

OKLAHOMA CURLING CLUB

Definitions

A “**Member in Good Standing**” is one who pays club membership fee and signs up in at least one league for the season.

“**Social membership**” is defined as paying only the *club fee* for the season.

General

1. Teams:

- a) If a player or players are missing at the start of a game, the team may start the game with three players.
 - b) Each team must have *at least two regular team members and three players* or it forfeits the game. On a three member team the lead and second each deliver 3 rocks.
 - c) A team may not use more than two qualified substitutes.
 - i. OCC members in good standing can substitute for a regular league game.
 - ii. Non-members and social members of OCC can substitute for a game for a fee of \$20 and signing an injury waiver.
2. All players are asked to participate in the setup and cleanup of the ice.
3. No beverages on the playing surface and any beverages on the ice should be stored back of the scoreboards.
4. No glass containers are allowed on the ice surface.
5. Considering the size of our club, and the relationship between experienced members, and new members, the following will apply during the team selection process:
- a) Individual players’ requests will be honored as much as practical.
 - b) Every effort will be made to even out the strengths of each team by placing new, or lesser experienced players with the more experienced players.
 - c) The club championship team from the previous year will be given the opportunity to defend their championship the following season by allowing them to remain together for the next season.

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Rules of Play

6. It is the intent of the Oklahoma Curling Club to as far as practical abide by all rules as posted by the USCA for any competition. **Unless otherwise noted below, the current Rules of Play as outlined in USCA Rules for Club and Bonspiel Use shall be considered in force.**
7. A **coin toss** for last rock will be conducted by the vice-skips from each team. The team throwing first has choice of stone color.
8. The **hog line** is the imaginary line running between the edges of the red spots nearest to the blue lines (see example). Hog line and other in-play decisions should be to the satisfaction of the opposing team.



9. An impartial member from another sheet can/should be called upon in any measurement during a game if desired. Placement of the measuring device shall be agreed upon by the skips before the impartial person begins the measurement.
10. When the horn sounds, finish the end in progress, then one more (if necessary), and tally the final score.
11. In games ending in a tie, winners will be determined by a draw to the button.
 - a) An impartial member from another sheet should be called upon to assist in the measurements*.
 - b) Each team's **skip** will deliver one stone with sweepers.
 - c) After the first stone has come to rest, its position will be noted by the impartial member using a measuring device, and the rock will be removed and the next stone will be thrown.
 - d) The stone that stopped nearest the button will determine the winning team.

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12. **Conceding games:** A team cannot concede a game until the end in which the horn sounds has been completed. A team concedes a game only when it is the **delivering** team or before the **final end** begins.

When a team concedes the game before the completion of an end, the score of the end is determined at that time, in the following manner:

- a) If both teams still have stones to be delivered, **no points are awarded to either team.**
- b) When only one team has delivered all of their stones:
 - i. If the team that delivered all its stones has the stone(s) counting, no points are given, **no points are awarded to either team.**
 - ii. If the team that did not deliver all its stones has stone(s) counting, these points are given and placed on the scoreboard.
 - iii. If no stones are counting, **no points are awarded to either team.**

NOTE: During regular season/club play it is in the best interest of both teams to not concede, as total ends won, and points factor into tie breakers.

13. **Game scoring** will be recorded on a scoreboard that indicates the outcome of each end of the game. At the end of the game, the *scorsheet* must be filled in.

- a) The score card may be filled in by anyone, but **both skips** must verify its accuracy and sign-off as being in agreement with the indicated results.
- b) If the results are illegible, or otherwise difficult to understand, the posted standings will not reflect you team's results for that week until the scoring is clarified.
- c) Teams not tallying their scores on the scoresheet will receive no credit for that week's game(s).

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14. **Team standings** will be determined first by number of wins. Ties will be broken using the following criteria in this order: record against (i.e. “head to head”), total number of ends won, net points scored (total points scored minus points scored against)

Examples:

- a) Teams A and B have 4-3 records. In league play, Team B beat Team A, and would thus be higher in the standings.

- b) There is a three way tie for third place and Teams A, B, and C have 4-3 records, and all have won and lost against the other two. The tie for 3rd place is now broken using ends won. Team B won more ends than Teams A or C, and would thus go into third place. To break the remaining tie for fourth place between Teams A and C, we would then compare their records. Team C beat Team A, and would thus get fourth place.