



Ocean State Curling Club League Rules 2023-2024

1. League play is Thursday and Sunday. Please arrive by 10 minutes before the start time for your night, if possible. Sunday start time is 2pm, Thursday start time is 8:30pm for Winter leagues and 7pm for Spring league. Curling begins approximately 20 minutes after start time or as soon as the ice is ready and announcements have concluded.
2. During handshakes, the leads will toss a coin to decide hammer and color of stones. The winner of the coin toss has the option of choosing either last rock or color of stones. If the winner chooses last rock, the team to deliver first chooses color of stones, and vice versa.
3. You may play your league assigned position or your team may "swap around" positions and you may play any other position on the team. This is encouraged so that members gain experience playing a variety of positions.
4. Playing a game with three players (whether or not you are waiting for a fourth teammate to arrive):
 - a. Teams may play with three curlers but cannot play with two curlers. Failure to provide a team of at least three curlers will result in a forfeit and the opposing team will be awarded a win in the standings (See rule 5b). A "for-fun" game can be played anyway with the outcome of the game not being recorded in the standings.
 - b. When playing with three curlers on a team, the lead and second each deliver three stones and the skip delivers two stones.
 - c. If a team starts a game with three players, the fourth may join the game in their usual position upon arrival. This person must, however, be present for the start of an end to deliver stones in that end. If you arrive during an end that has already started, you may sweep rocks but you cannot deliver any rocks until the next full end, even if your stones have not yet been delivered. This rule applies to the skip too!
5. Starting with two players and waiting for a third player to arrive:
 - a. A game cannot start with a team of only two curlers.
 - b. If an expected player is late for the start of the game, their team is penalized one point and one end for every 15 minutes that the game is delayed. The other team also retains hammer regardless of the outcome of the coin toss. After 30 minutes, the game is forfeited by the team that is short a player. A "for-fun" game may be played at this point.
6. Substitutes:
 - a. You must arrange for your own substitute whenever you are not going to be able to attend a league curling night. Contact information for the members available to sub for you is located in the members-only area of the OSCC website (the Sub List) or you may wish to secure a substitute using the Facebook group or other method.

Please let your skip know who the sub is that you have arranged to play for you the night that you cannot attend.
 - b. Make arrangements for a substitute as early as possible. Sub members are limited and they are available on a first-come, first-serve basis only. Not all curlers on the Sub List are available each week so you may have to contact several members

before you find one to sub for you.

- c. If you cannot find a substitute from the Sub List and if there are bye-weeks in the schedule, check the league schedule for any teams that may have a bye the week you will miss. Bye-week players are often willing to curl as a substitute.
- d. Your team must have at least two league assigned team curlers present to constitute a team. Teams may not play an official game with three or more subs. This will result in a forfeit for the offending team. Players present may play a "for-fun" game.
- e. Your sub must play your league assigned position or any earlier to deliver position; i.e. A sub for a second may play second or lead but may not play vice or skip. A sub for a skip can play at any position, however if your team's skip is absent we suggest you "move your players up" and let a regular member of the team try skipping. It will be a great learning opportunity for everyone!

7. During the games, an announcement will be made to "finish the end you're in and one more" approximately 90 minutes after the start of curling. The tie for this announcement will be shared at the start of each season and/or updated on a given night based on any delay in ice readiness. At this time, you may finish the end your game is currently in and play one more (up to eight total ends). Any game played at a proper curling pace should be in the seventh end when the whistle/announcement is sounded. If your game is still in the sixth end, you will only get to play seven ends. Please do not slow-play! Keep the pace of the game going.

8. Games will conclude after eight ends or after the last end played if time ran out, even if the score is tied. Teams will be awarded points in the league standings as follows: 3 points for a win, 2 points for a tie, 1 point for a loss and 0 points for a forfeit. There is an incentive to ensure your team doesn't forfeit; please arrange for a sub!

9. Your team is responsible for communicating the outcome of the game to the League Coordinator (membership@oceanstatecurling.org). In Thursday league curling, the final scores of the games are not recorded, only the outcome. Mini leagues do not need to report the outcomes.

10. Broomstacking with your teammates and your opponents after the game (or before the game during later draws) is an important curling tradition and we encourage everyone to consider participating in broomstacking whenever possible. This will occur most league nights at a restaurant near the arena, with the location be announced for each league. Ask your skip, a teammate or any other club member for more details.

11. If Playoffs or a Championship Game are planned for a season, the League Champions will be decided in those games. If Playoffs or a Championship Game are not planned then the one team with the most points in the league standings at the conclusion of each league will be awarded League Champion pins. In order to break a tie in total points between two or more teams for Playoff or League Ranking:

Seeds and Tie-Breakers will be determined as follows below. (*Note: If two teams remain tied for a spot after third step or other teams are eliminated during any step, tie breaker reverts to step 1.*)

- i. Total points in the league standings
- ii. Head-to-head win/loss (if needed)

- iii. Total number of wins (if needed)
- iv. Draw to the button measurement with sweeping (if needed). Repeated with new players delivering if still tied. The league coordinator is to ensure at least one representative from the two teams involved are present to participate in the draw to the button. If other teammates are not present (due to a bye week), the member present may select brushers of their choice from the other curlers present.

12. Additional League Rules for Playoffs:

- Each team may only have one substitute player for the playoffs.
- If a team has two players that cannot attend a playoff match, they may play with three players (one substitute and two regular members of the team.)
- A substitute player may not play the Skip position during a playoff game, even if they are substituting for the Skip.
- In the event of a tie at the end of time/eight ends during a playoff game:
 - If time permits (i.e. there are 20 minutes before the ice must be vacated) an additional tie-breaker end will be played. Hammer will be determined based on the last end played.
 - If the additional end is a blank end, a single draw to the button measurement for one representative of each team with sweeping will determine the winner (if needed). Repeated with new players delivering if still tied.

---- Good Curling! ----