

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.

OPEN DOUBLES

Participation

- Players declare their team at the beginning of the season and play together for the entire season.
- Teams may consist of players of any combination of genders. Two people per team play each game.
- Players 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. Please provide your preference of which gender you would like to play with.

Teams

- Teams may name up to 3 players and they must be listed on the website. Additional players may be added only in extenuating circumstances (such as injury/ illness/leaving the club), with convener approval.
- Players named to a team may play in any position, including during playoffs.

Games

- League format and scheduling is at the discretion of the convener.
- For a game to be played and recorded, a minimum of one 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 45 minutes after the **game start time**. For example, for a game starting at 9:30 am. The first rock of the last end must cross the near T-line before 11:15 am.
 - 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.

- 1 player will 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.
- 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 of the league. 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.
- A team member is required to contact the opposition and the convener if the team is unable to play a scheduled game.

Sparing in Regular Season

- Players are responsible to replace themselves with an eligible spare (see website for details) if they are unable to play a scheduled game.
- A team may use a total of five spares in the regular season.
- Players of any team may spare for any other team in the league that they play in, regardless of their membership status.

Playoffs

- Teams must be fully declared and on the website prior to the commencement of the first playoff game.
- Only members of the team declared will play. No spares for the playoffs (unless there's extenuating circumstances and approved by the convener)
- Playoff format is at the discretion of the convener. 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.

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- 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.

Open Doubles: Game Setup and Rules

- Two rocks are placed at specific locations on the ice, one rock of each colour. Each team will alternate throwing 5 rocks.
- The team with hammer places their rock in the back 4-foot ring, with the back of the stone touching the coin in the ice. The team without hammer places their stone on the centerline with the back of the stone on the coin. Please place the stones promptly to ensure a good pace of play to the game.
- Player 1 will throw the 1st and 5th stone of the end, while Player 2 will throw the 2nd, 3rd and 4th stones.
- Player 1 and Player 2 can choose to switch at the beginning of an end. There are no limits to how many times players can switch.
- Power Play – Each team can call a power play *once* during the game, while they have hammer. The stationary stones get placed to the wing (team with hammer) and as a corner guard (team without). The stone in the wing is placed so that the back of the rock sits on the T-line with the center of the rock is sitting on the 8-foot ring. The corner guard is placed with the back of the stone on the coin. The team calling the power play can decide which side of the house they would like the stone to be placed.
- The Power Play is used to pull play away from the center of the ice. It is used when you need to score, with less risk of giving up a steal.
- Hitting rule - You cannot remove any stone from play until the 4th stone is being thrown. Which means Player 2 on team with hammer is allowed to throw a hit on their first throw. If a stone is removed from play, the thrown rock is removed and the other stones are returned to their previous positions.
- Ticks - Before the 4th stone, a rock that is moved but stays in play does not have to be returned to its previous position.
- Players either get up and sweep their own rock while the other person holds a broom, or the player throws to an imaginary broom and their partner sweeps. Both players may sweep the rock.