

**JUAN DE FUCA CURLING CLUB**  
**MONDAY NIGHT MEN'S LEAGUE**  
**2010-11**

**RULES**

1. If your team is unable to curl on any night, the skip must contact the opposing skip at least 24 hours in advance. The cancelling team shall also advise the league president, so the ice can be made available to a team scheduled for a late game. **NO MAKE-UP GAMES WILL BE ALLOWED.**
2. The "Third" on the winning team is responsible for marking the outcomes on the draw sheet to ensure that the Draw Master can keep the points current. Games not marked will not be counted.
3. Curl BC Rules and Regulation shall apply, except the rule on spares. It is the responsibility of all curlers to be familiar with those rules.
4. Spares are allowed to play any position, **BUT** an original member of the team **MUST** play either Skip **OR** Third. This includes the regular season **AND** the Round Robin. Teams may still agree to play a scheduled game, even if one team is in violation of this rule, but the team in violation is deemed to have forfeited.
5. All spares must be a registered member of Juan de Fuca Curling Club and pay the club dues (\$15). Spares that wish to participate in the year-end wind-up must pay \$10.
6. If a team is not present, prepared and ready to commence play at the designated start time (6:45 pm for early games; 8:45 pm for late games), their opponent may assess them a penalty of (1) point. In addition, one end will be considered played for every ten minutes that the start of the game is delayed. When the game does start, the offending team will throw first stone. If the offending team does not appear within 30 minutes, the team loses by default.
7. Round Robin games are 8 ends and may end in a tie, if time does not permit extra ends (extra ends by agreement of both skips).
8. In the playoff round extra end(s) will determine the winner, if time allows. If there is insufficient time, or both skips agree, they may throw skips rocks to determine the winner. Skips rocks must be in the house to count. Sweeping is not permitted when skips rocks are chosen as the tie breaker.
9. 2 points are awarded for a win and 1 point for a tie. **No ties during playoffs.**
10. After the initial round robin, teams will be divided into two, based on standings. For the round robin, ties in the standings will be determined first by total wins, then by the outcome of games between the tied teams, then by a coin toss.
11. At the conclusion of the playoff round, prizes will be awarded to the top two or three teams in each division (depending upon the number of divisions). For the playoffs, ties in the standings will be determined first by the teams' results in the round robin, then by the outcome of games between the tied teams, then by a coin toss.