



## House Rules

### Team Check-In

At the front counter you will find a sign-in sheet along with the draw schedule. Please have each player initial next to their name to sign in. It is the responsibility of the skip to ensure that your team is signed in each night. If you have a substitute player who is not a member of the DCC and or has not completed a waiver, please have them sign in and complete the waiver before they step onto the ice.

### Substitution Rule

A DCC member may substitute in any league. Any non member may substitute in two games without having to pay a DCC membership. On the third game such nonmember/player will be required to pay the DCC membership fee. Once you are a DCC member, you can be added to the substitution e-mail list to receive notifications of others needing a sub and can sub any time.

### House Rule

Only two members of a team are allowed in the back of the house at any time during the game. Four members will not be allowed to stand behind the house while the other team is delivering.

### Time Rule

Recreational curling games are 8 ends and should be completed in two hours. However, due to the restraints of the ice time, all games must conclude at the end of two hours, even if 8 ends have not been completed. Therefore the time rule must be implemented and followed closely.

Leagues will start promptly on Thursday at 7:30 p.m. and 9:45 p.m. and Saturday at 8:10 p.m. Please have your team on the ice, coin flip and handshake done prior to the start time to ensure as much time as possible to complete your game. One hour and twenty minutes after the start time, a buzzer will sound. At the sound of the buzzer finish the end you are playing and one more, even if you will not complete the full 8 ends.

### Sheet Numbering

Sheets are numbered starting with the sheet closest to the lobby doors, and concluding with sheet 5 at the far side of the ice.

### League Scoring

At the completion of the game, the winning team's third is responsible to record the score on the sign in sheet at the front desk.

The league winner will be decided based on a point system for wins, losses and ties. With a tie breaker decided by most points scored throughout the season. Each team will receive 2 points for a win and 1 point for a tie.

## **Curling Etiquette**

**Be on time.** Get to the club in time to change and warm up before the game. When you're late you're holding up seven other players. If you know you'll be unavoidably late, inform your team in advance.

**Get a sub.** On occasions when you're not able to curl as scheduled, it's your responsibility to get a substitute of similar ability and experience. Specific substitution rules may apply in your league; be aware of these before arranging for a sub. Call your skip and give the name of the curler substituting for you or the names of people you have called. No shows are no-no's. Practice on a different sheet. If you arrive early and want to throw a few stones to practice or warm up, by all means do so. But be sure not to use the sheet you'll be playing on.

**Start with a handshake.** At the beginning of a game, greet the members of the opposing team with a handshake, tell them your name, and wish them good curling. Make sure that everyone knows everyone else.

**Finish with a handshake.** When the game is over, offer each of the players a hearty handshake and move to the warm room. The winning curlers traditionally offer their counterparts some refreshment. In turn, your opponent should reciprocate.

**Keep the ice clean.** Change your shoes in the warm room. Sand, grit, and dirt are the ice's worst enemy. The shoes you wear should only be used for curling. Keep them clean.

**Compliment a good shot.** One of the nicest curling traditions is that players and spectators compliment a good shot by either side while not remarking on a poor shot or a competitor's misfortune.

**Be ready.** Take your position in the hack as soon as your opponent has delivered his/her stone. Keep the game moving: delays detract from the sport. Be prepared to sweep as soon as your teammate releases the rock. Don't be caught off guard and have to run after the stone.

**Be courteous.** Don't distract your opponent in the hack. Keep your distance, be silent and motionless. Don't walk or run across the ice when a player is in the hack. Don't gather around the back of the house when an opponent is throwing. Sweepers should stay on the sidelines between the courtesy lines when not sweeping, including when walking back from sweeping a shot.

**Wait for the score.** Vice skips are the only players allowed in the house while the score for the end is being decided. All other players should wait beyond the hog line until told they may move into the house to clear the rocks, or until the vice skips move the rocks in the house

