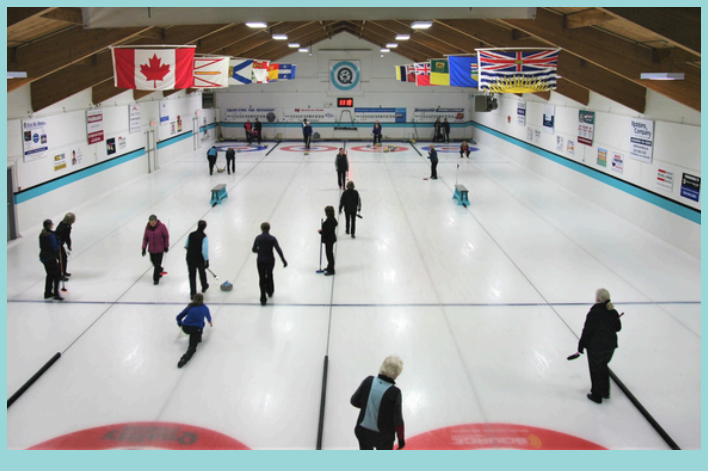
QUALICUM CURLING CENTRE

# LEAGUE PLAY & SPARE PROCEDURES



**The Canadian Curling Association (CCA) rules shall be in effect for all games subject to the following 'House Rules' for all Qualicum and District Curling Club leagues:**

- Five (5) Rock Rule (four player games): With the adoption of the Five-Rock Rule in the Free Guard Zone (FGZ) by Curling Canada, CurlBC, and QDCC, the rule states that no opposition rock in the FGZ can be removed until the delivery of the sixth (6th) rock. For two and three player games (Stick, Doubles and Triples), teams will follow the rules specific to those game rules.

- No Tick Rule (four player games): With the adoption of the No Tick Rule by Curling Canada, CurlBC, and QDCC, the rule states if, prior to the delivery of the sixth stone of an end, a delivered stone causes either directly or indirectly, an opposition stone in the FGZ which is touching the centre line to be moved to an off-centre line position or to a position outside the FGZ, the non-offending team has the option to: (i) Remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place; or (ii) Leave all stones where they came to rest.

- Designated team members must be registered by the beginning of the current curling season. Spares must have a current membership and pay the designated Spare fee each time they play.

- Draw times commence as per scheduled at the start of the league season. Teams failing to show within 30 minutes from the start time will forfeit the game. Late teams will be penalized one point and one end for every 10 minutes they are late, as well, they will give up the hammer.

- All games will be eight ends (four player games and Doubles) and six ends (two player games and Triples) or to the time limit specified. All ties remain ties.

- For eight end games, the bell will ring at 1 hour and 30 minutes into the game at which time players will finish the end they are playing and play one more end. An end is deemed complete when the score in the end has been determined (CCA Rule). All other games play to the 60 minute or 90 minute time limits.

- Points for games are awarded as follows: Wins = 2  Ties = 1  Loss = 0  Byes = 1

- The winning team will be responsible for recording wins and losses for both teams on the appropriate scorecards. Any discrepancies regarding the points on the standing board must be brought to the attention of the Club Manager within three weeks or they will be considered valid and binding.

- Teams must make up games prior to the start of playoffs. If a game cannot be rescheduled the cancelling team shall forfeit.

- **With respect to a substitute player (spares), <u>they must be Club members</u> and the following will apply:**
  - **For games with four players:** Each team will be responsible for obtaining their spares; A team requiring spares cannot have more spares than regular registered team members. A team with three or more spares will forfeit the win but the teams are encouraged to play the game. A spare can play any position the individual is replacing or lower; however, cannot bump regular players to lower positions. For example, if the skip cannot play, the spare may replace the skip. If the third cannot play, the spare can play third, second or lead, but cannot skip as that would involve moving the skip to a lower position.
  - **For games with two players:** Each team is responsible for obtaining their spares; Two spares may play without the team forfeiting the game.
  - **For games with three players (eg. Triples)**: Each team is responsible for obtaining their spares. Two spares may play without the team forfeiting the game; one original team member must play.

- Any grievances shall be made in writing and submitted to the Club Manager. The Board will adjudicate the final decision in writing.

**OCTOBER 2026**