

Soo Michigan Curling Club

League Rules and Policies

Code of Conduct: The SMCC is committed to providing an environment free of unlawful harassment (including behavior of a verbal, physical or sexual nature). We hold each member to the highest standards. Violations of this code of conduct will result in disciplinary action, ranging from verbal warnings to dismissal from the Club.

Rules of Curling: All play will be governed by the USCA Rules of Curling and Competition unless stated otherwise. This includes the use of the “five-rock free guard zone rule.”

League Scoring:

- 3 points for a win
- 2 points for a tie breaker win.
- 1 point for a tie breaker loss.
- 0 points for a loss.

Ties: Games that are tied after 6 “ends” have been played or time restricted, will go to a one shot draw to the button. Anyone on your team may throw the stone and offensive sweeping is allowed. The team who would have had the hammer, if another “end” would have been played, will throw second for the shootout. The team with the closest shot to the button will score 2 pts and the other team will score 1 pt.

Determining 1st End Hammer: During league play, hammer will be determined by a coin flip. The winner of the coin flip will have the choice of hammer in the first “end” or stone color.

Weather Policy: In case of inclement weather, a league official will contact the Skip/contact person via text or call each team, 2 hours before the start of the games, to let them know league will be cancelled for the night for that evening.

If the Skips have not been contacted prior to that time, games will be played as scheduled, barring any other unforeseen circumstances.

Subs and Team Requirements: Teams must have at least 3 players to compete in a game. Subs may be used by a team. However, a team must have at least 2 members of its team roster, as registered at the start of the season, present to play a league game. A team may only use one Sub during league playoffs or championship games. Contact a league official if you need a player. However, it is the team's responsibility to have the required player. The league roster will be available for subs.

Game Start Time: The designated start time of a game is 8:00pm for regular season games. The set-up time starts at 7:30pm. Both teams playing are responsible for setting up their own sheets, i.e. getting out the stones and placing the hacks. Pebbling should be done by someone that has been trained so that play is constant during the season.

Late Start Penalties: As per 2024-2025 USCA Rules of Curling, R12 Scoring, (i), If a team is not available to start a game at the designated time, the following takes place:

01:00-14:59 minutes delay, the non-offending team receives one point and choice of hammer. One end is considered completed.

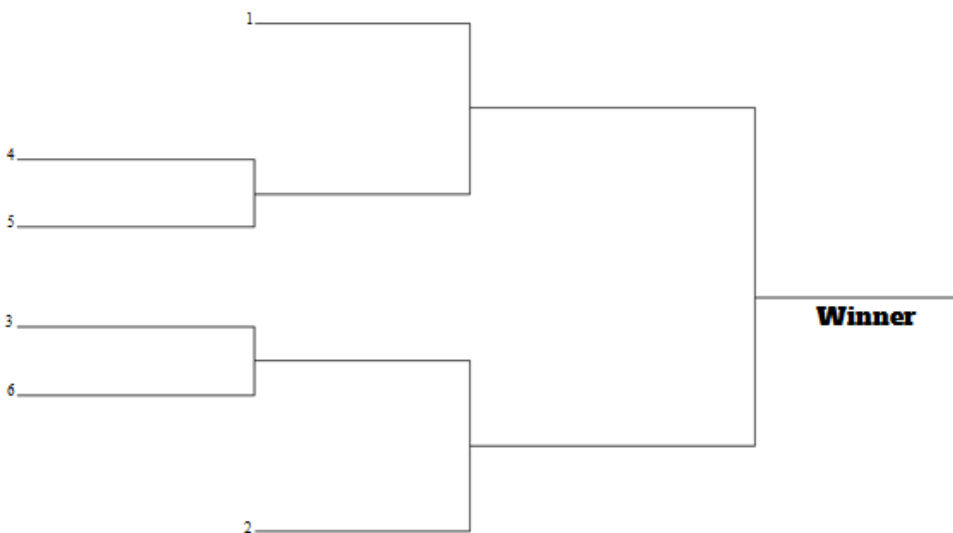
15:00-29:59 minutes delay, the non-offending team receives one additional point and choice of hammer. Two ends are considered completed.

If play has not started at the 30-minute mark, then the non-offending team is declared the winner and receives the three league points.

Pace of play: All players should do their best to make sure at least 6-ends are played. To this point, players are encouraged to keep the games moving by not overthinking shots and be ready to go in the hack as soon as your opponent finishes delivering their stone. Because games must be completed and stones/hacks removed from the ice by 10:00pm, no ends may start after 9:30pm. If the game is tied, the one throw tie breaker will take place. Skips should communicate with each other about the time and pace of play.

League Winner: The league winner will be determined by an end of season tournament. The top six teams will make the championship tournament. The number of teams may increase as the league grows. Seeding will be determined by league points. In case of ties, the first tiebreaker will be head-to-head winner and then the team with the most 3 pt wins. The first and second seeded teams will have byes the first round. See below for tournament for format.

6 Team Single Elimination



Reporting Score: It is the Skip of the winning team who is responsible for recording the results on the posted scoresheet.

Safety: Curling is an enjoyable sport. However, it is a sport played on ice and safety precautions need to be observed.

- Step on sliders should only be worn when delivering or waiting to deliver a rock.
- Slider covers (for curling shoes) should be worn when not delivering a stone or waiting to deliver a stone.
- Use your broom when stopping a stone. Stopping a stone with your feet could cause you to lose your balance.
- Do not let the stones hit the hacks, this could damage the stones or the hacks.
- When the stones are on the ice, never carry them. Always push them where they need to go.
- Consider wearing a helmet. If you feel that a helmet is a good idea for you, then wear one. Your safety is important.
- As there are no bumpers between the sheets, be aware of stones that may enter from other sheets.
- In case of a medical emergency, call 911.

Curling Etiquette: At the beginning of the match, shake your opponent's hand and wish them good luck. At the end of the match, shake your opponent's hand and say good game. In between be kind, courteous and honest.