

Important Curling Information

(1) **Use of Spares for League Games;**

(2) **Skip Responsibilities;**

(3) **Basic Curling Etiquette;**

(1) USE OF SPARES FOR LEAGUE GAMES

Teams are required to use the Spares List when needing a replacement player for a league game. Ideally, the Skip will call for a spare. Members are to be called first and will be identified on the list with an “M” adjacent to their name. Once members on the list have been exhausted, anyone else on the list, such as a Pay as you Play player may be called. If efforts fail to obtain a spare from the spares list, skips may utilize anyone of their choosing.

Spares may be utilized to fill the position of the player they are replacing or the lead position. Keeping in mind that in mixed league, positions must alternate male/female. A team is permitted to use a maximum of two spares for any scheduled game. If more than two spares is required, the game may still be played, however, the game must be forfeited to the opposing team, in the win column.

Approved by the Ice Match Committee, March 28,2022

(2) SKIPS HAVE THE FOLLOWING RESPONSIBILITIES

1. Ensure that the game is played in accordance with the rules of curling, while exhibiting good sportsmanship, at all times.
2. Ensure that teams are ready to start the game on time and encourage teammates to keep a steady pace of play with the goal to complete the game within the allotted time frame.
3. Contact the opposing Skip and League Coordinator if your team is unable to make a scheduled game.
4. If a Pay as you Play player is being utilized as a spare ensure that the required fee is paid.

(3) ALL CURLERS ARE TO ADHERE TO BASIC CURLING ETIQUETTE AS BELOW

1. Start and end games with a friendly gesture of good sportsmanship.
2. Be ready to deliver the first rock on time to start the game.
3. After delivering the stone, move immediately to the side of the sheet between the hog lines.
4. With the exception of skips, players should stay between the hog lines when not sweeping.
5. Be courteous. Don't distract your opponent when they are in the hack, by moving around behind them or sliding by them when they are in the hack or delivering a stone.
6. Only the mates are permitted in the house to determine the scoring rocks. No rocks should be moved until agreement between the mates is confirmed.

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