



2022-2023 INDUSTRIAL LEAGUE EXCEPTIONAL RULES

RULES OF PLAY;

- Curling Canada (CC) Rules of Curling For General Play - SEP2022 to AUG2026 shall apply except as may be amended below.

TEAMS – CC RULE 5;

- Men and women of minimum age of fourteen (14) years at game time are eligible to play. Those players less than fourteen (14) years (i.e. “under-age”) must be so indicated on the Registration Form. There shall be no more than two under-age players on a team.
- A team must have at least two (2) registered team members (including Substitutes) and one (1) spare to play a game. Only those registered on the League Spare List are eligible spares. Any player who meets the age requirements may have his name placed on the League Spare List. Spares may play at any position.

THE BELL – CC RULE 16(1);

- A Regulation Game shall be a minimum of six ends up to eight ends or two hours in duration whichever occurs first. A bell will ring 1 hour and 45 minutes following the scheduled start time of each game alerting curlers to expeditiously complete the end “in progress” plus one additional end. All curlers are expected to know and obey the Bell Rule and monitor their playing time.
- An end is considered to have started, and is thus considered to be “in progress”, at the instant the **final stone of the previous end crosses the nearer tee line while being delivered**. To play 8 ends, the **seventh end must be “in progress”** when the bell rings, i.e. the final stone of the sixth end must cross the nearer tee line while being delivered before the bell rings.
- If the start of a game is delayed by the late completion of the previous game and/or subsequent preparatory maintenance of the ice, confirm with the Draw Master the new start time for purposes of the timing of the bell.

POSTPONED/RESCHEDULED GAMES;

- A team that cannot play a scheduled game must arrange to play the game before the end of the current half season and the League Scheduler must be advised of any changes. The team must also confirm with the manager of Northern Credit Union Community Centre the availability of ice time.
- For postponed games, teams have 3 weeks, or one week before the end of the current season whichever occurs first, to establish a new time for their game. Otherwise the League Scheduler will establish a new time for the game which must be played as rescheduled to avoid a default – refer to the section below.

LATE START – CC RULE 16(3);

- A team is considered late when less than 3 players are on the ice, ready to start play, within 2 minutes after the scheduled start time. From two (2) minutes to ten (10) minutes late - offending team loses one (1) point, one (1) end, the hammer and choice of rock colour.
- From ten (10) to twenty (20) minutes late - offending team loses two (2) points, two (2) ends, the hammer and choice of rock colour.
- After twenty (20) minutes - the game is defaulted – refer to the next section.
- Should completion of ice maintenance permit, all curlers are encouraged to proceed to the ice surface up to five minutes before the scheduled start time to allow sufficient time for game start preliminaries (practice slides, coin toss, handshakes, etc.) and to start the game early, whenever possible.



Page 2

DEFAULT;

- A game shall be considered defaulted by any team that has less than three (3) players on the ice and ready to start play within twenty (20) minutes following the scheduled, or rescheduled, start time.
- For all defaults, a defaulting team must pay, as a monetary penalty, the other team's game fee of \$48, to be collected by the Industrial League (League). The League shall be responsible to reimburse the collected game fee to the non-offending team. Points awarded to the non-offending team for a defaulted game shall be eight (8).

SCORING;

- Each team shall be responsible for recording, on the Score Sheet provided by the Draw Master, the number of ends won during the first six ends of each game and the game result at the completion of regulation play (either W for win, L for Loss or T for tie).
- For each regulation game, points will be awarded as follows:
 - For each end won up to the sixth end – 1 point
 - For each blank end up to the sixth end – ½ point to each team
 - For each game won – 5 points
 - For each game tied – 2½ points
 - For each game lost – 0 points