

Brainerd Lakes Curling Association League Rules

1. All matches will be governed by the United State Curling Association Rules of Play.

<http://www.teamusa.org/USA-Curling/Clubs/Membership-Materials/Club-and-Bonspiel-Rules-of-Play>

- a. Managers (Skips) are responsible for their team members to know and follow these rules.
2. A curler will not be allowed to participate in league play unless their Registration Form and Liability Waiver is signed and turned in. Dues must be paid in full before the first night of league play.
3. Curlers MUST wear dedicated shoes for curling. These do not have to be curling shoes, but they must be shoes that are not worn outside (a pair of athletic shoes work great). This is necessary to protect the ice from salt, sand, and anything else harmful to the ice.
 - a. Grippers are recommended to be replaced every 3 years to prevent them from flaking on the ice.
4. NO FOOD WILL BE ALLOWED ON THE ICE, OR IN THE ARENA AREA. Beverages MUST remain in social area or on the walk path nearest the glass windows – not along the side walk paths or opposite side – NEVER on the ice.
5. Smoking and the use of E-cigarettes are prohibited within the curling club and within 15 ft of any doorway of the club without exception. This includes bathrooms, entry way, social area, bar area, locker room, curling arena, and maintenance areas alongside the arena.
6. A team plays only 4 players during a match. A team may play the match with 3 curlers. Less than 3 curlers will result in a forfeit.
 - a. The team Must consist of a minimum of 2 full-time curlers. The other two curlers can be full-time curlers or subs. If subs play, they must curl in either the first or second position. A sub cannot be a Skip or a Vice-Skip.
 - i. During Playoffs, if your official roster only has 3 players, you can only curl with three players. You will not be allowed to get 2 subs if your roster only has 3 players listed.
 - ii. During Playoffs, teams are encouraged to use the Substitute List provided at the start of every season. If no member is available off the Substitute list, you can use a member of our club who is not on the roster of a team from that league day.
 - b. During League Play – teams are encouraged to use the Substitute List provided at the start of every season. If no Substitute is available, please find a member of the club, that is not on a current roster for that league day.
 - c. Once the first end is complete, the order the curlers have thrown cannot be changed.
7. If a team is not available to start a game at the designated time, the following takes place:
 - a. If the delay of the start of play 1-15 minutes, then the non-offending team receives one point, and will have choice of 1st or 2nd stone in the first end of actual play; one end is considered completed
 - b. If the delay of the start of the play is 15-20 minutes, then the non-offending team receives one additional point, and choice of 1st or 2nd stone in the first end of actual play; two ends are considered completed
 - c. If play has not started after 30 minutes, then the non-offending team is declared the winner by default
8. Matches will consist of 8 ends. A Horn will sound when there is 25 minutes of league play remaining. When the horn sounds, you will finish the end you are on and play one more, to ensure that the next league is able to start on time. If there are no draw times after the draw you are in, the match will play the entire 8 ends, regardless of time.
 - a. In the event of a tie, each team will throw one rock – closest to the button – sweepers and skipping are allowed. The other team is not permitted to sweep the opponents rock after it crosses the T line. The last team to point throws the first rock. If the first rock reaches the House, it is measured from the Button and removed. If it does not reach the House, it will be removed from play. If the second rock reaches the House, it too is measured and the closest rock wins. If neither rock reaches the House, a different shooter on both teams will follow the same procedure. If there is not winner after the second shooter, the same procedure continues for the third and fourth. If still not winner is decided, the

rotation continues back around starting with the first shooter. Any order for a team shooter is allowed, skip doesn't have to shot first.

9. A mercy rule may be imposed if, after six full ends of play, one team leads another by ten points or more, the game will automatically be called.
10. If using the stick delivery, a player must start with one foot in the hack and must release the stone before the hog line.
11. Any stone that touches a sideline is out of play, and should be stopped and removed immediately before it touches another rock.
12. A rock that is touched by any member of the throwing team is burned. A burned stone should be stopped and removed from play if burned before the hog line of the playing end. If the stone is burned after the hog line of the playing end or has already touched another rock, continue play. After all rocks have stopped, the opposing team has 2 options:
 - a. Leave the play as is
 - b. Replace all moved stones back to their original positions and take off the burned stone
13. The Free Guard Zone (FGZ) will be enforced. The first 5 rocks thrown in an end (3 by the team that shoots first, 2 by the team with the hammer) cannot be knocked out of play by the opposing team. The FGZ is the area between the hog line and the tee line, excluding the House. If a FGZ rock is knocked out of play, the rock which knocked it out will be removed and the FGZ rock will be replaced in its original location. These rocks can be bumped and moved, but must stay in play or the rule will be enforced. Any rock in the House CAN be bumped and removed from play. With the throw of the sixth rock, any rock becomes available to be bumped out of the play.
14. Skips are responsible for the conduct of their team members. Any curler who becomes uncontrollable will be asked to leave by the League Planner/Coordinator. And that team will have to finish the match with 3 curlers. If the team only had 3 curlers, the match is forfeited. If the unruly curler refuses to leave the building, the team will forfeit the match. Two such offenses by the same curler during the season will result in the curler being removed from the league permanently.
15. Do no walk or run across the ice in front of a curler who is in the hack. Also, do not get in the way of the opposing sweepers.

The Spirit of Curling

"Curling is a game of skill and traditions. A shot well executed is a delight to see an so, too, 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 would prefer to lose rather than win unfairly.

A good curler never attempts to distract an opponent or otherwise prevent him/her from playing his/her best.

No curler ever deliberately breaks a rule of the game or any of its traditions. But, if he/she should do so inadvertently and be aware of it, he/she is the first to divulge the breach.

While the main objective of the game is to determine the relative skills of the players, the spirit of the game 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.

