



SPCC League Rules

GENERAL:

Unless otherwise noted, the rules of Curling Alberta (CA) and Curling Canada (CC) will apply to all games played in the leagues at SPCC.

TEAM MEMBERS:

All roster players must be paid registered members of the club and have an updated player profile with an 'online' waiver consent form.

Four player teams

Any team may have up to Six (6) players per team on their official team roster. Any combination of those (6) players will constitute a regular team.

Two player teams (Doubles)

Any team may have up to Four (4) players per team on their official team roster. Any combination of those (4) players will constitute a regular team.

Team rosters must be declared by October 31st. New players cannot be added to the roster after that date without written approval of the 'Rules Committee' (ie. In case of Injury, Moving, Death or similar circumstances).

All registered roster players may play any position during the regular season and playoffs.

Four Player teams

Games may be played with only three (3) players but it is encouraged that a substitute player be added to complete a full team. (See SUBSTITUTES)

Two Player teams (Doubles)

Games must be played with two (2) players. It is encouraged that an equivalent skilled level substitute player be added to complete a full team. (See SUBSTITUTES)

Mixed teams must ice two (2) male and two (2) female players, and the male and female players must play alternate positions. A game played with only three (3) players must have one (1) female and two (2) males (or vice versa) and the alternate position rule is followed.

**** Seniors and Open leagues would be exempt from the above rule. ****

LATE FEES:

- Individual League fees increase \$25 in the first 2 weeks following the deadline date.
- Individual League fees increase \$50 in the 2nd - 4th weeks following the deadline date.
- Individual League fees increase \$100 after one month following the deadline date.
- Individual league players are not able to curl until the league fees are paid in full.

SUBSTITUTES: (SPARES)

Four Player teams -

Two (2) roster team members must be curling in the game. Teams may use up to two (2) substitute players (non roster) in any given game. Substitutes must meet the following criteria:

- Substitutes that are SPCC Members or Associate Members may play any position during the regular season or league playoffs, but cannot skip or deliver 4th stones during club playoffs.
- A substitute who is not a member of the SPCC or is registered as a Casual Spare can only play lead or second.
- If a substitute is called into a game due to an injury, the team can re-declare the delivery positions of the players, once the end is over. (SPCC substitute rules will apply)
- Any team using an illegal substitute, as defined above in substitutes & team members, will automatically forfeit the game.
- Senior Leagues shall be exempt from the above rules.

Two Player teams (Doubles) -

One (1) roster team member must be curling in the game. If there is no roster player, the game can be played however the game is a default and the non offending team gets the win.

ASSOCIATE MEMBERSHIP:

An Associate Member of the SPCC is an individual that is a member of the SPCC but not on a league team roster.

A new Associate member is required to complete the online registration first in order to sign up as a spare (looking to play on a team but not full time) or on the Free Agent listing (seriously desire to be on a team). The SPCC office will need to create a password and username for this individual for them to be a member and login to the SPCC's Curling Club Manager.

Associate member fee is \$200 for the season (Sept - April)

An Associate Member receives :

- Access to the member login section of the SPCC website including league information, sub list, free agent listing
- Access to practice ice booking
- Membership rates on events, programs and activities
- Voting at the AGM and updates to all SPCC communications

When the associate member gets placed on or establishes a SPCC team, the \$200 fee will be used towards the league fees and the associate member is then a SPCC league member.

If the associate member does not get placed on a SPCC team by the start of curling league games, the member can :

- Continue as an Associate member for the remainder of the season
- Remove themselves as an Associate Member of the SPCC (\$50 administration fee applies to all refunds).

CASUAL SPARE:

A Casual Spare at the SPCC is an individual that is registered with the SPCC but not on a league team roster and does not have the full benefits of a SPCC Membership. This membership category was created to ensure that all spares who play at the SPCC have signed the club waiver, shared their emergency contact information and have a Curling Alberta membership (and the insurance coverage included in the membership).

A Casual Spare is required to complete the online registration form or register in person at the SPCC office. The SPCC office will need to create a password and username for this individual for them to be a member and login to the SPCC's Curling Club Manager.

The Casual Spare fee is \$20 for the season (Sept - April). Casual spares will also be required to pay the current Curling Alberta membership fee (\$22) if they have not done so at another club.

All non member spares shall register with the **SPCC Office** prior to going on the ice. If the office / pro shop is closed, the non member spare is required to fill out a waiver form prior to going onto the ice. The SPCC member or team can access a form from the binder located in the SPCC locker room. The binder can then be placed under the proshop security gate for the office staff.

The SPCC member or member team that requested the non member spare should introduce this individual to the league rep. The SPCC member or team is encouraged to assist the non member with the building layout in case of a fire, the distress button in case of an emergency and all necessary equipment requirements for a safe curling experience.

The above Casual Spare fee does not apply to those members sparring in the Senior Mixed League. A per game drop in fee applies to those in the Senior Mixed League and they are registered as a Senior Spares.

START OF THE GAME:

Games are to start promptly at the time posted for each league or playoff game.

Four Player teams

Any team unable to ice a team of a minimum of three (3) players (per the Rules of Substitution) within 15 minutes of the scheduled start time, shall forfeit the game.

Two Player teams (Doubles)

Two (2) players must be present to begin curling in the game and shall forfeit the game within 15 minutes of scheduled start time if not enough players.

If the team is late but able to play within 10 minutes of the start of the game, the hammer will be forfeited by the violating team.

If the team is late but able to play within 10 to 15 minutes of the scheduled start time, the violating team will forfeit the following to the opposing team:

1. One Point, One End & the Hammer

ETIQUETTE:

Curler's Code of Ethics

- I will play the game with a spirit of good sportsmanship.
- I will conduct myself in an honorable manner both on and off the ice.
- I will never knowingly break a rule, but if I do, I will divulge the breach.
- I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates, or officials.
- I will interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to ensure that the game is played in an orderly and fair manner.
- I will humbly accept a penalty that the governing body at any level of curling deems appropriate, if I am found in violation of the Code of Ethics or rules of the game.
- In addition to the Curler's Code of Ethics, the SPCC supports proper curling etiquette as follows:
 - Curlers shall express "good game" with their opponents before and after each game verbally or by another means of contact or non contact (broom taping, elbow tap fist pump), with introductions for those players not familiar with each other.
 - To start each game and determine the last rock advantage, opposing players will use a coin toss, timer or any other means of clarification.
 - When opponents are preparing for delivery, players are to stand to the side of the sheet, single file and between the hog lines. Players can move only after the rock has been released. If you are throwing next, you may stand on the backboard, but remain quiet and out of sight of the opposition thrower.
 - A maximum of 2 players may congregate behind the back line when opposition is throwing. Both players shall be motionless with their brooms positioned in a manner not to interfere with or distract the attention of the player who is in the process of delivery.
 - Wear only clean, appropriate footwear that will not damage the ice.
 - Be ready to go when it's your turn to deliver a rock. Delay of a game in progress by a player for any reason excluding accident or illness shall not exceed three minutes.
 - At the conclusion of an end, all players must remain outside the rings until the opposing thirds have agreed on a score.

DEFAULTS:

Any team unable to attend a scheduled game must contact the opposition a minimum of 12 hours beforehand. The offending team will forfeit the game or try to arrange a "makeup" game at a time that is agreeable to the non-offending team.

"Makeup" games must be arranged by the respective teams and must be played before the end of the round robin draw in which the game was originally scheduled. "Makeup" games shall be scheduled through the office. Prepared and non-prepared ice times are available. A fee may be charged for prepared ice times. (See the office for ice times)

In the event that a team does not contact the opposition team at least 12 hours in advance and fails to show up for the scheduled game, the game will automatically be forfeited.

Participants involved in Championships Qualifying Playdowns: There are no exceptions for team members in regular league play who are involved in provincial qualifiers playdowns. Club default rules apply.

LENGTH OF GAME: (applies to all draws)

Four Player teams -

All games are a maximum of eight (8) ends with a target completion time of two (2) hours.

Two Player teams Doubles -

All games are a maximum of eight (8) ends with a target completion time of 1.5 hours. Restraints:

SPCC rules will default to Curling Canada Rule #13 – The end is over when the score for that end is declared by the Thirds.

SPCC shall adopt a single buzzer rule for all leagues; the buzzer will sound, signifying that teams are to finish the end they are currently playing and play one [1] more end to complete the game.

The time for the buzzer shall be determined by each league rep according to their schedules. (It is recommended that the time for the buzzer be 22 mins prior to the end of the allotted ice time for the game).

The buzzer will also determine final ownership of the double board (for those leagues that have sponsorship). The double board must physically be in teams possession at the time of the buzzer to qualify.

The automated buzzer is programmed from the SPCC Office by the SPCC Head Ice Tech or Manager prior to the leagues starting. In the event that the buzzer does not go off during a league game, the league rep or a league member can manually ring the buzzer located behind sheet 8 on the inside wall near the automatic doorway. All league buzzer times are posted on the home end wall mounts.

GAME TIES:

Regular season games that are tied at the end of regulation play, as determined by the above rules, will have a draw to the button (DTB) to determine the overtime winner (OTW) and overtime loser (OTL).

The team that scored to force the tie, will deliver the first draw stone. The rock may be thrown by any team member, with sweepers. The opposing teams WILL NOT sweep the rock at any time.

The closest measurable stone to the pin (in the house), will determine the overtime winner. If neither stone is measurable, the DTB will be repeated by a new thrower from each team. Any two members on a team can throw the DTB.

If no stones are measurable after the two thrown DTB stones by each team, the method of determining who got the hammer (coin toss, stop watch, etc) at the start of the game will be used to determine the OTW.

During Playoffs, if the game ends in a tie, then the teams will play an extra end (or as many ends as required) to determine the winner.

SEEDING, DIVISIONS AND ROUNDS OF PLAY:

- Depending on the league, there will be a single or multiple rounds of curling, consisting of as many games necessary to complete the season format. A [Current Year Round Format \(CYRF\)](#) species round process for each.
- Teams are seeded into divisions at the beginning of the year based on last year's final results. For new teams, it is the league representative's judgment as to where to seed a team.
- Re-seeding of teams after each round is completed, will follow the CYRF for that league. CYRF is

determined by the Rules Committee at the start of each season.

- Teams may only move one division per round.
- The Final Round must be scheduled to allow all teams, in each division, to play each other at least once, during the final round.
- At the end of the final round, the team with the best record (most points) in a division, will be declared the winner of that division.
- Leagues that also use a 'Grand Aggregate' winner will declare the winner based on the total points accrued by the team throughout the year. The 'Grand Aggregate' winner can only be a team from the 'A' division in the final round.

TIE BREAKER RULES:

In the event of a tie after the end of each round, ties will be broken by following, in order, the steps listed below until the tie is broken:

- Head-to-Head Results
 - If two teams are tied, the winner of their game against each other will advance (points earned in games involving the tied teams).
 - If three or more teams are tied and head-to-head doesn't solve it (points earned in games involving the tied teams), use the Round 1 draw-to-the-button measurements (the accumulated DSC/LSD totals).
- Draw Shot Challenge (DSC) / Last Stone Draw (LSD) Totals
 - The team(s) with the lowest average distance will advance or be ranked higher.

DRAW SHOT CHALLENGE (DSC) / LAST STONE DRAW (LSD) TOTALS:

During round 1, teams will complete a team DSC at the completion of a game.

- Teams consist of 4 players - each player throwing one stone each (LSD).
 - If only three players are available, only 3 scores are recorded.
- The combined total of the 3 best measurements will be the DSC/LSD distance
- Teams will measure their own stone distances using the measuring devices provided with opposing team players confirming distance.
- Teams are required to fill out the score sheet CLEARLY & COMPLETELY.
- Measurements are in CMs.
- Further DSC rules:
 - Stones will be delivered toward the home end only.
 - Players can deliver any turn of preference
 - All stones finishing in the rings will be measured. Stones that do not finish in the rings are recorded as 185.4 cm (6 ft. 1 in).
 - A stone that is moved by a team member, prior to the measure, will be assigned the distance of the next defined circle away from the button:
 - On or touching the button = 29.44 cm
 - In or touching the four foot = 75.16 cm
 - In or touching the eight foot = 136.12 cm
 - In or touching the twelve foot = 197.08 cm
 - If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the team completes the measurement, the stone is replaced to its original position by the delivering team.

- Stones that finish so close to the button that they cannot be measured are recorded as 0.0 cm. If the measuring device can be placed in the pinhole but no measurement is possible, half the value of the lowest measurable distance will be used.

DRAWS / RESULTS / STANDINGS:

A round robin draw sheet is posted on the applicable League Day Bulletin Board in the SPCC locker room and on the SPCC website.

Round robin draws, results and standings are found on the SPCC website. All members on the roster have access to their league information by logging into their membership access area on SPCC website.

It is the responsibility of both the winning and losing Skips or Vice-Skips (Thirds) to ensure the results of their game are posted on the SPCC website, immediately after the game.

If another player on the team wants to be responsible for updating the game results, the SPCC office needs to be contacted so that the Curling Club Manager system roster is updated to allow that person to do so. Currently, the system only allows the “skip” or “third” as listed on the roster access to update.

POINTS:

All SPCC leagues will use the following scoring system:

1. Win = 3 Points
2. Overtime Win (OTW) = 2 points
3. Overtime Lose (OTL) = 1 point
4. Loss = 0 Points

All defaulted games will be posted as 0 points for the offending team. All leagues are to use the above point system without modification.

RULES COMMITTEE:

Rules Committee members are established by the SPCC yearly and posted on the website. Representation being two (2) Board Members and one (1) each representing Ladies, Men's and Mixed Leagues. Any and all disputes will be handled by the Rules Committee.

2025/ 26 Committee members:

Guy Algot - Mens League
Caroline Warren - Mixed League
Lynn Penner - Ladies League
Mike Semeniuk - Board
Heather Nedohin - Board / Manager

OTHER POLICIES:

For your safety and the respect of your fellow curlers, cell phone usage on the ice surface during games is not recommended. Cell phones may be kept in your bag, jacket or on the shelf at the end of the sheet. If you are required to take a call, please leave the ice area.

Amended Sept 26, 2025