

# CURLING

## League Rules



EDMONTON SPORT & SOCIAL CLUB

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## 1. EVENT COORDINATORS

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility.

### ROLES OF PLAYERS IN AN EC'D LEAGUE

- Arrive on time and pay attention when the EC is making announcements
- Record the game results on the score sheet after each game/match or pass the result of the game on to the EC prior to leaving

## 2. ICE REQUIREMENTS

Format	Total # of Players Require on the Ice	Total # of F Players Required on the Ice	Total # of M/X Players Allowed on the Ice
All	4	0	4

The ESSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of *anyone* who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

## 3. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
All	3 (No Gender Requirements)	0 - 10

## 4. FORMAT & ROSTERS

### GAME FORMAT

- All games are 6 ends and/or two hours in length
- Ties are allowed in the regular season
- **Playoffs:** a “warm-draw” is played to break a tie:
  - Each team will throw one swept rock and the rock that is closer to the button wins
  - If the rock crosses the T-Line, no sweeping or interference is allowed from the opposition
  - Rocks must be in the house to count
  - After the first team delivers their rock, it will be measured and removed from the playing area before the second team delivers their rock

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## SCORING

- The score will freeze after the completion of the sixth end, regardless of how much time is left in the time slot
- Mercy will be called when one team gains a lead of 10 points. The score will freeze and teams are encouraged to play the rest of the game for fun

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## EQUIPMENT

- All facilities provide complementary brooms and sliders for curlers in ESSC Leagues. Please treat the equipment with respect and return it to the appropriate place when finished
- Players must wear clean indoor shoes:
  - No outside shoes are allowed
  - Use the shoe cleaners provided at the facility when possible

## 5. GAME PLAY

- Unless otherwise stated, the [Canadian Curling Association Rules of Curling for General Play](#) will apply to all games played in the league

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## STARTING THE GAME - HAMMER

- **Regular Season:** Teams will flip a coin or use another suitable means of determining who starts the game with the hammer
- **Playoffs:** The higher seed will start the game with hammer

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## THROWING ORDER AND ROTATIONS

- Teams are not required to declare a 'Lead' '2nd' '3rd' or 'Skip' for the entire game:
  - Players are allowed to rotate through the various positions, as long as each position is declared at the start of each end
  - It is expected that all teams still follow the correct order of "2,2,2,2" when throwing stones in each end
  - If a team has only three players present at a game, the order of stones thrown in an end must be "3,3,2"
  - If a team has more than four players present at a game, they can rotate players in/out at the start of each end. However, no more than 4 players can participate in a single end

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## DOUBLES BOARD

- At certain facilities the Event Coordinator will manage the doubles board program:
  - If a team makes a double takeout (two or more rocks of the opposing team that are in the house), that team will take possession of the doubles board

- The team should move the doubles board to the end of the sheet they are curling on and announce to the EC that they made a double
- The team that is in possession of the doubles board at the conclusion of the 4<sup>th</sup> end (across all sheets) will win
- The team will obtain a coupon from the EC that is valid for one pitcher of beer from the curling lounge