
MEN'S SOCIAL CURLING - IN CLUB RULES

It is the intention of the Men's Social Draws to introduce new curlers to the game and the club. It also provides an opportunity for members to meet and mix with new and old friends and to curl for relaxation and enjoyment. Social curling is not competitive curling.

All Club curling will follow O.C.A. rules of play (posted by the club), with the exceptions listed below. It is the responsibility of the skips to enforce these rules and ensure they are adhered to. Any rules which cannot be resolved by the skips will be referred to the Draw Master for resolution.

Men's Social curling takes place on 2 draws or time slots. Monday at 7:30 pm and on Tuesday night at 9:00 pm.

1. Format of Social Curling
 - a. Men's Social draws will play their games in a rotational format throughout the curling season, changing teams every 2 - 3 games. With this format, you will get to play with every member of your draw over the course of the curling season.
2. # of Games
 - a. The schedule is set up to play a total of 21 games over 8 rotations.
 - b. Every effort will be made to play all games as scheduled.
 - c. If for any reason, one draw plays fewer games than another, due to snowstorms, bonspiels, OCA events or other reasons to cancel, every effort will be made to make up these games at another time.
 - d. Failure to find a suitable date to make up the games will result in everyone on that draw earning a tie and 3 points.
3. Player Draws and Positions
 - a. Curlers who join the club and the men's social draws in particular, will be asked their choice of which draw they would prefer to join. There is no guarantee that their first choice can be met.
 - b. Availability of open positions will be the determining factor as to which of the 3 draws they can join.
 - c. Upon joining one of the 2 men's social draws, players are assigned to a lead position for the year.
 - d. The following year, as players register, they will be assigned to the same position as the previous year. As players fail to return, openings at the higher positions may occur.
 - e. Movement up the positional ladder will occur at the discretion of the Men's Social Convenor. Key factors (but not limited to) in determining who moves up a position:
 - i. an individual should not lose his position due to an injury the previous year
 - ii. points ranking in previous year(s) draws
 - iii. is the player ready to assume the responsibilities of the position or would they be better served playing their current position another year to gain the necessary experience

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- f. Players who may wish to switch draws will not be guaranteed a lateral move. They should expect to start at a lower position. This is to remove the leap frogging effect of jumping over someone else who has earned the right to move up a position.
 - g. Two or more players may choose to “share” a position, however one person shall be designated as the primary member. Only the primary member can earn 5 points for a win. When the non-primary member plays they shall be deemed to be a spare and awarded 2 points. Only the primary member shall be eligible for the playoffs.
4. Spares & the # of Spares - to eliminate defaulted games
- a. Every curler comes out each night expecting to play a game. Spares are important. If you cannot participate in your scheduled game, find a spare from the spare list or someone else that you know. You can also use the other draws for names. Contact your skip if you are not successful in finding a spare.
 - b. A team will be permitted to have as many spares as is necessary to put a legal team on the ice for a scheduled game. This rule is in effect to eliminate defaulted games.
 - c. If a team having 4 players is playing a team with only 2 players present at the start of a game, then the full team will give a front end player to the opposing team to play a legal game.
 - d. The player moving to the opposing team will get 5 points automatically, regardless of the score. Vices, please indicate on the score card, the name of the player who moved.
 - e. You can also borrow a player from another sheet that has 7 or 8 players to avoid a default. This is a club rule so the skip being asked to give up a player should not deny the request.
 - f. A “Spares List” is maintained on the locker room board and on the website. Members who are willing to spare should sign up.
5. Position of Spares
- a. Spares are allowed to play in position of the player they are replacing or lower position. In no case should a regular member of the team move down a position.
6. Playing the Last End - the 25/95 Minute Rule – All Draws
- a. If you are unable to start your game at the schedule time due to the previous draw going over, the Skips will establish a time 95 minutes (1 hours and 35 minutes) after the actual start of the game.
 - b. At the end of the 95th minute you may complete the end that you are currently playing and play one additional end.
 - c. The first rock of the end must be in motion prior to the end of the 95th minute.
7. Scoring
- a. No extra ends will be played to break ties in regular season games
 - b. Scoring shall be:
 - i. 5 points per player for a win

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- ii. 3 points per player for a tie
- iii. 2 point per player for a loss
- iv. 2 point per absent player with a spare
- v. 0 points per absent player with no spare

8. Score Reporting

- a. The winning Vice must enter the results of the game (Win/Loss only – You do not have to enter the score).
- b. There is a spreadsheet which shows the teams for a given date, the ice they are on and who they are playing. Vices will mark W or L in the centre of the spreadsheet for the games played beside the appropriate team.
- c. If someone is absent and gets a spare you should put a line through their name and write “Spare” above their name. You do not need to write in the name of the person sparing.
- d. If someone is absent and did not get a spare, put a line through their name and write “No spare” above their name.
- e. If one team loans a player as per Rule 4(c) you should strike out the names of the absent players as above, write “No Spare” above their name and then circle the name of the loaned player and draw a line with an arrow to the team to which they were loaned. A loaned player automatically gets 5 points regardless of the outcome of their game.
- f. Assuming the Vices fill in the information, the Points spreadsheet will be updated and posted on the website and in the club weekly.
- g. If you notice an error on the Points Sheet, please report it right away. The sooner the Convenor knows about the error, the more likely the correct information can be determined. It is very difficult in March to remember what happened during a game in November.

9. Curling Rules & Etiquette

- a. Curling is a gentlemen’s/ladies sport. The rules of the game are self-enforced and any rule violations should be immediately reported by the offending team/player. All new curlers should get familiar with the general rules which can be found on the Ontario Curling Association website <http://www.ontcurl.com/>.
- b. There is a document called “Rules & Etiquette Primer for New Curlers” posted under the Member Info Tab of the Men’s Social section of the Website. New curlers should take a moment to read this document.
- c. No self-respecting curler would ever intentionally try to embarrass an opponent and recognizing a well-played shot, either by your teammate or an opponent is customary and expected.
- d. It is customary in social curling that the leading team will stop posting the score in lop-side games.
- e. The totally legal and legitimate strategy of intentionally throwing rocks through the house in the later ends of the game by the leading team is generally frowned upon in social curling.
- f. Intentionally slowing play so as to “run out the clock” is also considered to be bad sportsmanship.