

**GARRISON CURLING CLUB  
CLUB RULES**

Garrison Leagues follows current Curl Canada rules:

[curling.ca/about-the-sport-of-curling/getting-started-in-curling/rules-of-curling-for-general-play/](http://curling.ca/about-the-sport-of-curling/getting-started-in-curling/rules-of-curling-for-general-play/)

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## **Registration:**

Each year, at the end of the given season, current teams will be given priority registration until a specified date—in 2016 that date will be May 1st. Any time prior to that date, a team may pay a deposit to ensure a spot in their same league for the upcoming season. If a team splits, and both new teams want to register, the team whose member paid the deposit for the previous year will have rights to that spot. The other team will be placed at the top of the list for new registrations.

A team may have up to six (6) players registered. Additional curlers may play regularly for that team, but must be Garrison members, and will not be on the roster for annual awards, city/regional/provincial/national competitions.

After the priority registration has ended, new team registrations will be accepted, and current members may also register in new leagues by paying a deposit. Registration is considered complete when the full league fee has been paid and all members of the team have renewed their Garrison memberships. Teams are not eligible to play until their registration is complete.

**Deposits:** A deposit equal to one yearly membership and 25% of the total league fee is required to hold a team spot. In the 2015-2016 year this equals \$420 for an evening team, \$315 for a senior daytime team, or \$362.25 for a weekend curler. A deposit can be refunded under one of two conditions: either the request is made prior to September 1<sup>st</sup>, or the spot being held is filled by another team.

**Fees:** In the 2015 - 2016 curling season, fees are as follows:

- Garrison Membership: \$50+tax
- Weeknight Team League Fee: \$1,400+tax
- Weekday Senior Team League Fee: \$1,000+tax
- Weekend Team League Fee: \$1,180+tax

## **Gameplay:**

League members must be Garrison Curling Club Members *In Good Standing* in order to register and play for a team. To be In Good Standing, a member must have paid all applicable fees, must not be in violation of the Code of Conduct, and must adhere to the GCC Rules, and Curl Canada's *Rules for Curling General Play*.

Each game shall be a maximum of eight ends, and adhere to the buzzer rule (see below).

## **Etiquette:**

At the Garrison Curling Club we strive to positively impact the experience of our members and guests by respecting others, the equipment, as well as the rules and spirit of the game. For clarification please read the Garrison Etiquette and the Garrison Code of Conduct.

## **Spare Rules:**

Definition: A spare is someone who replaces a team member who has paid league fees.

A team shall include a minimum of two players from the registered team. Any person may spare for any

Garrison league with no spare fee so long as they meet the age, gender, or other league-specific criteria. Only spares who are registered Rovers may play Skip or Third.

We have a web-tool to find spares. Log in to the website and click the 'Our Leagues' tab, then the top link on the left is the 'Find Spares' database.

Non-member guests who are invited to spare must sign in before entering the ice surface. A non-member guest spare may only play three times in a season. Violation of this rule will result in an official forfeit of the game. Sparing more than three times for any team or combination of teams requires a Garrison membership.

### **Cancelling a Game:**

A team that is unable to field a minimum of two players from the registered team must contact both the opposition skip (Team Roster) and club manager (403-242-8191 or don@garrisoncurling.com) as soon as possible in advance of the game. The 2 teams may schedule a make-up game if ice time is available. To count in the standings, the game must be completed and score submitted to the Club office before the end of the current go-round.

### **Scorecards:**

Scorecards will be provided for each game. It is the responsibility of the winning team to submit a scorecard in the box provided.

### **Buzzer Rule:**

The buzzer will sound 100 minutes after the scheduled start of your game. For a 7pm draw, it will sound at 8:40pm. You may finish the end you are currently playing, and one full end after that—you are obligated to be finished by the start time of the following draw (if applicable). An end is considered 'in play' once the first rock is thrown past the delivering-end's t-line.

### **Regular Season:**

The Regular Season of curling is twenty games and consists of two sessions, Fall Session (beginning of season to end of December) and Winter Session (beginning of January to the end of the season). Each session will consist of two rounds of five games each. Initial seeding is based on previous year's performance (when available), or on an assessment done by the league facilitator (typically the Club Manager or League Rep). At the end of each round, the top two teams in B, C, and D divisions move up one division, while the bottom two teams in A, B, and C divisions move down one division. At the end of the final game of play, teams will be seeded into the playoffs based on total year aggregate points. In the case of a tie at the end of any round, the following tie-breaks will be applied:

- Total wins
- Record vs. tied teams
- Coin Flip by league facilitator

Occasionally a league may not be full, and the regular season format may need to be adjusted to best embody the Garrison philosophy of fair and equal participation.

### **Points for Wins and Ties:**

Leagues with 12 teams have an A and a B division. Leagues with 24 teams additionally have a C and a D division.

A division: Win=4pts, Tie=2pts

B division: Win=3pts, Tie=1.5pts

C/D divisions: Win=2pts, Tie=1pt

Game results and standings are posted on the website and league bulletin board.

### **Playoffs:**

Each league shall adhere to the Garrison playoff format. Each team will have two playoff games, and be seeded based on total year aggregate points.

The winner of the League playoffs will advance to the Garrison Club Championships.

The winner of the Club Championships will represent the GCC at the City Championships (where a City Championship competition is available).

### **Playoff Format:**

The Garrison has a playoff philosophy wherein:

1. Every team has the same opportunity to play, regardless of overall standing.
2. Whenever possible, playoff games are played on the same night, and at the same times as were the regular season games.
3. To have a consistent format for each league, thereby offering the same quality of experience to all members.

After the regular season, teams are seeded by total year aggregate points. In a 24 team league, teams will be placed into 6 brackets of 4 teams. In a 12 team league, teams will be placed into 3 brackets of 4 teams.

In round one in each playoff bracket, the first place team plays the fourth place team while the second place team plays the third place team. In round two, winners advance to the bracket championship, while losers play in the consolation.

In a **24 team league**, the winner and runner-up from the top bracket advance to the Club Championships.

In a **12 team league**, the winner from the top bracket advances to the Club Championships.

At the Club Championships, the following three scenarios are possible:

1. Two leagues of 24 teams each enter a 4-team Page Playoff.
2. Two leagues of 12 teams each send a winner to play one game for the Championship.
3. One league of 24 teams sends one winner and one runner-up, and one league of 12 teams sends one winner to a modified Page Playoffs wherein the 24 team runner-up plays the 12 team winner in a semi-final game, and the 24 team winner gets a BYE to the finals.

Occasionally a league may not be full, and the playoff format may need to be adjusted to best embody the

Garrison playoff philosophy.

The Club Champions in each of Men, Women, Mixed, and Open, as well as Senior Men and Senior Women when possible, shall represent the Garrison at the City Championships.

**Awards:**

League winners, Grand Aggregate winners, Club Champions, and City Champion winners will be recognized on permanent awards on display at the club. These winners will also be given four tickets per team to the annual Awards Banquet. Club Champions will be presented with a club jacket (4).

**Social Funds:**

Each league is allocated 4% of the total league fees paid. This money pays for trophies/plaques, entry into the City Championships, jackets for Club Champions, banquet tickets, and a social fund for your league. Your social fund might be used for prize money, parties, food, or anything else that would make your time here more fun. Your League Rep will advise the Club how your league has decided to spend these funds. You can suggest ways to use this money by talking to your League Rep.

**Registering a Complaint:**

To register a complaint, please contact Club Manager Don MacDougall at 403-242-8191 or [don@garrisoncurling.com](mailto:don@garrisoncurling.com). If further action is requested or required, please contact Club President at [president@garrisoncurling.com](mailto:president@garrisoncurling.com).