

D/FW CURLING CLUB League Rules

The Spirit of Curling

Curling is a game of skill and tradition. A shot well executed is a delight to see and it is a fine thing to observe the time-honored traditions of curling being applied in the true spirit of the game. Curlers play to win, but never to humble their opponents. A true curler never attempts to distract opponents, no to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of curling demands good sportsmanship, kindly feeling and honorable conduct.

This spirit should influence both the interpretation and application of the rules of the game and also the conduct of all participants on and off the ice.

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General

1. Remember: "Curling is a game of ladies and gentlemen."
2. It is the intent of the Dallas/Fort Worth Curling Club (D/FWCC or the Club) to, as far as practical, abide by all rules as posted by the United States Curling Association (USCA) for club level competition.
3. Unless otherwise noted or amended, the Rules of Curling as outlined in Section I of the 2023-2024 USCA Rules or Curling & Competition shall be considered in force.
4. The following exceptions will supersede USCA rules when there is contention:

Team Setup:

5. Considering the size of our club, and the relationship between experienced and new members, the following will apply during the team selection process:
 - a. Groups of four wishing to play as a team may be allowed to do so, unless another team format for the specified league has been decided upon by the Board and/or Competition committee.
 - i. Individual player requests will be honored as much as practical.

1. Every effort will be made to even out the strengths of each team by placing new, or lesser experienced players with the more experienced players.
- ii. Each curler will be notified of their team prior to start of the first game of the league, and the same information will be kept on the club website.
 1. Any team that officially has only three curlers registered on their team is permitted exceptions as noted below:

Skip Information

6. During each played game, the Skip of each team is responsible for the following tasks:
 - i. Getting their team members to assist with Ice Setup.
 - ii. Ensure the on-ice official or vice president receives the final score of a game in written or picture form.
 - iii. Ensure substitutes playing on the team have paid a substitution fee if required
 - iv. Ensure each team member (or substitute) fulfills the substitution requirements outlined on this document which may include but not limited to:
 1. Ensure the substitute has signed all necessary waivers for the Club and the Dr. Pepper StarsCenter.
 2. Substitution fees
 3. Be a member of the DFW Curling club

Vice-Skip Information

7. During and before game play, the Vice Skip is responsible for the following:
 - a. Before gameplay: selecting hammer or color of rocks to throw. A coin toss (or an alternative means accepted by both teams such as rock-paper-scissors) shall be used to determine who picks first.
 - i. Hanging the score on the scoreboard during the game. No other players should touch the score board while the game is under way.
 - ii. Determine the score of each end.

All Players

8. **Until the score is agreed upon by both Vice Skips, all other curlers should avoid entering the house.**
9. **All players should assist with on-ice setup and take down as required**
10. **Any team member listed as being on their team on the website or other official team documentation may throw in any position as desired as long as it follows normal curling rules**

Short-Handed Teams:

11. Defined as starting the game with three players either with a 3 member team set at the start of the season or due to lack of a 4th member during the season or playoffs
 - a. If player(s) are missing at the start of a game, the affected team may either:
 - i. The first two players shall each throw three stones, and the Skip shall only throw two stones in each end.
 1. If desired, obtain an acceptable substitute following the guidelines provided within this document.
 - ii. **A team may not play with fewer than two original team players or fewer than three total players (including substitutes).**
 1. If less than two players from the original team are available, the game is considered a forfeit after 30 minutes have elapsed from the draw start time. Team members from both teams of a forfeited match may be used as acceptable substitutes on other teams or may use the ice for practice.
 2. 3-player team exception: if a team that has only 3 players assigned to it is missing two players, and they can obtain two substitutes and that team is not considered to be in forfeit. **This exception does not apply to the playoffs.**
 - iii. **A team may never use more than two qualified substitutes.**

5 Member Teams and Half Season Members:

12. Teams may elect to have a 5th member of their team or split a season to make 5 members of a team
13. This can be done assuming all team members meet the membership requirements of USCA and the DFW curling club.
14. Extra members must notify the Vice President by the end of the first game of the season in written communication

Substitutions & Forfeits:

15. Each substitute member must be signed up as a member of the club which can be completed on the DFW Curling website.
16. Every attempt should be made to attain a substitute (if desired) in order to have a game during the season
17. Each sub member needs to pay any relevant substitute fees
18. This can be done in the sub request distribution list or via other methods
19. **Every attempt should be made to attain a substitute of equal or lesser skill level**

- 20. A team may attain up to 2 subs depending on the situation discussed throughout this document.**
21. Substitutes are required to throw in the lead and or second positions depending on the number of subs.
- If there is only sub, then that person must throw in the lead
 - If there are 2 subs, then the subs can play in either the lead or second position. The order of which does not matter.
 - Other team members will throw in the other spots on the team as desired.
 - There is no requirement for who “holds the broom” or calls the shots. Only in what position of throws.
22. The only exception to these rules is if both opposing skips agree to change the order of where the substitutes throw and who can skip.
23. If one or more team members arrive late, the teams finish the current end and the original member is required to replace the substitute.
- After 30 minutes of game time has expired, the original team member may no longer play in the game, unless both Skips consent to the change.
 - If the original team member replaces the substitute, the substitute player will be refunded their payment for the game
24. Any players may only join a game at the conclusion of an end.
- 25. In the event a team cannot field a full team based on the requirements, every attempt should be made to notify the other team as such ahead of time to avoid any transportation and wasted time.**
- Either or both teams are welcome to use their scheduled sheet of ice as practice time or as a friendly.
 - Rules for forfeits are noted in this rules document
26. These rules only apply to the regular season and separate playoff rules exist discussed later in this document

Draw Time & Gameplay:

27. Each draw is allotted 2 hours (120 minutes) of ice time, including ice setup and takedown.
28. Games may start whenever ice setup is complete
- This is defined as **all sheets** are ready to play and not before
- 29. When there is only 15 minutes remaining of gameplay left; no new end can be started. The game is over.**
- The game is also over when the 2 hour allotment is over**
 - Any non-completed end does not count**
 - Defined as the last throw or the hammer team's skip's final stone has been released.**
 - Games can end in ties and there are no skips rocks in the regular season**

d. Exception: During playoff games, skips rocks will be determined to split ties

30. The on-ice official will be responsible for determining the official start and end of a draw. He/she will take every action possible to disseminate this information to all teams at the start of the draw.
31. When there is no on-ice official or official designation, then it is up to skips to police themselves with this policy.
32. Final scores need to be presented or submitted to the vice-president or on-ice official
33. Pace of Play Rule: Effort should be made to play each end in no more than 15 minutes. Teams shall not intentionally play at an unreasonably slow pace or use other delay tactics. The on-ice official will warn teams that he/she feels are intentionally playing slow or using delay tactics. After a team has been warned about slow play, the on-ice official may penalize offending teams (by deducting one or more points from a team's score) who continue to intentionally slow or delay play.
34. Leagues shall apply the USCA curling free guard zone (FGZ)
 - a. The FGZ is the area between the hog line and the tee line, excluding the house. The FGZ rule states that the delivering team cannot remove any stationary opposing stones from the FGZ before the sixth stone of the end is delivered.
35. There is no rule which is defined as the "tick rule" by international standards. Tick shots are allowed.

Ice Setup:

36. Play shall not commence on any sheet until all sheets being played on have been completely setup.
 - a. Each curler is responsible for assisting with ice setup. It is everyone's responsibility to make sure that curling starts as promptly as possible by helping setup the ice. The faster the ice gets setup, the faster play can start for everyone.
 - i. Players not familiar with setup procedures should ask more experienced curlers how they can help.
 - ii. The following tasks must be accomplished prior to the start of play:
 1. Put up the scoreboards
 2. Set the hacks into the ice
 3. Pebble the ice
 4. Bring all rocks onto the ice

On-ice Official:

37. During play, an on-ice official appointed by the club Competition Committee will be present to resolve on-ice issues when there is a dispute. Their decision will be final when the Skips are unable to come to an agreement.

- a. The on-ice official will be either the President, Vice President or their designee.
- b. Outside of the duties mentioned in the rules above and below, the on-ice officials are also responsible for the following:
- c. If the on-ice official is not present, they must designate an alternate.
- d. The official must also make sure that each team is aware of the sheet they will be playing on.
- e. All attempts to follow the printed schedule that is distributed at the beginning of the season will be made, but in the event there is a necessary change, the on-ice official will notify affected teams.
- f. **Any issues with the official's decision may be appealed to the Vice President and Competition Committee, and must be done within 1 week of the scores being posted for the game in question**
 - i. **For issues requiring immediate attention during the gameplay, contact the designated on-ice official**

Game Scoring & Forfeit Rules:

38. Scoring for each game must be recorded in some fashion for each end and end of the game and submitted to the Vice-President or on-ice official. The score card may be submitted by anyone, but both Vice Skips must verify its accuracy and sign-off as being in agreement with the indicated results.
- a. Forfeit Rule: In the event of forfeit, the final score will be 6-3, with the team not in default receiving a 4-2 end advantage.
 - b. Double-Forfeit Rule: If both teams in a game forfeit due to club rules, the game will be recorded as a 0-0 tie.
 - c. If a team does not have at least two regular team members present at the start of the match, except for 3-person teams, 1 point/1 end will be hung against them after every 10 minutes of draw time has expired.
 - i. After 30 minutes, the Forfeit Rule applies.
 - ii. 3-player exception: a team who is listed as having only three players may have one regular team member and two substitutes to avoid forfeit.

Standings:

39. Official team standings will be maintained by either the President, Vice President or their designee of the D/FW Curling Club.
- a. The standings will be posted on the club website within a reasonable amount of time after the draw.
 - i. The following tiebreakers will be used to determine team standings in the following order:

1. Number of Wins
2. Head-to-head wins
3. Total number of points scored
4. Total number of ends won

Playoffs:

40. Choice of hammer or color will be given to the higher seeded team.
41. Playoff Game Tiebreaker: In the event a game ends in a tie, a single stone tiebreaker draw will determine the winner.
 - a. The on-ice official can stop a game in progress to ensure that adequate time is left to conduct tiebreaker draws.
 - b. Any team member can throw the tiebreaker draw, as determined by the skip.
 - c. Players may sweep their own tiebreaker draw as if it were a normal delivery.
 - d. Opposing players may not sweep a tiebreaker draw at any time.
 - e. If neither tiebreaker draw results in a stone in the house, each team shall throw an additional tiebreaker draw.
 - f. Whichever tiebreaker draw is in the house and closest to the button is considered the winner.

Playoff Game Substitutions & Forfeits:

42. The following substitution rules shall apply to teams missing one of their official roster players:
43. Official 4-member roster teams may not bring in a substitute
44. Official 3-member roster teams may bring in one substitute player, who must play the Lead position.
- 45. The following substitution rules shall apply to teams missing two of their official roster players:**
 - a. Official 4-member roster teams may bring in one substitute player, who must play the Lead position. If a substitute cannot be found, the team forfeits the game.
 - b. Official 3-member roster teams forfeit the game.
 - c. If any team is missing three or more official roster players, they forfeit the game.
 - d. Double-forfeit rule: If both teams in a playoff matchup forfeit due the club rules, the higher seeded team shall be deemed the winner.

Disputes or Discrepancies

46. If there are any disputes with a game please reference the above rules first. If other situations arise email the Vice President in writing within 1 week of the score being posted for that game in question.

47. The vice president and or competition competition will review the complaint in a timely manner after reviewing all relevant information and then decide on the best course of action