



Season Overview, Guidelines & Rules:

Season Play

Over the course of the season your team will play each of the other teams in your league at least twice. Your league is comprised of the teams that curl on the same day and time as you. A poster on the curling club bulletin board in the ice arena is used to track results. A win earns your team two points. A loss earns no points. A team no show with less than two days notice to the opposing team, results in 2 points awarded to the team that showed up and 1 point subtracted from the team that no-showed.

The winning team must post its wins. All teams should occasionally review results posted and add omissions. No show forfeits must be noted on the results poster.

Club Playoffs

At the end of regular season play a single elimination playoff of all teams will be held. Based on points earned during regular league play, teams will be ranked for the playoff tournament. Teams with the highest rank from one league will be seeded to oppose teams of lower ranking from another league.

Examples

- A team finishing 1st or 2nd in season league play will be seeded to play a low ranking team from another league.
- If teams are tied for total points during regular league play, head to head results will be reviewed; if teams remain tied a coin toss will determine their rank order.

Composition of a Curling Team

All teams must register at least four members. A team may compete with three players when a substitute is not available. Any club member may serve as an occasional sub with other teams.

At least two participants of a team must be originally identified on the Team Registration form. All participants must be registered members of the Walker Curling Club. It is the skip's responsibility to see that all participants are regular club members. A listing of all club members will be maintained on the club website.

If curling with three participants, the first two participants each throw three rocks. The third (the skip) throws two rocks.

Memberships

Member registration forms are at the ice arena. Each form must be accompanied by \$10 and submitted to the WACC front desk. This may be done at anytime. Club memberships must be renewed each season and all participants, including subs, must be a registered member of the club.

Use of Fees

Your Team Fee (\$600) is primarily used to pay for ice rental and to acquire and maintain equipment. The Member Fee (\$10) is used to administer the club and to provide for an end-of-the-season banquet and annual Membership Meeting.

League Rules

At the club website walkercurlingclub.org/leagues, please read “WCC Rules of Etiquette.”

No Shows

Please make every effort to field a team for every league match. Any registered club member may be a sub. Team skips are encouraged to recruit new club members as subs.

If you cannot put a team together for a match, you must notify the opposing team at least two days in advance of the match. A listing of all team skips and club members will be at the club website.

A team no show with less than two days notice to the opposing team, results in 2 points awarded to the team that showed up and 1 point subtracted from the team that no-showed.

Lead Rocks

If either of the first two rocks thrown by either team land in play, yet short of the house, these rocks may not be hit out of play by the opposing team’s first two rocks. If this should occur, the displaced rocks are replaced and the offending rock taken out of play.

Tie Breakers

League Match

If at the end of six ends, the score is tied, each skip will lag one rock. Closest rock, in play, to the button, wins the match.

Club Playoffs Match

If at the end of six ends, the score is tied, an additional end will be played. If a team has four participants each will throw just one rock. If a team has three participants the first will throw two rocks.

If no score in the additional end, each skip will lag one rock. Closest rock, in play, to the button, wins the match.



WALKER CURLING CLUB – CURLING ETIQUETTE

1. Be ready to go on the ice prior to your scheduled game time.
2. Do not go on the ice without first cleaning your boots/shoes on the mats provided for this purpose.
3. Begin and conclude every curling game with a friendly handshake and goodwill wishes to your teammates and opponents.
4. Do not talk or walk about while other players are delivering their stone. The expression of 'ICE' means you are blocking the view of a curler or the path of a stone and you should move to the side of the ice.
5. Skips or Vice Skips (Thirds) are the only ones in the House while an opponent is throwing; it is permissible for an opposing Skip to stand behind the other Skip to watch the line of the opponents rock. However, so that the thrower – identifying the placement of his/her rock from the Skip -- does not see two vertical brooms', the opposing Skip or Vice Skip should keep his/her broom horizontal to prevent confusing which broom is the thrower's target. The Skip or Vice Skip should not touch opponent's rocks when directing the next shot.
6. Sweepers should position themselves near the tee line so that they can move with the rock and be ready to sweep as soon as it is released, if needed, and stay with the rock all the way to the House. They should return to the area between the two hog lines and stay on the sidelines until the next rock is ready to be thrown.
7. No food or beverages are allowed on the ice.
8. If you have personally fouled a moving stone – declare it so that it can be removed from the ice; or if you have personally moved a stationary stone – declare it immediately so that it can be replaced in its original position to the satisfaction of the opposing Skip.
9. Thirds agree on scoring at the conclusion of each end and post the scores.
10. Familiarize yourself with the duties of your position and other Curling Rules.
11. Congratulate the members of the opposing team and your own team members when they have made a good shot. NEVER, by word or deed, be guilty of any action that would embarrass a player who has missed a shot or not swept a rock as communicated by his/her Skip.
12. If each player throws the numbered stone for your position: First (number 1), Second (2), Third/Vice Skip (3), Skip (4) it would be easier to determine the success of your throw and analyze the strategy for your team at the conclusion of each end.
13. If your team is scheduled for the final draw of the evening assist in putting the rocks into the storage area and the storing of other equipment, if need, and you are able to do so.
14. Only participating curlers on the ice.
15. Thus, Curling Etiquette is the sportsmanship and courtesy that you show to your opponents and teammates so that all can play as well as each is able and enjoy the game and association with other players. Thus, a friendly handshake and a "Good Curling" or "Good Game" is a pleasant and courteous way to end the game.