cancellation of leagues on account of hazardous weather. The determination of whether or not to cancel club activities due to bad weather conditions will be made by Four Seasons Curling Club staff.

If a game or league is canceled, Four Seasons Curling Club staff will coordinate with the Club the calling of skips of the affected teams and have information published via email, the club website and social media.

* Unless otherwise stated by staff or officials.

3. GAME RESULTS

It is the responsibility of each team to record its own game results (win, loss or tie). No one is to mark wins, losses or ties for any team other than their own.

For a game that does not have timely recorded results, the League Chairperson, after making every reasonable effort to determine the correct result of the game, shall record the game result. If the League Chairperson cannot reasonably determine the outcome of the game in a timely manner, the game shall be recorded as a loss for both teams. All recorded game results are final and cannot be changed at a later time unless approved by the League Chairperson.

4. RULES OF PLAY

Official USCA Rules of Curling: Club and Bonspiel Use (not the USCA Championship Rules) shall govern all play except as otherwise provided here.

USCA Rules of Curling: Club and Bonspiel Use can be found here:

http://www.teamusa.org/~media/USA_Curling/Documents/Membership/rules_clubuse.pdf

If there is no specific rule governing a particular situation, other interpretations of the curling rules or other curling rules may be consulted for guidance. Skips and other player cannot agree to waive the governing rules; if this occurs then both teams shall forfeit the game.

R3. – TEAMS (USCA Rules of Curling: Club and Bonspiel Use)

(b) A team declares its delivery rotation, and the skip and vice-skip positions, prior to the start of a game and maintains that rotation and those positions throughout that game.

Supplement: If a player arrives late for the game and the Team is playing with three players, that player may enter the game at any time and in any position. If the late player enters during an end they may sweep or play vice-skip, but they cannot throw any stones until the next end. Whichever position the late-arriving player assumes, they must maintain that position for the remainder of the game. A late player may not enter the game if the Team has started the game with four players.

(f) A team may not use more than (one) Replacement: two qualified alternates in a game.

Supplement: At least two players of the team must be members of the registered team. Unless otherwise agreed to by the skips: If using two alternates/substitutes they must play lead and second and may not play skip or vice skip. If only one substitute is used, that player must play the lead position. Playing a non-qualified alternate/substitute player shall result in forfeiture of the game.

Qualified Alternate/Substitute

Current Club members who are not playing on another team during the game session may be an alternate/substitute. Non-Club members may not be an alternate/substitute.

A player registered as a “fifth player” on a team may be an alternate/substitute in any game regardless if that player’s team is playing at the same time.

R4. – POSITION OF PLAYERS (USCA Rules of Curling: Club and Bonspiel Use)

(b) Delivering Team:

(ii) The player in charge of the house (is) Replacement: must be positioned inside the hog line, and on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery.

R11. – SCORING (USCA Rules of Curling: Club and Bonspiel Use)

Supplement: A game may not be forfeited after it is won.

5. LEAGUES

- a. All Leagues players may be made up of any combination of players, male or female unless otherwise stated.
- b. Open Leagues (Recreation or Advanced): All Club Rules shall apply.
- c. Novice League: A Novice is a member who has less than 5 years of curling experience or is otherwise approved by the Director of Curling or Club Board. All Club Rules apply with the following exceptions:
 - (1) Team: Each team may have only one non-Novice player, all other players must be Novice.
 - (2) Alternate/Substitute: A team may play with up to 3 alternates/substitutes provided it still meets the qualifications of a novice league team. At least one registered team player must play in the game. An alternate/substitute may play any position except skip.
 - (3) Play: If a team is playing three handed and has a non-Novice curler, the experienced curler may play any position but may only throw 2 stones.
- d. Mixed League: All Club Rules apply with the following exceptions:
 - (1) Team: A team may register up to six (6) players.
 - (2) Play: The team participating in a game must be composed of two men and two women and rules require alternating gender of the throwers (MFMF or FMFM).
 - (3) Alternate/Substitutes: Substitutes must maintain requirement of alternating gender of the throwers.
- e. Senior League: All Club Rules shall apply except as follows.
 - (1) Team: Each team needs to consist of at least three members who are 50 years of age or greater; the fourth team member can be any age.
- f. Doubles League: All Club Rules shall apply except as follows.
 - (1) Each team consists of 2 curlers.
 - (2) All games are 8 ends unless the opposing skips agree to 6 ends prior to the start of the game.
 - (3) One of the curlers may be an alternate/substitute.
 - (4) Rocks and Rock Placement
 - (a) 5 Rocks are thrown by each team in each end.

- (b) 2 rocks of each color are designated as placement rocks.
- (c) At the start of each end 1 rock is placed touching the back of the button at the intersection of the T-line and the centerline of the target house. This is the stone from the team with hammer.
- (d) The team without hammer places their stone at point mid-way between the far hog line and the target house along the centerline. The exact placement of the stone either closer to the house or farther from the house than the mid-point may be decided by the opposing team skips at the start of the draw.

(5) Rules of Play

- (a) One curler on the throwing team must be positioned between the far hog line and the far back line when his/her team mate is throwing.
- (b) There are no sweepers. The throwing curler may get up and sweep his/her thrown stone. The team mate may come down the ice across the far hog line to sweep the stone after the thrower releases it.
- (c) Throwing order: One curler throws the first and 5th stone. The second curler on the team throws the 2nd, 3rd and 4th stones. The team member who throws the 1st and 5th and the one who throws the middle 3 stones may change from end-to-end.
- (d) Hammer: The team with hammer will be determined by coin toss for the 1st end. After that, the team that does not score for the end may choose to take hammer or give it up to the other team for the next end.
- (e) Free Guard Zone: The free Guard Zone rule is modified for Doubles. Neither team may take out any stones whether it is in the guard zone or the house until the 4th stone thrown. If a stone is taken out of play by a thrown stone prior to the 4th stone, it will be replaced to its original location.

g. Instructional League, Club rules do not apply to the Instructional leagues.

6. CLUB CHAMPIONSHIP

- a. Championship will be held at the conclusion of the Winter season
- b. There will be three Championship divisions each with its own Champ. Novice, Open Rec and Competitive
- c. Teams participating in the Fall or Winter seasons are eligible
- d. The league type (Novice, Open Rec or Competitive) played in is the Championship division the Team is eligible
- e. Each Championship division bracket will consist of:

Novice

4 Teams from each Season Session (ex: Fall, Monday Novice, 6:00)

8 Teams from each Season (ex: Fall season)

Total of 16 Teams

Open Rec

3 Teams from each Season Session (ex: Fall, Monday Open Rec 8:00)

18 Teams from each Season

Total of 36 Teams

Competitive

4 Teams from each Season Session (ex: Fall, Wednesday Competitive 8:00)

4 Teams from each Season

Total of 8 Teams

- f. Each Championship division will be a single elimination tournament format
- g. Actual number of Teams playing may vary year to year. Number of sessions, teams and accepted invitations will drive actual number of Teams participating.

<u>Division</u>	<u>Season</u>	<u>Session</u>	<u>Qualifiers</u>
Novice	Fall	Sun-7	4
	Fall	Mon-6	4
	Winter	Sun-7	4
	Winter	Mon-6	4
			<hr/>
			16
Open	Fall	Sun-5	3
	Fall	Mon-8	3
	Fall	Tues-6	3
	Fall	Tues-8	3
	Fall	Wed-6	3
	Fall	Thur-8	3
	Winter	Sun-5	3
	Winter	Mon-8	3
	Winter	Tues-6	3
	Winter	Tues-8	3
	Winter	Wed-6	3
	Winter	Thur-8	3
			<hr/>
			36
Competitive	Fall	Wed-8	4
	Winter	Wed-8	4
			<hr/>
			8

- h. Teams with identical Won/Lose records will be ranked based on these tie breakers:
 - (1) Tie breaker 1: Head to head play
 - (2) Tie breaker 2: Skip draw to the button measurement
 - (3) Tie breaker 3: Coin toss
- i. For each Season Session invitations will be made starting with the highest ranked Team, working down the list
- j. A Team may opt to accept the invitation to participate in the Championship or not
- k. Invitations will be made in ranked order until the total number of Season Session bracket spots is full
- l. All accepting Teams will then be slotted into the appropriate division bracket using a blind draw method

- m. Teams must consist of the same roster as was registered at the time of League play
- n. Teams must play all Championship games with 4 players
- o. Teams are allowed only 1 alternate/substitute player for Championship play
- p. Alternate/substitute player must have been a registered player on an eligible Team from the same division
- q. Alternate/substitute player must be a registered Member in good standing
- r. Alternate/substitute player must play Lead
- s. A Member may play on no more than one Team in each Championship division
- t. If a Member qualifies on multiple Teams in a Championship division, they must pick one to play on
- u. Game play rules will be the same as was used for league play

An example of a possible game schedule (actual schedule will be posted each year):

		Teams		M	Tu	W	Th	F	S	Games		
Novice	16	4	4	-	-	4	2	1	15			
Open	32	2	4	2	4	2	4	2	2	2	1	31
Comp	8			4				2	1	7		
Total Teams	56									53	Total games	