



Sturgeon Falls Curling Club

228 Clark St. Sturgeon Falls ON P2B 3M8 705-753-1130
www.sfcc.ca

SFCC League Rules

All Canadian Curling Association [Rules Of Curling For General Play](#) applies except as noted below.

General

- You must play 6 ends for a game to be official.
- It is the winning team's Third's responsibility to record the results on the draw sheet, on the day of the game:
 - "W" – by the team who won the game
 - **"WF" – by the team who won by Forfeit (game cancelled by other team for any reason or insufficient members of opposing team present)**
 - **"T" – by the teams who tied the game.**
- A team must have a minimum of 3 players (**2 players for doubles**) to commence play. Two of the three members (**one of the two members for Doubles**) must be registered members of the team.

Forfeiture

- If a team is late, they are penalized 1 point and 1 end for the first 15 minutes and an additional point and end for each 10 minutes thereafter. After 35 minutes the team that is late forfeits the game
- If a team cancels a game, for any reason, that game is deemed to be forfeited by the team that initiated the cancellation. The teams, upon agreement, can make up games and the forfeiture will be reversed.
- If the teams agree to a make-up game, it must be completed no later **than 14 days** from the original schedule date.
- In the event that a draw is cancelled **by the Convenor (in consultation with the Club President)** due to impassable roads, plant breakdown or inclement weather, the affected draw will be void and not replayed. Every effort will be made to notify the respective skips as far in advance as possible so that they may notify their team.

Divisions

- Once at least 10 teams are registered for a League, that league will be divided into two draws on the same evening.
- When possible, League teams will be divided into 2 divisions. Initial placement will be based upon previous years standings, then the combined years of curling experience for the team, and then the date that the team has fully registration for that season.
- Following the completion of each Draw the top 2 teams will go up one division while the bottom 2 teams will go down one division.



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Time Limit

- **If there is a second draw**, all games must be completed with the 2 hour time limit (**1.5 hour limit for Doubles**), with the exception of the following:
 - There is a tie necessitating an extra end
 - No new end may be started later than **10 minutes** before the end of the regulation time limit (2 hour or 1.5 hour).
 - An end already in progress may be completed.

Spares

- Spares are permitted. Spares may play any position except vice or skip.
- **Spare may call the game but must throw 1st or 2nd stone.**
- **Spares who are not registered in an evening League of the Club must pay a fee of \$10 per game.**
- It is the skip's responsibility to ensure the spare is informed of and pays the spare fee.

Leagues

Senior League

- Is an open fun league, Monday and Thursday afternoons.
- Teams are made up with a random draw each day.
- **The league consists of one or two draws of 6 end games each day (dependent on league registrations).**
- At the end of the season there is a single day competition to determine the winners of the Primeau Senior League trophy

Tuesday Ladies' League

- Is a competitive league playing for the championship trophy at the end of the season (**awarded to the overall League Champion**)
- **Games will consist of 8 ends.**
- **The season will be divided into two halves with two Draw Winners**
- **Points will be awarded for each game as follows:**

Win	Tie	Loss
2	1	0
- In the event of a points tie for the ½ season Draw Winner and the overall League Champion, the head-to-head record will determine the winners. If still tied, **a draw to the button with sweeping will determine the winners.**



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Wednesday Men's League

- Is a competitive league playing for the championship trophy at the end of the season (**awarded to the overall League Champion**).
- **Games will consist of 8 ends.**
- **Following each game, the Third must record the game score on the draw sheet.**
- **Points will be awarded for each game as follows:**

Win	Tie	Loss	Bye
2	1	0	2

- **The season will be divided into two halves with two Draw Winners**
- **At the end of the season there is a playoff competition**
- In the event of a **points tie for the ½ season Draw Winners and the overall League Champion**, the head-to-head record **then points for and against** will determine the winner. If still tied, **an extra game must be played to determine the winner.**

Thursday Night Open Doubles League

- Is an open fun league playing for the championship trophy at the end of the season (**awarded to the overall League Champion**).
- **The season will be divided into two halves with two Draw Winners**
- **Games will consist of 8 ends.**
- **Points will be awarded for each game as follows:**

Win	Tie	Loss
2	1	0

- In the event of a **points tie for the ½ season Draw Winners and the overall League Champion**, the head-to-head record will determine the winner. If still tied, a draw to the button with sweeping will determine the winners.

Friday Night Open Mixed League

- Is an open fun league playing for a championship trophy at the end of the season (**awarded to the overall League Champion**).
- **The season will be divided into two halves with two Draw Winners**
- **Games will consist of 8 ends.**
- **Points will be awarded for each game as follows:**

Win	Tie	Loss
2	1	0

- In the event of a **points tie for the ½ season Draw Winners and the overall League Champion**, the head-to-head record will determine the winner. If still tied, a draw to the button with sweeping will determine the winner.