



ARC SENIORS MIXED CURLING LEAGUE RULES



1.0 LEAGUE RULES

- 1.1. Curling Canada Rules of Curling for General Play will prevail but can be modified by the Rules Committee to suit our league.
- 1.2. Our league is allotted two hours of ice time (9:30 AM to 11:30 AM). **At 11:20 AM, finish the end you are on. Do Not start an end on or after 11:20 AM.** Honour the time allotted and strive to complete 8 ends within two hours.

2.0 GAME ETIQUETTE & FAIR PLAY

- 2.1. Players are responsible for coming to the sheet of ice with clean equipment including footwear, grippers, sliders, brush/broom and clothing that is not going to drop or leave debris on the ice surface. Use the Boot Boy to clean your curling shoes before coming to the ice area. No outside street footwear is to be worn on the ice surface. Using the Boot Boy for all footwear before entering the locker area also helps in keeping the ice surface area clean. Periodically washing your brush/broom through the season helps keep the ice clean.
- 2.2. Players are not to step or stand on sheet dividers (boards). This is a SAFETY measure and also prevents debris from being transferred onto the ice surface.
- 2.3. Players are not to bring out the other team's rock for them to deliver. This is a SAFETY measure to help prevent a senior from tripping over the rock.
- 2.4. Players must clear the playing pathway immediately after their rock comes to a stop and stay to the outer most sides of the sheet.
- 2.5. The Skips are responsible for the flow of the game. Any equipment whether it be a broom, stabilizer or a delivery stick should be ready to use and the movement of such should not impede the flow of the game. Decision making as to the next delivery should be as expedient as possible without delaying the game. The Second & Third should clear their team rocks at completion of an end, while the Lead gets ready to deliver their rock. The Skips get ready to call the game play.
- 2.6. The Skip calls the game and makes the delivery decision. Any other team player should not delay the game, as the Skip is the final decision maker.
- 2.7. Only the two vice Skips should be in the house when measuring rocks.
- 2.8. Each team must have at least one regular curler or the game will be forfeited. However, the game should still be played.

Remember: it is not if you win or lose, it is how you play the game!

3.0 RULE INTERPRETATION OR DISPUTES

- 3.1. Team Skips are to try to resolve issues arising.
- 3.2. Interpretation of a rule or dispute will be resolved by the Rules Committee ASAP.