HCCC LEAGUE GUIDELINES

FOR ALL LEAGUES

In the event of low enrolment, game cancellations or league interruptions, these guidelines may be changed significantly.

All HCCC members are responsible to uphold the guidelines of the leagues they play in. League conveners (or designates) reserve the right to call for a forfeit if the guidelines are not being followed, or to ask for the removal of a player who is not qualified to play.

Club "C" GUIDELINES

The Curling Operations Committee has the responsibility to set the curling guidelines for play for Club "C" curling, following the recommendations of the conveners. Board approval is required for significant changes to these guidelines. Club "C" events follow, unless otherwise stated, the "Rules of Curling for General Play", as outlined by the Canadian Curling Association. The six Club "C" leagues offered at HCCC are: Day Men, Day Women, Evening Men, Evening Women, Mixed and Mixed Doubles (see separate guidelines). All of these leagues lead to a club championship with no prizes (unless donated "in kind" or league funded). All student or adult members who have registered in the appropriate membership category may join these leagues.

Participation

- Players declare their team at the beginning of the season and play together for the entire season.
- Individuals who wish to play on a team may sign up on the free agency list or contact the convener of the league, who will assist with forming teams, when possible.

Teams

- Teams may name up to 6 players and they must be listed on the website. Additional players may be added only in extenuating circumstances with convener approval. Other changes may be made by notifying the convener and must be listed on the website.
- Players named to a team may play in any position, including during playoffs.
- For all leagues, including Mixed, the throwing order is established in the first end, but any member of the team, including spares, may call the house for any thrower, regardless of gender. *Mixed teams must alternate men and women in the throwing order.

Games

- League format and scheduling is at the discretion of the convener.
- For a game to be played and recorded, a minimum of two of the team's players must play.
- Games may start prior to their scheduled start time only if:
    - Ice is prepped and ready
    - All members of both teams are available
    - Both teams agree
- No end may be started 1 hour and 50 minutes after the **game start time**. For example, for a game starting at 1:25 pm. the first rock of the last end must cross the near T-line before 3:15 pm.
    - For the first scheduled games of a draw the **game start time** is the earlier of:
        - the scheduled game time
        - when the first rock crosses the near T-line

- For the second and third games of a draw the **game start time** is the earlier of:
  - when first rock crosses the near T-line, if the game starts prior to scheduled game time,
  - the scheduled game time,
  - **OR** when the ice is available, if the ice is not available at the scheduled start time.

- Vices are to confirm the accurate start time based on the wall clock.
- Both teams are responsible for monitoring the game clock.
- Handshakes and hammer determination can be completed before the game start time.
- Ties remain a tie.
- Rescheduling games is the responsibility of the two teams involved. When circumstances are beyond the control of the team requesting the rescheduling, cooperation is encouraged to ensure the game may be played.
- It is the responsibility of any team to inform conveners as soon as two or more players have qualified for a provincial or national curling championship, and it affects league or playoff schedules. Every effort shall be made to reschedule games to avoid default losses for the affected team by both conveners and the opposing team.
- Teams cannot agree to record a tied game without playing. If both teams can't play or reschedule, they will each receive a default loss.
- All games must be played on or before the last scheduled game of each round, unless alternate arrangements have been made and confirmed in writing with the convener. If a game has not been played before the play-off schedule is set, the team that asked for the postponement receives a default loss.
- The skip (or a designate) is required to contact the opposition and the convener if the team is unable to play a scheduled game.

Sparing in Regular Season

- Players who are unable to play a scheduled game are responsible to replace themselves with an eligible spare (see ***Curling > Leagues > Sparing***), however teams may play with three players.
- **Guest Spares** must register with $25 fee and play lead (or possibly second in Mixed leagues).
- **Member Spares** are entitled to play any position during the regular season up to the regular position of the person they are replacing. Exceptions may be approved by the league convener.
- Players of any team may spare for any other team in the league that they play in, regardless of their membership status.

Playoffs:

- Playoff format and schedule is at the discretion of the convener and will be posted for each league as soon as possible after the final draw.
- Teams must be fully declared and on the website prior to the commencement of the first playoff game.
- If there is one spare, they will play lead and if there are two spares, they will play lead and second. *In mixed, if there is one spare, they will play lead or second. If there are two spares of opposite gender, they will play lead and second. If there are two spares of the same gender, they will play lead and vice.
- It is the responsibility of both skips to ensure the playoff sparing policy is followed prior to the commencement of the game. Once the game has begun, the player order is set and may not be challenged.
- Playoff games, unless otherwise noted by the convener, are not "on the clock" and ties will be played out with an extra end coming toward the glass. Teams are responsible for maintaining pace of play.

Beginning in the 2026-27 Season

- **For the Men's and Women's C leagues only, teams playing in a league or A flight semi-final or final game must use WCF approved broom heads.**

Scoring

- ***Teams are asked to appoint a player to record scores on the website*** immediately following the game, when possible. The winning team is generally responsible to do this.
- First, record a W (Win), L (Loss), T (Tie), DW (Default Win), or DL (Default Loss) for both teams. Points will be awarded as follows: Win or DW = 5, Loss = 1, DL = 0, Tie = 3, Bye = 5. A default must be recorded, or it will appear as a default loss for both teams.
- Next, record the game score for both teams. This is generally the responsibility of the winning team.
- Score a (DW) for the non-defaulting team with a score 6-0.
- League conveners will inform teams if scores are to be reported on the bulletin board as well.

All leagues will continue to NOT USE the 'No Tick' rule.