

## Rules and Regulations

(Excerpted from OCA Rules and Regulations 1980  
and adapted for Professional Engineers Curling League play)

*Following are a few excerpts from the Ontario Curling Association (OCA) Handbook:*

- ◇ *Curling is a game of skill and traditions.*
- ◇ *A true curler would prefer to lose rather than to win unfairly.*
- ◇ *A good curler never attempts to distract an opponent or otherwise prevent him from playing his best.*
- ◇ *A good curler never deliberately breaks a rule of the game or any of its traditions. But, if he should do so inadvertently and be aware of it, he is the first to divulge the breach.*

*The foregoing excerpts are some of the things that make curling the great game that it is, and adherence to these and the other traditions will keep the game great.*

In the Professional Engineers Curling League, the rules of the game shall be as laid down by the Ontario Curling Association. For our play, some of the rules are modified. It is not the intention of laying out the OCA rules, but rather to add as an interpretation to some of them in order that we can perhaps have fair play with common understanding and hope to have better curling as a result.

For the purposes of this document, the terms "his, him and he" shall be used in reference to both male and female persons.

### A. ELIGIBILITY

1. Members and substitutes of the Professional Engineers Curling League shall be either licensed Professional Engineers in good standing with a recognized Canadian or U.S. engineering association, or shall be Graduate Engineers-in-Training, or shall be graduates of engineering from an accredited Canadian University.
2. Spouses and Adult Children of League Members are permitted to join the league. This is a trial situation and may be revoked by future league executives however, those curlers that join the league under this rule will enjoy full privileges of membership in perpetuity.
3. It is the stated desire of the league membership to maintain an "Engineering Identity". This can be revisited from time to time with member's surveys both formal and informal. It is also in the interest of the league to have full four-man teams and therefore a "Chairman's Exemption" can be awarded to a curler who is associated with a League Member, and recommended by such member, AND needed to fill out a team. Such a curler would not be guaranteed a position in perpetuity, however reasonable accommodations should be made to keep active members involved in the league.

### B. SUBSTITUTES

1. For all regular four-man teams, a maximum of two substitutes per team is allowable. A team having more than two regular members absent must default the game. If the game is to be defaulted, the Skip must notify the opposing team with as much advance notice as possible.
2. In the case of a registered three-man team, up to three substitutes are permitted with at least one regular player for any game; if two (or three) substitutes are used with only one attending registered player, then the registered player must play either Skip or Third position.
3. Substitutes should be chosen, preferably, from the list of spares. Prior to the game starting, each substitute must pay his Skip the Spare's fee. If requested, verification must be given to the opposing Skip that the fee has been paid. No substitute may play if his fee has not been paid. Regular members playing as a spare are fee exempt. The Skip's name followed by his substitutes must be entered where indicated on the score sheet. Should a spare fail to submit the weekly fee, then the Skip of the team utilizing that spare shall be responsible for paying the fee. Spares who fail to submit the weekly fee more than twice shall be declared ineligible and shall be removed from the Spare List.
4. When any member knows he is to be absent from a game, he shall give his Skip as much advance notice as possible. **It shall be the responsibility of the absent player to arrange for his own substitute.** It is the Skip's duty to present a team ready to play.
5. Single substitution: the substitute must play as Lead.
6. Double substitution: when two substitutes are played, one must play Lead and the other Second, unless both Skip and Third are absent, in which case one substitute must play Lead and the other must play either Second or Third, except in the case of a three-man team under Rule 2.
7. Any team with only three players must have the first two players throw three stones each.
8. No person may play as a spare for the same four man team for more than **two** consecutive weeks. In the case of a registered three-man team, no spare may play for the same team for more than **three** consecutive weeks. Teams are encouraged to call upon a variety of spares during the season, and to call upon new members whenever possible.
9. A regular four-man team that suffers a long term absence of a player, i.e., for more than 6 weeks, due to relocation, serious injury, business commitments, or retirement from the league, may apply to the League Chair to be temporarily considered a three-man team for the purpose of "SUBSTITUTES".
10. **"Donating" a Spare**
  - 10.1 If, on any game night, a registered four-man team (or three-man team) arrives at the club with three regulars plus one spare (or with two regulars plus two spares), that team is obliged to give one spare to the opponent who is a registered three-man team and who would otherwise default the game due to the absence of a regular player.

- 10.2 If, on any game night, a registered four-man team arrives at the club with three regulars plus one spare (or with two regulars plus two spares), that team is encouraged to give up one spare on request from a registered four-man team who would otherwise default the game due to the absence of two players to make at least a legitimate three-man team.

## C. START AND FINISH TIMES

1. The Skip must arrange to have his team on the ice, ready to play, at the designated starting time. If the ice is not ready then the Skips must inform the curling rink Manager.
2. All games shall start on time, which will be the hour stipulated or, if later, when the ice is ready. If one team is not ready to begin play at the starting time then they will be penalized for each full ten minutes elapsed that they are late. For each ten minutes that they delay the game they will forfeit one stone and one end to the attending team. After thirty-five minutes has elapsed, the absent team will forfeit the game. If the offending team arrives before the thirty-five minutes elapses, then the stones will be placed at the appropriate end and the offending team will throw the first stone.
3. A game may be defaulted prior to the elapse of thirty-five minutes if mutually agreed to by those members present of both teams. After a default is declared a practice game may be played but the results will not alter the agreed default.
4. Regardless of score, the full eight ends should be played if time permits.
5. No end shall be started later than one hour and fifty minutes after the ice becomes available.

*Note:* This rule is commonly ignored through mutual consent, to the extent that it is now reasonable for a skip to assume the opposing skip is willing to play through to completion unless otherwise stated. A skip intending to end the game as per this rule shall state so at the beginning of the game. This rule cannot be ignored if the Club Manager "rings the bell".

## D. COURTESY RULES

1. Courtesy and good fellowship are to be the observed rules of conduct towards your opposition and fellow team members.
2. Each member should ensure that his broom, shoes, slider, clothing or other equipment are clean and will not cause anything to be deposited on the ice which may alter the course of a stone in play. **KEEP YOUR BROOM CLEAN -- KEEP YOUR SHOES CLEAN -- LET'S KEEP THE ICE CLEAN.**
3. Players must refrain from placing their warm hands, knees and or other body parts, on the ice after delivering their stones, to avoid damaging the ice surface and adversely affecting subsequent shots.

4. During play, the delivering team has the right to the ice. The other team must stand to the side of the sheet, and not interfere in any way with the delivery of the opponent's stone.
5. When walking down the ice, keep to the sides of the sheet and do not interfere with the aiming or throwing of a stone.
6. When a stone is being thrown, the opposition members shall be at the sides of the rink between the hog lines or if not, then behind the hack. Wherever they are, they shall neither interfere with nor distract any of the playing members.
7. Do not step onto an adjacent sheet as this could interfere with the play on that sheet.
8. Rulings in dispute should be settled immediately with the least loss of playing time. If a settlement cannot be reached, then the play will continue as if the infraction did not occur, but with the understanding that a ruling will be requested immediately after the game from a committee of any three Skips in the league.

## E. SLOW PLAY

1. It is the responsibility of the Skips to make sure that the games are not delayed by slow play, or that time can be recovered if lost to necessary measurements, discussions or rulings.
2. It is the duty of the Skip to ensure that each member to his team is aware of the need for keeping the play going. Each player should be in the hack and cleaning his stone prior to the opponent's preceding stone coming to rest. Skips should not hold up play by having team conferences when it is their turn to play. A short conference between the Skip and Third is common but should not be necessary for each stone; Leads and Seconds should not participate in such conferences unless so asked by the Skip. Sweepers must remain motionless between the hog lines when not sweeping.
3. Sweepers should set the stone at the hack for the next player throwing.
4. When it is your turn to throw a stone, be prepared to deliver before the Skip signals to you. Do not wait for the Skip's instructions and then start to get ready, as this only holds up the play.
5. When clearing away the stones after the completion of an end, the Lead should let the Seconds and the Thirds move the rocks, while he prepares to throw his first stone of the next end.
6. When the last stone of an end comes to rest, the Seconds and Lead shall clear the stones outside the house.
7. When the Thirds are satisfied on the score for the end, then the rocks in the house are cleared back of the hack by the Seconds and Thirds, while the Leads prepare for the throwing of their stone in the next end.

## F. RULES OF PLAY

1. The rotation of play declared by a team at the start of a game shall be followed throughout that game, except where accident or illness occurs.
2. "In the delivery of a stone the handle shall be clearly released from the hand before the stone reaches the nearer hog line."  
*Note:* it is not when the hand reaches, or the stone passes the nearer hog line, but when the stone reaches the nearer hog line. The penalty is immediate removal of the stone from play.
3. "Behind the tee line, the players of the delivering team have first privilege of sweeping their own stone. If their choice is not to sweep, they shall not obstruct or prevent their opponent from weeping the stone."
4. "Behind the tee line, only one player from each team may sweep at any time...". The sweeper need not be the Skip.
5. When sweeping, the broom shall sweep from side to side across the full path of the stone such that no debris is left in the path of the stone. Brooms must not be carried or shaken over the stone or path of the stone. Brooms must not be patted on the ice on any area over which the stone may pass or on which the stone is desired to stop.

## 6 **Burnt Rock (delivering team)**

A **delivered stone or stone set in motion** shall not be touched by any player, equipment or personal belongings of the team to which it belongs.

*Penalty:* All stones shall be allowed to come to rest before any action is taken. If a team declares its own violation of Rule 9(1) the non-offending team may then remove the touched stone from play and replace all affected stones as close as possible to their original positions unless they select either of these alternative options:

- i) allowing the play to stand; or
- ii) placing the touched stone and all stones it would have affected where they would have come to rest had the violation not occurred. This option is only applicable where the violation occurred inside the hog line at the end of play or involved a stone considered to be in play.

## 7 **Burnt Rock (non-delivering team)**

A **delivered stone** shall not be touched by any player of the opposing team or their equipment nor shall they cause the stone to be touched.

*Penalty:* All stones shall be allowed to come to rest before any action is taken. If a team declares its own violation of Rule 9(2) the non-offending team has the option of:

- i) allowing the play to stand; or
- ii) replacing all affected stones as close as possible to their original position and redelivering the stone; or
- iii) placing the touched stone and all stones it affected or would have affected where they would have come to rest had the violation not occurred. This

option is only applicable where the violation occurred inside the hog line at the end of play or involved a stone considered to be in play.

A **stone set in motion** shall not be touched by any player of the opposing team or their equipment nor shall they cause the stone to be touched.

*Penalty:* All stones shall be allowed to come to rest before any action is taken. If a team declares its own violation of Rule 9(3), the non-offending team has the option of:

- i) allowing the play to stand; or
- ii) placing the touched stone and all stones it affected or would have affected where they would have come to rest had the violation not occurred.

8. No stone shall be measured for position by any mechanical or physical means prior to the completion of the end, except as allowed under Rule F, Article 10 iv).

9. When measurements are necessary, only the Thirds should be in the house and doing the measuring.

## 10. Free Guard Zone Rule

### i) Definition:

The Free Guard Zone (FGZ) is the area between the hog line and the tee line, excluding the house.

### ii) Rule:

Any stationary stone(s) belonging to the opposition that is located within the free guard zone shall not be removed from play prior to the delivery of the fifth stone of the end.

*Note:* stones not located within the FGZ may be removed from play at any time.

### iii) Interpretation and Penalty:

*Interpretation:* A delivered third or fourth stone of an end may hit an opposition stone(s) in the free guard zone onto a stone(s) not in the free guard zone providing the opposition's original free guard zone stone(s) remains in play. If the opposition's original free guard zone stone(s) is removed from play, penalty situation #1 shall apply.

*Penalty Situation #1:* If an opposition's stone(s) located in the free guard zone is removed from play prior to the delivery of the fifth stone of the end, the non-offending team may:

- i) allow the play to stand; or
- ii) remove the stone just delivered from play and replace the displaced stationary stone(s) as close as possible to its original position.

*Penalty Situation #2:* If the delivered third or fourth stone of an end initially hits a stone(s) eligible to be removed from play and as a result an opposition's stone in the free guard zone is removed from play, the non-offending team may:

- i) allow the play to stand; or

ii) remove the stone just delivered from play and replace the stone removed from the free guard zone as close as possible to its original position. The stone that was initially hit shall remain where it finally comes to rest.

*Penalty Situation #3:* If the delivered third or fourth stone of an end simultaneously hits a stone(s) eligible to be removed from play and an opposition's stone(s) in the free guard zone and as a result the opposition's stone(s) in the free guard zone is removed from play, the rule shall be applied as if the stone(s) not in the free guard zone was hit initially (see situation #2). If the teams cannot agree the delivering team shall be given the benefit of the doubt.

iv) **Measuring:**

if neither Skip can agree if a stone is in the house (i.e. "biting the rings") and therefore not in the FGZ, the six foot measuring stick shall be used. However, if the center is not accessible, or if another stone(s) impedes an accurate measurement, a visual determination will be made by an Official. If an Official is not readily available, the visual determination will be made by another Skip, acceptable to both teams.

## G. SCORING

1. A game is constituted by the playing of, or accounting for, eight ends.
2. Scores will be recorded at the end of the games by the teams' Thirds, and the record is to show the total for each team of: ends won or tied, and stones scored. A member of each team is to initial the scorecard to indicate it is fully and correctly filled out.
3. Ends shall be recorded as follows: Each end won shall count one end and blanked ends in a played game will count as 1/2 end for each team. Ends unplayed due to expiration of time will not be counted by either team.
4. In the case of a game which is conceded prior to the completion of eight full ends, the winning team shall count one end and one stone for each end conceded.
5. In the case of a defaulted game, the attending team will be credited with four ends won and six rocks scored. The absent or offending team will be credited with zero ends and zero stones.
6. **League and Playoff Standings:** League and playoff standings will be determined by the highest average points per game scheduled as determined by the total points earned divided by total games scheduled, where win=2 points, tie=1 point and loss=0 points.

Ties in the standings shall be broken by:

- i) If the tied teams were scheduled to play the same number of games, then the team with the greatest number of wins is the winner.
- ii) Record of the tied teams against each other. Only the won/loss results will be considered. Ends and/or rocks will not be considered.

- iii) Total ends won divided by total games scheduled to be played.
- iv) Total rocks scored divided by total games scheduled to be played.
- v) Ends Ratio = end for divided by (ends for plus ends against).
- vi) Score Ratio = rocks for divided by (rocks for plus rocks against).

**NOTE** If both Skips agreed that any particular game shall not be played due to inconvenience, then the scoring will indicate that the game was played but no stones or ends shall be awarded to either team.

## H. PLAYER SKILL EVALUATION

1. Prior to play each year, all enrolled members will be appraised by the league executive for assignment to an appropriate position.
2. A modified lottery system will be used to determine the members of each team at the start of each season. Members of the selection committee may elect to modify the results of a random team draw, taking into consideration the relative competitive balance of teams. In addition, attempts shall be made to avoid having members of teams play together in consecutive years.
3. As part of the process to establish a competitive and balanced league, the following rule is established to promote improved curling in the league and to ensure that there is a method to “advance” good curlers to Skip positions. The recorded Skips of the one or two lowest ranked teams in each division (East and West) at the end of league play, shall “step down” at the beginning of the next season. If the required number of Skips from each division resign from their position at the end of the curling season, the requirement for the lowest ranked Skips to step down may be waived by the League Executive.
4. The number of Skips to step down from each division will be determined as follows:
  - i) One Skip from a division will step down if there are eight or less teams in the division.
  - ii) Two skips from a division will step down if these are nine or more teams in that division.

## I. TROPHIES, CUPS AND AWARDS

1. **Toronto East Trophy:** Won by the top ranked East team at the end of league play, prior to the final playoffs.
2. **Dufferin Trophy:** Won by the top ranked Western team at the end of league play, prior to the final playoffs.
3. **Championship Cup:** Won by an East/West playoff between the eligible teams. Eligibility to compete for the Championship Cup (and Thompson Trophy) is as follows: (new sponsor being sought)

- i) The number of teams that will compete for the Championship Cup is approximately one half of the total number of teams from both divisions except that the maximum number of teams will be eight.
- ii) The Chairman and Treasurer will have final discretion based on availability of ice and scheduling requirements.
- iii) There will be an even number of teams competing for the Championship Cup in a round robin format. The top ranked team at the conclusion of the playoff will be the winner.
- iv) The top ranked teams from each division as per the standings on the final day of league play will be eligible. The actual number of teams from each division will be determined on a proportional basis, as follows:

Number of **Division X** teams competing for the Championship Cup  
=  $x*z/(x+y)$ , rounded to nearest whole number, and

Number of **Division Y** teams competing for the Championship Cup  
=  $y*z/(x+y)$ , rounded to nearest whole number

where **x** = total number of **Division X** teams  
**y** = total number of **Division Y** teams  
**z** = number of teams competing for Championship Cup

4. **Thompson Trophy:** Awarded to the team placing second in the Championship Cup competition.
5. **Robert Goodings Cup:** Awarded to the top ranked team, participating in a playoff amongst all teams not eligible to compete for the Championship Cup. If an odd number of teams is competing for the Robert Goodings Cup, any required "byes" will be assigned to the team(s) finishing lowest in the regular season standings, beginning with the lowest ranked team and ascending upwards to the higher ranked teams, until the required number of byes has been assigned.
6. **Bryan Hill Memorial Trophy:** Awarded to the team placing second in the Robert Goodings Cup competition.
7. **Excellence Awards:** given in recognition of individuals who have shown, by their actions and sportsmanship, an interest and furtherance of the curling concepts and spirit, in the Professional Engineers Curling League.

## J. EXECUTIVE AND COMMITTEE POSITIONS

All of the positions described below are voluntary. No member of the League Executive Committee shall receive financial compensation for his/her time. All members of the Professional Engineers Curling League are eligible and invited to participate in the organization and planning of the League.

Title	Term	Selection	Responsibility	Notes
Chair	2 years	Promoted	CEO, publicity, ice rental, membership lists, recruiting, rules, sponsorship, Professional Engineers and Chapter liaison, succession	1
Secretary/Treasurer	2 years	Nominated	Treasury, financial report	2, 1
Drawmaster	1 year	Volunteer	Schedules: league, bonspiels, playoffs	3
Scorekeeper	1 year	Volunteer	Records & standings (East)	3
Scorekeeper	1 year	Volunteer	Records & standings (West)	3
Banquet Convenor	1 year	Volunteer	Arranges awards banquet (size, menu, awards, costs and prices, seating, guests, entertainment)	3, 1
Golf Convenor	1 year	Volunteer	Arranges annual tournament (size, invitations, location, menu, awards, prizes, groups, starting times)	3, 1
Past Chair	1 year	Inherited	Assists where required Audit review of year-end financial records.	
Ad Hoc (Project)	1 year	Volunteer	As Chair requires (e.g. rules committee, team lottery review, Christmas Bonspiel)	
Rock and Ring Convenor	1 year	Volunteer	Arranges Rock and Ring Bonspiel. Is encouraged to assemble ad-hoc committee to assist. Details include Sponsorship, Team Bookings, Prizes and Dinner.	

- Notes:**
1. Position is to alternate between East and West.
  2. Treasurer is promoted to Chair.
  3. It is suggested that for these positions, an assistant be chosen, who would take over duties the following year.

**END OF RULES AND REGULATIONS**