

## CHCC Policies For Competitive Leagues

(Updated September 20, 2019)

### CHCC 4<sup>th</sup> Player Policy

- Each team must be comprised of 4 (or more) Members.
- Any team with less than 4 Members will have players added to that team, by the league coordinator, if there are other Members wishing to play.

### CHCC Sparring Policy

The CCHC Sparring Policy is available on the Club's website at [CHCC Sparring Policy](#)

League Specific Spares Policy for Monday Open, Thursday Open and Friday Mixed Leagues

- A team shall include a minimum of two players from the original team.
- In the case of Monday and Thursday Open leagues:
  - A spare may only deliver stones in either the Lead or Second positions in the delivery rotation.
  - A spare may act as Skip or Vice-Skip while in the Lead or Second positions in the delivery rotation.
- In the case of the Friday Mixed league:
  - A spare may play in any position.
  - The spare must also be of the same sex as the player being spared for.

### Speed of Play (CHCC Evening Bell rule)

- All teams want to play 8 ends. Expeditious play is the solution.
- Do your handshakes in the lounge and go out onto the ice as soon as the ice technician has replaced the near end (glass end) hacks and started back up the sheet. You can begin the game as soon as the far end hacks have been put in.
- Players should not take more than one practice slide.
- Sweepers should get out their own player's next rock if they are able to get to it faster.
- With the exception of skip rocks, all players should move quickly into the hack, clean their rock, and be ready to throw as soon as their skip takes control of the house.
- Skips must stay focused on the next shot and not be chatting with the opposing skip or players on adjacent sheets.
- Consultation on the strategy should normally only happen between the third and skip on skip rocks. Consultation on too many shots slows down the game.
- When the end is finished, the lead due to throw first can move directly to the hack, clean their rock, and be ready to throw. The remaining rocks can be pushed to their respective corners by the other players. There is no need to order rocks in the corners as curlers can select their own rocks from the pile.
- The bell sounds during the 7:05pm games at 8:50pm. Complete the end and the game is over.
- If the last skip's stone of the end has crossed the first t-line before the bell, you can finish the end and play one more.
- All sheets are to be vacated by 9:05pm so the ice can be prepared for the 9:15pm games.

## **CHCC Brushing Equipment Position**

- Compliant brushing equipment will not be required for club events and leagues until a date to be determined in the future, with the exception that the use of hair brushes and corn brooms is no longer permitted.
- Compliant equipment will be required for events hosted at the club where the organizing groups require it.

## **5 Rock Rule**

All CHCC competitive leagues will use the 5 rock rule effective with the 2019-2020 season.

Under the five-rock rule, teams are not permitted to eliminate their opponent's rocks that are in the free guard zone until five stones have been played in the end. Players can still hit the guards; they just aren't allowed to knock them out of play.