

Granite Seniors Curling Club

RULES AND REGULATIONS

1.0 MEMBERSHIP

- a. Membership is open to anyone 50 years of age or older.
- b. A member is a person listed on a team who has paid his or her fee for the current curling season.
- c. Membership is open to both genders.

2.0 TEAMS

- a. The four-member team as listed on the application form, by position, is considered to be the regular team. More members may be listed to a maximum of seven.
- b. For the purposes of fees and substitutions on other teams, all listed members of a team will be considered to be regular members.

3.0 SKIPS

- a. Members of a team may change positions as they see fit, but the team must always be skipped by one of its listed members.
- b. Skips must notify the person in charge of memberships, of changes in the team that occur during the season.
- c. Skips have special responsibilities to see that rovers have opportunities to play when replacements are needed.
- d. Each skip is responsible for collecting membership fees and game fees for his or her team, and submitting them to the Treasurer.

4.0 FEES

- a. Members are subject to such fees as may be established by the Executive prior to the commencement of each curling season.

5.0 REPLACEMENT PLAYER

- a. During the course of the season, if a team is short a player, a replacement player may be used.
- b. No more than two replacement players may be used in any given game.
- c. A replacement player may play any position other than Skip.
- d. A replacement player may be a rover, a substitute, or a non-member.
- e. Skips are encouraged to phone or contact a rover, before contacting a substitute, or a non-member, in filling game-to-game vacancies.

6.0 ROVER

- a. A rover is a player who has allowed his or her name to be on the Rovers List.
- b. A rover has the option of paying the annual membership fee and is thus allowed to attend both the Christmas luncheon and the closing luncheon, or the option of paying a fee per luncheon, or the option of not paying any fee and be ineligible to attend either luncheon.

7.0 SUBSTITUTE

- a. A substitute is a listed member of one team who is used by another team to fill a vacancy when a rover is not available.
- b. Substitutes should not be used on a regular basis.

8.0 NON-MEMBER

- a. A person who is eligible to join the club may be used as a replacement for one game only. If the person wishes to continue, he or she must become a member or have his or her name placed on the Rovers List.

9.0 FORFEITURE

- a. Failure to comply with the "Rules and Regulations" may cause the Executive to rule that a game is forfeited by the offending team.
- b. Unless a team fields at least two of its listed members, it shall forfeit the game.
- c. Teams are expected to play their games as scheduled by the draw. Normally, a game not played according to the schedule will be forfeited by the team which initiates the cancellation, or is unable to show.

NOTE: The club must pay for all ice scheduled for games whether the ice is used or not. If a game is not played as scheduled, both teams must still pay games fees for the game not played.

10.0 RESOLVING DIFFERENCES

- a. In the case of a misunderstanding or a dispute, skips may solicit the assistance of the PRESIDENT, or if absent, the VICE-PRESIDENT, or the DRAW MASTER.

11.0 GAMES

- a. Games are eight ends unless mutually agreed by teams to play a fewer number of ends.
- b. Games are scheduled to commence at 9:30 a.m.
- c. Teams are responsible for posting game results: win, loss, or tie.

12.0 WINNERS AND TROPHIES

- a. The winners of trophies will be determined by reference to the win/loss record at the Christmas break and season end.
- b. At Christmas break, the team with the best win/loss record will be declared the winner, and the team with the second best win/loss record will be declared the runner-up.
- c. At Christmas break, teams will be divided into A and B sections, and at season end, a winner and runner-up will be declared for both A and B sections.
- d. In the event of a tie, the best win/loss record in games between the tied teams will indicate the winner and runner-up.
- e. If a winner still cannot be declared, each skip will throw a draw shot and the rock closest to the button will indicate a winner. Each skip may throw a practice shot and use sweepers. A neutral judge will determine the winner.

13.0 EMERGENCY SITUATIONS

- a. The Executive is empowered to take whatever action it deems necessary in an emergency situation.

14.0 CONDUCT OF PLAY

- a. Games will be played in accordance with the "Rules of Curling for General Play" as issued by the CANADIAN CURLING ASSOCIATION, except where the above "Rules and Regulations" will prevail.

Revision Date: September 6, 2019

These Rules and Regulations were passed at the December 19, 2019 meeting of the Granite Seniors Curling Club.

President



Robert C. Smith

Secretary



Dale W. Smith