

2008/2009 PORT ARTHUR CURLING CLUB RULES FOR COMPETITION

1. **Men's Club Play** will consist of 4 leagues a) Monday, Tuesday, Wednesday, and Thursday. Curling three competitive series, each consisting of 7 games, unless otherwise necessary due to number of teams registered.
2. **Squad Playoffs:** All winners for regular squad curling will be eligible to compete in the squad playoffs at the end of the year. In the event of two or more teams tying for most wins in a series, these teams will all qualify for squad playoffs at the end of the year. No team can qualify for more than one squad playoff, but must compete in the highest squad for which it had a series victory or tie. A team who wins or ties in the same squad twice and does not win a higher squad only has one berth in squad playoffs. If a team wins or ties in the same squad more than twice, the **Draw Committee, prior to the squad playoffs, will make a special ruling.** If there is going to be a bye in the squad playoffs, the team that has won the squad outright will get the bye and if two or more teams have won the squad outright, then there will be a draw to see what team gets the bye.
3. **Grand Aggregate:** The teams with the greatest number of victories for the three series from each night will playoff to determine an overall club winner.
4. **The Rules of Curling:** The Canadian Curling Association will govern Club play, the only exception being local rules as stated here. **Free Guard Zone (4 rock) Rule** is in effect.
5. **Spare Rule:** A curler who is a men's club member and is sparing for another team **must** play lead or second depending on whether one or two players are absent from the team. A curler who is a curling **House Member** may curl any position except skip, if the skip of the team for whom he is curling is present. If the skip of the team is absent, he may skip that team.
6. **Postponed Games:** Must be played by the end of each series, meaning by the last scheduled draw for that series and that squad. It is the responsibility of the postponing team to post their unused ice as soon as possible in order that the vacant ice may be made available to others who are perhaps trying to make up a lost game. It is the responsibility of the team not postponing a game to complete a scorecard, if it is not possible to curl the postponed game by the end of the series.
7. **Score Cards:** Must be turned in immediately after each game and be signed by a representative of both teams. Failure to complete a scorecard by the end of a series for defaulted/postponed games will result in a **loss** for both teams. Please indicate score by "W" (for win) and "L" (for loss).
8. **Times:** Early draws will begin at **7:00 p.m. on Monday, Tuesday and Thursday. 6:30 pm on Wednesday.** At **8:35 p.m.**, a buzzer will indicate that the end in progress plus one more end will constitute the game. **AN END IS CONSIDERED COMPLETED WHEN THE LAST STONE OF THE END COMES TO REST.** Games will be a maximum eight ends unless mutually agreed upon or if an extra end is required in the case of a tie. **The early draw must be off the ice by 9:00 p.m., and the late draw team must not enter the ice area until the game on their designated sheet is complete.** The late draw will commence at **9:10 p.m. (9:15 on Thursday)**, after the ice is cleaned. **In the event of a tie, teams have the option to throw skip rocks, 4-3-2-1 format, or a full end** (only when time permitting and the buzzer rule has been adhered to).
9. **Late Start:**
 - a) Forfeiture by offending rink of one point and one end for the first 10 minutes late;
 - b) One point and one end to be forfeited for each succeeding 5-minute period up to a maximum of 35 minutes. At that point, the game will be considered forfeited.
10. **Dirt in the Ice Area:** The following rules are required to reduce the amount of dirt entering the ice area. The center Ice door is for exit from the ice area only! Enter only from the east door. Anyone entering the ice area must use the boot wash, every time! Knitted slider covers are not allowed in the ice area. Please replace these with rubber grippers. All members must wear indoor shoes only in the ice area. Shoes worn outside are absolutely forbidden in the ice area.
11. **Non-Payment of dues by team member:** If all team members are not paid in full, by **October 17, 2009**, and the member in default has not made a payment arrangement with the Membership Chair, the team will be charged with a loss until such time as the team is paid in full.
12. **Team Positioning:** Teams will be positioned according to total points at the end of each series. In the event of a tie, the team with the higher ranking in the series just completed will be positioned first. Lower squad teams can request to stay in the lower squad if so desired. Draw chair has the option.

Mike Daigle, Draw Chairman.
2008/09 season