

RULES FOR CLUB LEAGUE GAMES
(Made under the terms of the Constitution – 10. PLAY)

INTRODUCTORY REMARKS

Our aim is that all our members, whether they are beginners or experienced curlers, should have the opportunity to enjoy curling and that the true spirit of the game is always maintained. The following rules are presented with the intention of being fair to everyone.

RCCC rules will apply except when Strathendrick Curling Club has its own rule. RCCC rules are subject to periodic review and change. Members may update themselves on such rules and changes by going to the website of the RCCC.

The committee tries to take members preferences into account and draw well-balanced teams, consisting of a mixture of beginners and experienced players. We also hope that over the season, newcomers are encouraged to play whenever possible and long-time lead players have the chance to move up in the order on occasion. In the case of team members who know they are going to be unable to play for a lengthy period, it might be possible for the Club League Convenor to assist and appoint a replacement.

The Convenor of the Club League is a committee member appointed to ensure the smooth running of the Club League. He or she will be assisted by the committee. Any matter concerning the Club League should be addressed to the Club League Convenor. If the Convenor feels it necessary he or she will be able to consult a Rules Committee, which will be set up to advise the Convenor and to arbitrate in cases of dispute. This process shall take place as soon as practicable. The Rules Committee will consist of any three available at the time from the President, Vice-President and Past-Presidents. Their decision will be final.

Please read the following CLUB LEAGUE RULES in the light of these introductory remarks.

CLUB LEAGUE RULES

In the absence of anything written in these rules to the contrary, RCCC rules will apply to Club League games.

The Free Guard Zone Rule in the RCCC rules shall apply.

Skips should check in good time before each game that each member of their team is available. Skips are also responsible for the travel arrangements for their team and for ensuring that their team is on the ice promptly and ready for the game to start at the appropriate time.

Club league placings shall be determined firstly by points, then ends won, then shots difference, and finally shots won.

Play shall continue for the maximum of eight ends or the bell.

Should an end be completed (that is all stones have come to rest after the last stone has been played) before the time bell another end will be played, unless eight ends have been already completed. The ice rink clock will be decisive in case of dispute as to starting or finishing times.

The winning skip is responsible for the signing and return of the scorecard to the Club League Convenor.

Where a player fails to arrive or arrives late for a game, the game shall start at the appointed time and their team shall be penalized as follows: one shot after five minutes, two shots after ten minutes, three shots after twenty minutes and four shots after thirty minutes. Four shots shall be the maximum penalty imposed in any game. **N.B.** *When a player arrives late he/she should not participate in an end which has started but shall join the game at the beginning of the next end. Both Skips shall agree and the period of lateness (with reference to the Peak Clock, i.e. the time when the player is ready to join the game) and the Skip of the Team to be penalized shall inform the League Convener either by a note on the card or in person.*

Where a player fails to appear then their team will be penalized four shots and two ends. If a team has fewer than three players the game shall be void and the opposing team will be awarded two points, five ends and six shots. The offending team shall be responsible for any shortfall in the cost of payments for the ice.

Any player who cannot play a particular game must find a substitute and then inform the team skip. The Reserves List should be used as a first source of substitute. If a substitute cannot be obtained from this list, then the team lists may be used, choosing, if possible, a player in the same team position. Failure to follow this procedure may result in penalty shots being awarded to the opposing team.

A substitute may play in any position but not higher than the position of the player he or she is replacing. If the skip requires to bring in a substitute, the regular No.3 player should move to skip and the substitute may play at No.3. The only time a substitute should play at skip is if the No.3 position player is also a substitute.

All substitutes must be eligible to play as members of the club or as bona-fide prospective members.

N.B. *In the interests of fair play, please use the Reserve List sensibly and try to avoid having more than two recognised skips in any one team.*

The Club League Convenor shall have the power to co-opt replacement members to a team from the Reserves List when extraordinary circumstances dictate.

Disputed matters should be raised within seven days of the matter arising, by notice in writing to the Club League Convenor, outlining and seeking a ruling on, the disputed matters.

Complaints, queries, suggestions or requests concerning the Club League or Club League games should also be made to the Club League Convenor.

The Club League Convenor may consult the Rules Committee on any matters concerning the Club League. Their decision will be final.