



PO 3536
Sherwood Park, AB T8H 2T4
Phone 780-467-9412
www.sherwoodparkcurling.com
199 GEORGIAN WAY
GLEN ALLAN RECREATION COMPLEX

SPCC League Rules and Playoff Procedures

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:

1. 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.
2. A substitute who is not a member of the SPCC or is registered as a Casual Sparew can only play lead or second.
3. 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)
4. Any team using an illegal substitute, as defined above in substitutes & team members, will automatically forfeit the game.
5. 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 \$160 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 \$160 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 :

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

CASUAL SPARE: (New for 2022-23 Season)

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 has been 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 (\$13) 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 sparing in the Senior Mixed League. A per game drop in fee applies to those in the Senior Mixed League and 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 non contact (broom taping, elbow tap fist pump), with introductions for those players not familiar with each other
- The opposing thirds will toss a coin at the start of each game to determine the last rock advantage.
- When your opponents are preparing for delivery, stand to the side of the sheet, single file and between the hog lines. 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.
- Only skips and thirds may congregate behind the tee line. They must not move or hold their brooms on the ice while the opposition is preparing to deliver a rock.
- 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.

LEAGUE DRAW TIMES:

Sunday Open 1pm – 3pm

Sunday Adult LTC 3:45pm – 5:15pm

Sunday Rookie 6:30pm – 8:30pm

Monday Seniors 9:30am – 11:30am

Monday Snowbirds 12:30pm - 2:30pm

Monday Novice 4:15pm – 5:15pm

Monday Mixed 6:30pm – 8:30pm

Monday Doubles 8:45pm – 10:15pm

Tuesday Ladies 9:30 am – 11:30am

Tuesday Mens 6:30pm – 8:30pm & 8:45pm – 10:45pm

Wednesday Seniors 9:30am – 11:30am

Wednesday Juniors 4:00pm – 5:30pm

Wednesday Ladies 6:45pm – 8:45pm

Thursday Ladies 12:30pm – 2:30pm

Thursday Mens 6:30pm – 8:30pm & 8:45pm – 10:45pm

Friday Seniors 9:30am - 11:30am

Friday Mixed 6:30pm – 8:30pm & 8:45pm – 10:45pm

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. Time

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 to determine the overtime winner.

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 draws will be repeated.

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 round.

1. 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.
2. Leagues that have second and/or third rounds shall re-seed the teams after each round is completed, according to their point totals within that round.
3. The Final Round must be scheduled to allow all teams, in each bracket, to play each other at least once, during the final round.
4. 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.
5. 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.
6. Each league shall determine which teams are re-seeded after each round.
7. Teams may only move one level per round.

TIE BREAKER RULES:

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

1. Record between tied teams in the round just completed. Points earned in games involving the tied teams.
2. Total points for the year.
3. Record between the tied teams for the season to that point. Points earned in games involving the tied teams.
4. The team that earned the most points during the final round robin will be awarded the higher standing.
5. If still tied, the winner shall be determined by a coin toss.
6. In the event of a three-way tie, the coin toss procedure shall be as follows:
 - A. The skips will flip coins.
 - B. The two matching (coins) teams will flip coins again.
 - C. The winner of this flip, will flip a coin against the third team.
 - D. The winner of the final coin flip will be the overall winner.

DRAWS / RESULTS / STANDINGS:

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

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.

All SPCC leagues will use the following scoring system:

1. WIN = 3 Points
2. TIE = 1 point for each team, with the winner of the draw to the button getting 1 bonus point. (see Game Ties)
3. LOSS = 0 Points
4. All defaulted games will be posted as 0 points for the offending team.

[All leagues are to use the above point system without modification.]

LEAGUE CHAMPIONS:

Ladies and Mixed leagues shall determine that the Grand Aggregate Winner in each league is the League Champion. The Grand Aggregate is the team with the most overall points at the end of the final round robin draw, or with the most total points accumulated during the year, based on the individual discretion of each league. It should be clearly stated at the start of the season to all league members which format applies. If this does not establish a clear winner, see TieBreaker rules.

The Men's Leagues champions are determined through a playoff system. In each of the Men's leagues, the eight teams in A division after the third round of seeding, will playoff in a modified double knockout tournament, to determine the champion of each league.

Senior Leagues will playoff to determine each league's winner.

Junior A, Junior B, Open, Mixed Doubles, Rookie Leagues will playoff to determine each league's winner.

CLUB CHAMPIONSHIPS:

Champions from each league vie for the Club Championship in Men's, Ladies, and Mixed categories.

Mixed League representatives must follow the 'Team Member' rule for mixed teams throughout the full season to be eligible. No exceptions.

Determination of the SPCC Men's, Ladies and Mixed Leagues Club Champions: Teams from the 'A' divisions in each of the Men's, Ladies and Mixed leagues, shall playoff using a modified double knockout tournament, to determine the SPCC Men's, Ladies and Mixed Leagues Club Champions.



Determination of the Senior Mixed League Champions shall be determined in a manner consistent with the league policy on playoff format for Monday and Wednesday Senior Leagues.

Tuesday and Thursday Men's League divisions B, C & D are to playoff for 'President' & 'Past President' champions.

Women's and Mixed will also have a playoff for 'President' champions.

Doubles will have league Grand Aggregate 'A' division vs 'A' Winner of last Round to Advance to Club Championship Day Final.

CLUB PLAYOFF & CHAMPIONSHIP DAY FORMAT for 2022 - 2023

Each of the following leagues shall have representation in the Club Playoffs:

1. Ladies – Club & President
 - a. Tuesday Morning
 - b. Wednesday Night
 - c. Thursday Afternoon

2. Men – Club, President & Past President
 - a. Tuesday Night
 - b. Thursday Night

3. Mixed – Club & President
 - a. Monday Night
 - b. Friday Night

Each of the following leagues shall have representation on Championship Day:

1. Ladies – Club & President
2. Men – Club, President & Past President
3. Mixed – Club & President
4. Seniors – Monday & Wednesday
5. Rookie League - Sunday
6. Juniors – Junior 'A' and Junior 'B'
7. Doubles - Monday
8. Open - Sunday



The playoff schedule and draw for the Club Playoffs will be published in February of this season.

A review of the league registration numbers for the current year will determine the playoff format for the upcoming season . A current year schedule and draw will be available as soon as possible (Nov).

LADIES PLAYOFFS:

- 16 teams advance to Club Championships Playoffs.
- 8 for Club Championships and 8 for President Championships.

Each league will send representatives to the playdowns based on the registration enrolment and league size as per start of season. Rotation assignment will be at the discretion of the Rules Committee.

League with 32 teams = 4 spots minimum

League with 24 teams = 3 spots minimum

League with 16 teams = 2 spots minimum

League with less than 90% capacity = 1 spot less than assigned for full capacity

CURRENT YEAR Schedule =

2022/23

Tuesday Ladies = 14 /16 team league (2 spots)

Wednesday Ladies = 16 /16 team league (3 spots)

Thursday Ladies = 14/16 team league (3 spots)

PAST Schedule =

2021/22 Modifications due to reduced enrollment

Tuesday Ladies = 14 /16 team league (3 spots)

Wednesday Ladies = 16 /16 team league (3 spots)

Thursday Ladies = 12/16 team league (2 spots)

2020/21 *Season canceled due to COVID*

Tuesday Ladies = _ /16 team league (2 spots)

Wednesday Ladies = _ /24 team league (3 spots)

Thursday Ladies = _/16 team league (2 spots) plus rotation for 2020/21



2019/20 ~~¾~~ **completed and then Club Championships canceled due to AHS Lockdown**

Tuesday Ladies = 14/16 team league (2 spots) plus rotation for 2019/20

Wednesday Ladies = 24/24 team league (3 spots)

Thursday Ladies = 16/16 team league (2 spots)

2018/19 **completed**

Tuesday Ladies = 16/16 team league (2 spots)

Wednesday Ladies = 24/24 team league (3 spots),

plus rotation for 2018/19 = 4 spots

Thursday Ladies = 14/16 team league (2 spots)

3 year Rotation schedule was as follows :

2018 – 2019 Wednesday

2019 – 2020 Tuesday

~~2020 – 2021 Thursday~~

The additional rotation spot will be awarded to the league that is more than 90% full and not current in the rotation of the 8th additional spot. If a league has less than 75% of league maximum capacity, the league will forfeit one of their allocated spots and not be eligible for the rotation spot to the club championships. The additional 8th spot will be awarded on a rotational basis if required.

The representatives will be determined by:

Grand Aggregate Winner 'A1'

Final Round A Winner 'A2'

Final Round A Runner-up 'A3' (As determined above)

Final Round A 2nd Runner-up 'A4' (As determined above)

If teams A1 & A2 are the same team, that team will be designated the Grand Aggregate Winner. Team A2 & A3 will be determined by the next two runners up teams in the final round robin.



President's Playdowns:

Representatives will be determined by:

Final Round B Winner 'B1'

Final Round B Runner-up 'B2'

Final Round B 2nd Runner-up 'B3' (based on Current Year Schedule)

Final Round B 3rd Runner-up 'B4' (if applicable, based on current Year Schedule)

MEN'S PLAYOFFS:

- All teams advance to the first round of playoffs

Playoff positions shall be determined after all of the teams have been reseeded upon completion of the final third round robin game. The Men's Leagues champions are determined through a playoff system for both Men's leagues. The eight teams in A division, after the third round of seeding, will playoff in a modified double knockout tournament, to determine the champion of each league, who will then advance to the Club Championships playoffs.

CURRENT SCHEDULE

2022 - 2023

32 Teams on Tuesday Night and 32 Teams on Thursday Night

- a) Men – Club Championships 8 Teams A1-A8 - Double Knockout Round
- b) President 12 Teams B1-C4 -Single Knockout Round
- c) Past President remaining Teams C5-D8 -Single Knockout Round

PAST SCHEDULES

2021 - 2022

28 Teams on Tuesday Night and 32 Teams on Thursday Night

- a) Men – Club Championships 8 Teams A1-A8 - Double Knockout Round
- b) President 12 Teams B1-C4 -Single Knockout Round
- c) Past President remaining Teams C5-D8 -Single Knockout Round

2020 - 2021 - *Season canceled due to COVID*

30 Teams on Tuesday Night and 32 Teams on Thursday Night

- a) Men – Club Championships 8 Teams A1-A8 - Double Knockout Round
- b) President 12 Teams B1-C4 -Single Knockout Round
- c) Past President 12 Teams C5-D8 -Single Knockout Round



2019 - 2020 - ~~¾~~ **completed and then canceled due to AHS Lockdown**

MIXED PLAYOFFS:

- 16 teams advance to Club Championships Playoffs.
- 8 teams for Club Championships and 8 teams for President Championships.

Each league will send representatives to the playdowns based on the registration enrollment & league size as of per start of season.

League with 32 teams = 4 spots minimum

League with 24 teams = 3 spots minimum

League with 16 teams = 2 spots minimum

League with less than 90% capacity = 1 spot less than full capacity

CURRENT YEAR Schedule =

2022/23 Modification year due to reduced enrollment

Monday Mixed = 16 /16 team league (3 spots)

Friday Mixed = 32 / 32 team league (5 spots)

PAST Schedule =

2021/22 Modification year due to reduced enrollment

Monday Mixed = 16 /16 team league (3 spots)

Friday Mixed = 32 / 32 team league (5 spots)

2020/21 **Season canceled due to COVID**

Monday Mixed = _/16 team league (TBD spots)

Friday Mixed = _/32 team league (TBD spots)

~~Saturday Mixed = _/16 team league (2 spots)-league folded~~

2019/20 ~~¾~~ **completed and then canceled due to AHS Lockdown**

Monday Mixed = _16/16 team league (3 spots)

Friday Mixed = _30/32 team league (4 spots)

Saturday Mixed = _10/16 team league (1 spot)



2018/19 **completed**

Monday Mixed = 16/16 team league (2 spots)

Friday Mixed = 32/32 team league (4 spots)

Saturday Mixed = 12/16 team league (2 spots)

The Club Playdown representatives will be determined by:

Grand Aggregate Winner 'A1'

Final Round A Winner 'A2'

Final Round A Runner-up 'A3'

Final Round A 2nd Runner-up 'A4'

If teams A1 & A2 are the same team, that team will be designated the Grand Aggregate Winner. Team A2 will be determined by the next runner-up team in the final round robin.

The President Playdown: above ruling applies. Representatives will be determined by:

Final Round B Winner 'B1'

Final Round B Runner-up 'B2'

Final Round B 2nd Runner-up 'B3'

Final Round B 3rd Runner-up 'B4'

or

"B" Aggregate Winner 'B1'

Final Round B Winner 'B2'

Final Round B Runner-up 'B3'

Final Round B 2nd Runner-up 'B4'

It should be noted this still allows the Mixed Leagues to determine their respective representatives as they have been doing without forcing one league or another to change how they have been selecting their President Playdown Representatives from "B" Division.

PLAYER / TEAM CONFLICTS DURING SPCC PLAYOFFS:

If a player represents more than one team during playoffs and a scheduling conflict occurs, the player will be required to choose which team they will play for. The team that they choose not to play for must either play with three players, bring in one of their designated roster team members or utilize a spare for the game in conflict.

Teams must accept the assigned playoff position and inform their league rep within 24 hours. In the event a team is unable to commit to the full playoff process, that team should decline that playoff spot. The spot will be awarded to the next team qualified.

All means should be undertaken to acquire a team under the spares ruling.

Any forfeits in playoffs will be reviewed by the Rules Committee and alternative team representation may be considered.

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.

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.

Dated December 12, 2010
Amended September 28, 2011
Amended April 13, 2016
Amended Dec 16, 2019
Amended Dec 9, 2021
Amended Nov 6, 2022

