

**WAUSAU CURLING CLUB**

**RULES FOR LEAGUE PLAY**  
**CLUB CHAMPIONSHIP RULES**  
**CLUB POLICIES**  
**SPORTSMANSHIP AND ETIQUETTE**  
**(ADOPTED SEPTEMBER 2010)**

The following rules shall apply to all curling events at the Wausau Curling Club except as otherwise provided:

1. **SPIRIT OF CURLING** In interpreting rules and making decisions in specific instances, the “Spirit of Curling” shall apply, and no rule shall be used to improperly advantage one team over other(s).

**THE SPIRIT OF CURLING**

Curling is a game of skill and traditions. A shot well executed is a delight to see and so, too, it is a fine thing to observe the time-honored tradition of curling being applied in the true spirit of the game. Curlers play to win but never to humble their opponents. A true curler would prefer to lose rather than win unfairly.

A good curler never attempts to distract an opponent or otherwise prevent him/her from playing his/her best.

No curler ever deliberately breaks a rule of the game or any of its traditions. But, if he/she should do so inadvertently and be aware of it, he/she is the first to divulge the breach.

While the main object of curling is to determine the relative skills of the players, the spirit of the game demands good sportsmanship, kindly feeling, and honorable conduct. This spirit should influence both the interpretation and application of the rules of the game, and also the conduct of all participants on and off the ice.

2. **RULES OF PLAY** Official rules of the USCA for Club and Bonspiel Use (not the USCA Championship Rules) shall govern all play except when they conflict with the Wausau Curling Club local rules. Exception: If there is no specific rule governing a particular situation, other interpretations of the curling rules or other curling rules may be consulted for guidance. Skips cannot agree to waive the

rules. If skips agree to waive the rules, doing so will result in both teams forfeiting.

3. **ORDER OF PLAY** If a team has three curlers, the first and second throwing position (players) will deliver three stones each end. The rotation of play and determination of which player is acting skip (the person who is charge of the house when the skip shoots) shall be established in the first end and observed throughout the game. Exception: If a player arrives late for the game, that player may enter the game at any time and assume any position. Whichever position the late-arriving player assumes, they must maintain that position for the remainder of the game. If any stone for a player's position has already been played, that player cannot throw any stones that end, but may assume the player's throwing position in the next end. Also, if the lead has delivered three rocks, no throwing positions can be added to that end when a player arrives late. A player who arrives late for the game may enter the game immediately as a sweeper.

A member of a team that is delivering a stone shall have a member of such team in the house at all times such team is delivering a stone.

#### 4. **LEGAL TEAMS**

- (a) General league rule. Teams are reminded to have at least four confirmed players listed on the registration form when submitting the team information for league entry. For all teams, a legal team shall consist of a minimum of three curlers. At least two members must be registered members of the team on the official league roster. A team may register up to 5 players (but see Mixed and Rookie league rules below for exceptions). A registered player may play any position on the team. An individual may be registered on only one team in any given league.
- (b) Adding teams to unfilled leagues—second half. A new team may be added to a league for the second half if the new team would fill an underutilized league (e.g. less than ten teams).
- (c) Non-members cannot play in leagues. Non-members are not entitled to curl in any leagues or club functions where membership is required. A person may only curl in the leagues for which a membership has been purchased. Skips are required to know who is legally a member of the club and who is listed on their teams. Skips are required to know this rule and enforce it against their own team. Enforcement may also be made by any other teams, any other club members, the Rules Committee or the Board of Directors. If a non-member participates in any game, all games in which a non-member participated shall be forfeited, and the skip and/or team may also be subject to other penalties as determined by the Board of Directors. This rule applies to high school students, college students, etc.

who are not dues-paying members. Unless a student has purchased a membership, they are not a member. Student memberships can be purchased for any qualifying student at the student rate.

5. **SUBSTITUTIONS.** League members who have byes or forfeits may substitute on other teams in the same league. A listed fifth player on a team may substitute in any league game whether or not their team is playing at the same time. A team may have up to two substitutes. Such substitutes shall play lead and second and may not be in the house as skip or acting skip (vice skip). If only one substitute is used, that player shall play the lead position. **Exception:** If a team has a rookie curler, the substitute may then play second. (For this substitute rule, a “rookie” is defined as never having played as a regular in any league in Wausau or elsewhere before the current year). If a team has 2 rookie curlers, a substitute may play third. If a team has 3 rookie curlers and one substitute, the substitute may skip. If a three-person team has 2 rookie curlers, the substitute may skip.

Those who pay Senior only dues, Mixed-only dues, Sunday-only dues or other restricted or limited league dues are not eligible to play or substitute outside of their membership class or league.

6. **LEAGUES.**

- (a) **MEN’S AND WOMEN’S LEAGUES** The above league rules shall apply.
- (b) **MIXED LEAGUE** The above league rules apply with the following exceptions:
- (1) **TEAMS** A team may register up to *six (6)* players.
  - (2) **ORDER OF PLAY** The skip and third must be of the opposite sex. There are no other restrictions on the team composition.
  - (3) **SUBSTITUTION** There is unlimited substitution. A team may play with all substitutes. A mixed league member may substitute on any other mixed league team at any time.
  - (4) **MIXED-ONLY DUES PAYING MEMBERS** may not substitute in other (non-mixed) leagues.
- (c) **ROOKIE LEAGUE.** The above league rules apply with the following exceptions:
- (1) **TEAMS** The rookie league is open to any combination of players, male or female. Each team may register 5 players. Each team must have either:
    - (a) 2 “rookies”; or
    - (b) 1 “rookie” and a rookie skip (never previously skipped regularly); or

- (c) other "rookie" combination approved by Rookie League Chairperson.
- (d) If a team is playing three handed with two experienced curlers and one "rookie" curler, the "rookie" shall throw four stones in each end.

A "rookie" for the purposes of rookie league is a person who never curled before, or has one year experience in any league or elsewhere, or as otherwise approved by the rookie league chairperson.

- (2) **SUBSTITUTION.** There is unlimited substitution. A team may play with all substitutes provided it still meets the qualifications of a rookie league team. A substitute may play any position.  
**Exception:** For the first half versus second half Rookie League playoff, a team must have three listed team members and be a qualified rookie league team as approved by the Rookie League Chairman.
- (3) **LEAGUE GOVERNANCE.** The Rookie League Chairperson's decisions shall be final.
- (4) **LENGTH OF GAMES.** All games are six ends unless, prior to the start of the game, both skips agree to play a different number of ends. This also applies to any playoff game. There are no extra ends in rookie league.

(d) **OPEN LEAGUE**

- (1) **Teams.** An open league is open to any combination of players. A team may register 5 players. At least two members must be registered members of the team on the official league roster.
- (2) **Substitutions.** Same as Men's and Women's league rules.

- (e) **DRAFT LEAGUE.** A draft before the start of any "draft league" shall take place. The specific rules for any draft league shall be established from time to time by the league chair(s). The specific rules for the draft league are as attached unless and until changed.

- 7. **LATE START** Games must start promptly at the designated league time (or when the ice is first available). If a team has only three members present, they are to start on time, and the late member may join the game as soon as the player arrives. If a game does not start within the first **five minutes** of ice availability after the scheduled start time per the club's atomic clocks, any team that does not have enough players to start **shall** forfeit an end and a point. **This is mandatory.** No skip or player can waive this rule. If both skips agree to waive the rule, both skips receive a forfeit. If your team cannot start on time, the proper courtesy is to call this penalty on your own team (just like calling a fouled stone on yourself) and hang a point and an end against your own team. If you fail to do this, the other team or any other person or team of the club may hang the point and end. The teams still use a coin flip for choice of hammer or rock color for the first end

actually played. If both teams are late, an end is hung as a blank end, and a coin is flipped for choice of hammer or rock color. A point and end is hung against the late team(s) for every **five minutes thereafter** (e.g. 1<sup>st</sup> end/point at 5 minutes; 2<sup>nd</sup> end/point at 10 minutes; 3<sup>rd</sup> end/point at 15 minutes). One half hour marks a forfeit. The team present should mark its "W" after waiting a half hour and is free to go home. This rule applies only if a skip was not notified of the other team's intent to forfeit. In that case, the "L" and "W" can be posted right away.

8. **SCHEDULED GAMES** All games shall be played when scheduled *on the sheet assigned* or be forfeited, except as follows:
- (a) **Rescheduled Games.** If opposing skips agree to play a scheduled game prior to its scheduled date, *they may reschedule a scheduled league game on an unassigned sheet of ice at any time prior to its scheduled date OR at any time through the end of the week such game is scheduled. Sunday is the last day of each league week.* Please sign up for use of unassigned sheets of ice on the form on the bulletin board.
  - (b) **Special Circumstances.** If any regular member of a team is participating in the BWCA Bonspiel, BWCA Senior Bonspiel, USWCA National Bonspiel, USWCA National Senior Bonspiel, USCA Championships, or the High School State Championships at the time of the regularly scheduled game, the game may be rescheduled to a time mutually agreed to by the skips involved. Any game so rescheduled should be played as close to the scheduled date as possible, including any time after the scheduled date. However, any such game not played or forfeited by the last day of all scheduled league games shall result in a double forfeit.
  - (c) **Ice Conditions.** If ice conditions prohibit play or safe play as determined by the ice committee chair or designee, the games are not cancelled.
  - (d) **Use of unassigned sheets.** For the 7:30 leagues only, if not all sheets are assigned for play, skips, by mutual agreement, may play a game on an unassigned sheet of ice if the assigned sheet of ice is delayed due to a slow game. If both skips do not agree to move the game from its scheduled sheet of ice, it shall be played on the scheduled sheet of ice.
9. **GAME RESULTS** It is the responsibility of each team to mark its own game results (win, loss or tie). No one is to mark wins, losses or ties for any team other than their own. **Exception:** the Rules Committee chair, at the conclusion of a half or the league, after making every reasonable effort to mark the correct result of the game at the end of each half or league, shall mark game results. All unmarked results shall be marked as losses at the end of the half or of the league by the Rules Committee chair if he/she cannot reasonably determine the outcome of the game. *All game results are final and cannot be changed by forfeit at a later time. A game may not be forfeited after it is won.*
10. **DUES** Dues are to be paid in full on or before the start of the curling league's first game. A "grace period" to November 15 of the curling season will be allowed for

the payment of dues, after which time any member who has not paid dues shall be deemed delinquent. A rink will not be permitted to utilize a delinquent member to play a game, and must forfeit any game in which a delinquent member participates as a player. It is the skip's responsibility to make sure all members of the rink have timely paid their dues.

Exception: A first year member may pay their dues in two installments. The first installment is due by November 15, and the second installment due by January 15 of the curling year.

11. **GAMES** All regularly scheduled games shall be as follows:

- (a) Length of Games. All games are to be eight ends, unless prior to the start of the game, the skips agree to play a different number of ends.  
Exception: Rookie League Games are scheduled for six ends unless otherwise mutually agreed by the skips prior to the start of the game.
- (b) Coin Toss. Vice skips (or acting skips) shall toss a coin before the start of each game. The winner of the coin toss has the choice of hammer or color of stones in the first end.
- (c) Ties. In the case of a tie after the scheduled number of ends (or end of the game per “buzzer rule”), the game ends in a tie. No extra ends will be played in league play. If the game ends as a tie, it is marked as a “T” on the score sheet for both teams. In case of a tie in any playoff or playdown game (except rookie league), a full extra end shall be played. By tradition, the extra ends in the Wausau Curling Club are played toward the spectator viewing area.
- (d) Measuring Stones. The vice skips (acting skips or thirds) shall measure stones, determine the score of each end, and mark the score for their own team.
- (e) Buzzer. The buzzer applies only to 5:30 leagues and not to any club playdowns or playoff game. When the buzzer sounds, the teams shall complete the current end and play one more end. For purposes of this rule, an end has started when the lead has released the first rock in the end.
- (f) Game Cancellation. If weather, ice conditions or other circumstances raise the issue of whether scheduled game(s) or a league should be cancelled, the hierarchy or authority for making such determination will be as follows for the following circumstances or conditions:
  - (1) Ice conditions or safety. In the past, there have been issues relating to loss of electricity, ammonia leaks, compressor failure, slippery ice, “stalagmites,” and other safety issues. The determination of whether game(s) or league(s) are cancelled on account of ice conditions or other internal safety issues shall be made by the following persons in the following order of priority:
    - a. Ice committee chairperson or their designee. If the ice committee chairperson is not reasonably available in person or by phone, then,

- b. League chairperson for the league at issue. If the league chairperson for the league at issue is not reasonably available in person or by phone, then,
  - c. Rules chairperson. If the Rules chairperson is not reasonably available in person or by phone, then,
  - d. Majority of Board Members present.
- (2) Weather. Extremely rare instances in the past have occasioned the cancellation of leagues on account of hazardous weather. The determination of whether game(s) or league(s) are cancelled on account of weather are made by the following persons in the following order of priority:
- a. President. If the President is not reasonably available in person or by phone, then,
  - b. League chairperson for the league at issue. If the league chairperson for the league at issue is not reasonably available in person or by phone, then,
  - c. Rules chairperson. If the Rules chairperson is not reasonably available in person or by phone, then,
  - d. Majority of Board Members present.
- (3) Notice of game or league cancellation. If a game or league is cancelled for the above reasons, the person in charge of the decision to cancel shall coordinate calling the skips of the affected teams. Team members would get their notification from their skips.

12. **FREE GUARD ZONE**. The free guard zone area is defined as the area between the hog line and tee line excluding the house. Rules are as follows:
- (a) Free Guards Removed From Play. No stone lying within the free guard zone may be removed from play by the opposition until the first four stones played in any end have come to rest.
  - (b) Replacement of Stones. Any opponent's free guard stone removed from play by the opposition's first two stones ("lead stones") shall immediately be replaced where it previously lay, and the played stone shall be removed from play like a fouled stone. Any other stone(s) whose position changed shall be replaced where it previously lay. All stones shall be replaced to the satisfaction of the skip or the acting skip in charge of the house *of the non-offending team only*.
  - (c) Moving Free Guards. Lead stones (the first four stones of the end) may be repositioned or moved in the free guard zone or elsewhere (such as the house) as long as they are not removed from play. For example, they can be moved from side to side, used for raise takeouts, moved farther back, or moved into the house. Skips may elect to remove their own stones from the free guard zone. Skips may not remove opposing stones from the free guard zone using lead rocks.

- (d) Stones in the House. For any stone lying in the house or touching the house, normal rules of play apply at all times (such stones can be taken out of play). Stones can be measured with the biter measurer to determine if they are in the house. If the stone cannot be measured with the biter measure because another rock interferes, then the determination shall be made by visual inspection. If the skips do not agree after visual inspection, then a neutral third party (usually someone from an adjacent sheet) shall make the determination.

13. **SWEEPING**

- (a) Sweeping Motion Prevailing USCA Club and Bonspiel Use sweeping rules shall apply to league play.
- (b) Between the Tee Lines Between the tee lines, any moving stone(s) may be swept by one or more of the team members to which it belongs (even if your opponent's rock puts your rock in motion). Between the tee lines, no player shall sweep an opponent's stone.
- (c) Behind the Tee Line Behind the tee line, only one player from each team may sweep at any time. It may be any one player from the delivering team. Only the player in charge of the house from the non-delivering team shall sweep an opponent's stone. Said player shall not start to sweep an opponent's stone until the leading edge reaches the tee line. The acting skip ("vice skip") does not assume charge of the house until the skip leaves to throw their first stone, and then remains in charge of the house until the skip has thrown all that player's rocks. The delivering team has first choice to sweep their rock behind the tee line. If the delivering team chooses not to sweep their stone, they cannot obstruct or prevent the opponent from sweeping the stone.
- (d) Stationary Stone A stationary stone must be set in motion before it can be swept.

14. **RIGHT OF WAY IN THE HOUSE.** The skip or acting skip of the team executing the shot has the right of way in the house.

A member of a team that is delivering a stone shall have a member of such team in the house at all times such team is delivering a stone.

15. **MEASURING ROCKS** Rocks can only be measured after the conclusion of an end. Exception--free guard zone. A lead stone that might be a "biter" can be measured to determine if it is in or out of the free guard zone. Measurements shall only be taken from the tee to the nearest part of the stone. When it is legal to measure a rock, a rock can be measured with any device, including a broom head. To determine if a rock is a "biter", only the "biter" measure shall be used.

16. **DELIVERY**
- (a) When the rock is in play. If a player starts a delivery, but the leading edge of the stone does not reach the near tee line (whether still in hand or not), the player may return to the hack and re-deliver the stone with no penalty.
  - (b) USCA Distraction Rule not adopted. There is no re-delivery of a stone because of a distraction that does not physically alter the course of the rock.
  - (c) Stick Delivery.
    - (1) Players may use a stick device to release the stone in any competition that does not lead to the World Championships or the Olympics.
    - (2) Players using a stick device must release their rock before its leading edge reaches the near hog line. Any USCA rules to the contrary do not apply in the Wausau Curling Club.
17. **SIDE LINES** A stone which hits a side board or touches a side line shall be removed from play immediately.
18. **HOG LINE.** For a rock to be in play, it must be completely clear of the line that is the far hog line. If the rock is not completely clear of the line that is the far hog line, it is removed from play. A rock which strikes a rock that was in play and barely over the hog line (resulting in the delivered rock not being completely across the hog line) remains in play.

### **CLUB CHAMPIONSHIP RULES**

All regular rules apply except:

1. Teams. At least three registered members of a rink must be present to play at all times. A team's roster is determined by the official team roster as of January 1 of the curling season. If a substitute is used, the substitute shall play lead only and not be skip or acting skip. Exception: If the team has a rookie curler, then the substitute may play second. If the team has 2 rookie curlers, then the substitute may play third. If a team has 3 rookie curlers, the substitute may skip. A substitute may not be a player who has played on any other club championship team in that event. If a player or substitute plays for a team, that player may not play for or substitute on another team in that event. This rule applies to League Championships (first half versus second half playoffs) as well as Club Championships.
2. Schedule. The mens and womens club championship shall be conducted on consecutive nights with a "double elimination" format. All Club Championship games shall be played as scheduled. A game may not be forfeited after it has been won. Address rules questions to the playdown chairperson for determination. *The playdown chairperson shall have the authority to decide the resolution of*

*situations that are not provided for in the rules. If the ruling affects the chairperson's team, another committee member shall make such determination. The interpretation of the rules shall be consistent with the "Spirit of Curling" as defined by the USCA and Section 1 of these rules.*

3. Standings/Qualifications. In determining league standings and qualifications *for any playdown or playoff, a team that receives a forfeit or a bye counts as a win. Ties shall count as one half of a win and one-half of a loss.* (In a head on head tie breaker, a win beats a tie; and a tie beats a loss). For the club championship, forfeits received and byes count as wins. When comparing leagues, winning percentage shall be used.
4. League champions Each league (except mixed) shall be divided into halves. The winner of each half of the league shall play each other to determine the league champion. The winner shall be league champion, and the loser shall be league runner-up. If the same team wins both halves, that team is the league champion, and the team with the next best overall (season-long) winning percentage is runner-up. First half v. second half playdowns shall be played as scheduled, but may be played prior to the scheduled time by mutual consent of the skips.
5. Tiebreakers for Leagues and Playdowns

Two Teams Tie for a Half. If two teams are tied for any half, and one team has beaten the other in that half, the winning team wins the half.

Three or More Teams Tie for a Half. If three or more teams are tied for any half, and one of the teams has beaten each of the other teams in that half, that team wins the half.

If no team is clearly the winner in the above head-on-head tiebreakers, then the tiebreaker shall be as follows:

First half ties. For first half ties, it is a "sudden death" type format based on second half games. Wins beat ties or losses; and ties beat losses. The last team to be eliminated in this game by game tie breaker format is the winner of the first half (as always, byes count as wins). When teams all win, lose or tie in the same week, the analysis shall continue for those teams. If this does not break the tie, the second half tiebreaker rule shall apply to teams which have not been eliminated by this rule.

Second half ties. For second half ties, the same "sudden death" type format (counting games backwards starting with the last game of the season) shall decide the winner. When teams involved in the calculation all win, lose or tie in the same week, the analysis shall continue for those teams.

If none of these tiebreakers resolve the tie, the skip which most recently won the league is eliminated (if determinable). If not determinable, then the skip which most recently was runner up in the league is eliminated (if determinable).

If the tie is still not resolved, a selection of lots shall resolve the tie.

Examples: Teams 1, 2 and 3 are tied in the first half. Team 1 loses in the first week of the second half and teams 2 & 3 both win. Team 1 is eliminated. Teams 2 & 3 each lose in the second week of the second half. Both teams are still alive. Team 2 ties in the third week and Team 3 wins. Team 3 is the winner of the first half.

Teams 1, 2 and 3 are tied in the second half. Their only losses and ties are as set forth above. Team 1 is the winner because it is the last to lose or tie in the second half counting these games backwards.

If one team wins both halves. If one team wins both halves, that team is the league champion. Of the remaining teams, the runner-up is the team with the best overall record for the entire season. If two or more teams tie, the tie is decided by using the "second half tie" rules (again starting with the last game of the season going backwards), with the last to lose in this process being the league runner-up.

Wildcard ties. Wildcard ties based on overall record to qualify for the club championship shall be decided on the "last-to-lose or tie" basis counting games backwards beginning with the last game of the season in any respective league. Bye weeks shall be counted as wins.

6. Formats.

(a) **MEN'S CLUB CHAMPIONSHIP RULES** 8 teams.

The men's club championship format is eight team double elimination. Each league is represented by the league winner. If the league winner is not available, the second place team is eligible to represent the league. All other teams are "wild cards" based upon best winning percentage over the entire season. A wildcard team must have a minimum qualifying record of .500 for playdown purposes.

(b) **WOMEN'S CLUB CHAMPIONSHIP RULES**—4 teams (can be increased accordingly). If a women's team is an open league winner, it qualifies by winning a half in an open league. The women's club championship format is double elimination. The winner and runner-up of each league are eligible to play in the club championship. All other teams are "wild cards." A wildcard team must have a minimum qualifying record of .500 for playdown purposes.

(c) **OPEN LEAGUE CLUB CHAMPIONSHIP RULES**—4 teams, single elimination. All teams who play in the open leagues could be eligible for the open

league club championship. Any mixed gender open league team automatically is eligible to participate in the open league club championship. Any team of a single gender may elect to be eligible to participate in the open league club championship. A determination of election to participate in the open league club championship must be made on the entry roster or by November 15 of the curling season. If no election is made, the default rule shall be that a single gender team will be eligible to participate in the men's or women's club championships (and not the open club championship). There will be a maximum of four teams in the open league club championship. The teams which qualify for the open league club championship shall be the winner and runner up of each open league (provided that they are qualifying open league participating teams). Thereafter, wildcard teams fill out the balance of the playdown draw. No team with under a .500 record for the entire season shall be eligible as a wildcard team for the open league club championship.

(d) **MIXED CLUB CHAMPIONSHIP RULES**

The mixed club champion is the team with the best record for the season. If two teams tie and one team beat the other, the winning team is champion and the losing team is runner up. If three or more teams are tied and one team beat the other teams, that team is champion. If no team is the clear champion in head to head tiebreakers, a single elimination playoff will be held to determine the winner. *In any playoff, a mixed team must have three of its registered players, and skip and third must be opposite gender.*

**CLUB POLICIES**

**1. ON THE ICE**

- (a) Do not use street shoes on the ice.
- (b) Clean your curling shoes with the machine provided before stepping on the ice.
- (c) All beverages shall be in non-glass containers and kept on the backboard of each sheet.
- (d) No beverages shall ever be carried onto the ice surface.
- (e) If there are no later curling games, and you are the last team to leave the ice, turn off the lights on all sheets except Sheet 1. Light switches are located to the left (west) of entry hall in what is known as the "old kitchen."

**2. IN THE CLUBROOM**

- (a) Each person is responsible for taking empty glasses, trays, and bottles and putting them on the bar when they are finished with them.
- (b) Wipe off your table with a wet cloth from kitchen.
- (c) Persons using the kitchen shall:
  - (1) Rinse used dishes and stack them on drain board
  - (2) Soak silverware and pots and pans in soapy water

- (3) Return salad dressings, margarines and other items that need refrigeration to the refrigerator
- (4) Dispose of uneaten foods
- (5) Make sure oven, burners, and fans are turned off and all electric appliances are unplugged

**3. NONSMOKING FACILITY**

- (a) The Wausau Curling Club is a completely non-smoking facility (club room, locker room, ice, etc.) effective at the beginning of the fall 2007 season.
- (b) No use of any tobacco product is allowed on the ice at any time.

**4. LOCKING UP**

- (a) Lock the door to the liquor/beverage room
- (b) See Section 2(c)(5) above
- (c) Check that fireplace is turned off
- (d) Turn off all lights.
- (e) Lock club room door and front door using a key. If you don't know how, ask your skip.

**5. VISITORS**

- (a) All visitors **MUST** be accompanied by a curling club member when on the ice or in the clubroom. Exception: Pre-approved groups of curlers at bonspiels or other introductory or special events.
- (b) Anyone entering the ice field must have a signed insurance waiver on file. If the person is a minor, then a qualified parent or guardian must sign such insurance waiver.
- (c) Guest policy is to contribute money into the "kitty" for guests. Put money in the snack container or donation can under menu board. Members are cautioned not to abuse this privilege.

**6. PRIVATE PARTIES**

The Wausau Curling Club may not be used for private parties of any kind. If in doubt as to whether a planned function falls under this rule, contact the Curling Club Board of Directors

**7. SENIOR-ONLY MEMBERSHIP**

Those with a "senior only" membership may play in intraclub bonspiels and other club events, but may **NOT** sub in any organized leagues or play in the club championships.

**8. LEAGUE DUES AND LEAGUE PLAY**

Anyone not paying league dues by the stated deadline **MAY NOT** play or sub in any league.

## 9. **PEBBLE AND NIP**

- (a) It is the general policy of the curling club that sheets of ice for which there is a later scheduled game shall be pebbled and nipped by the earlier league members as a courtesy to the later scheduled league.
- (b) Each league is responsible to make sure that there are “pebble and nip” teams signed up to do so. (The sign up should be on the bulletin board).
- (c) Teams that finish games early shall take the initiative to begin the pebbling and nipping process. Teams that finish early are responsible for their own sheet and the other sheets as the ice becomes available. The goal is to have the ice ready for late shifts as soon as possible.

## **SPORTSMANSHIP AND ETIQUETTE**

Courtesy and respect for fellow curlers, opponents and members of your own rink are among the most significant of all curling traditions. An understanding of curling etiquette is essential for the enjoyment of the sport. Following are some important things to remember:

1. Post-game Socializing When the game is over, the two teams traditionally retire to the clubroom to socialize. If you cannot stay after a game, apologize and let the other team know you must leave.
2. Start Games on Time Be on time and ready to curl at the scheduled time. Games are scheduled for two hours. See “Late Start” in Rules section for penalties to be applied.
3. Start Game with Handshake As soon as you arrive on the ice where you are going to play, greet each member of the opposing team with a hearty handshake and tell them "good curling".
4. Post-game Handshake At the end of the game, whether you win or lose, give each of your opponents a hearty handshake and include a positive comment about the game.
5. Players' Positions When not delivering or sweeping, players should stand along the sides of the sheet well out of play. A non-delivering team player's broom should be in a position so as to not distract the opposition. Don't be near the center of the ice while a stone is in motion if you are not sweeping. When you finish sweeping, return to the side of the sheet. Stay well to the side while the opponent is delivering.
6. Teaching It is the policy of the Wausau Curling Club to allow and promote the teaching of curlers through clinics, open houses, private instruction, off-ice and in regular league games. Members of the club understand and respect that teaching is part of the spirit of our curling club. However, such teaching must be

accomplished within the time limits of USCA rules. This includes the need to deliver a rock within the two-minute requirement to put a stone in play during games as set forth in the USCA rules.

7. Be Ready to Deliver When it is your turn to deliver, be ready in the hack with the stone cleaned. Do not dawdle in preparing to deliver your stone. Leads should not corral the rocks. Seconds and thirds should corral the rocks.
8. Player Etiquette
  - (a) Do not Distract. When a player is ready to "deliver", or throw his or her rock down the ice, let him or her concentrate on his or her shot. Do not talk or distract him or her. Stand along the edge of the sheet or on the backboard so you are not in the way of your opponent's shot. Do not cross the ice in front of the player in the hack.
  - (b) Placing your opponent's rock near the hack. To speed play, you may pull out a rock for YOUR OWN teammate, and set it in front of the hack if your teammate wishes you to do so. However, the practice of pulling the opponent's rock from the corner and setting it in front of the hack is NOT an accepted part of curling etiquette. This can be confusing for the opposing team, particularly if they have their stones distinguished or numbered for a particular reason.
  - (c) Stopping Rocks. Stop rocks on your sheet from interfering with play on adjacent sheets.
9. Be Polite Everyone makes bad shots. Do not criticize another for a bad shot or complain about mistakes. Rather, make positive comments to your teammates and opponents. Keep your temper.
10. Skipping If you are skip or acting skip in the house area, *stand still and keep your broom horizontal* when the opposing team is calling a shot or throwing. Otherwise, you may inadvertently distract an opposing player. Be ready to call your next shot as quickly as possible. Keep the game moving!
11. Behind the Tee Line Only the skip and acting skip (third) belong behind the tee line. Leads and seconds belong between the hog lines.
12. Measuring Rocks When measuring a rock to determine the score, only the acting skips (thirds) are allowed in the house. All other players should stay well away from the house.
13. Cleaning Ice The winning team is responsible to clean the ice after the game. In the event of a tie, both teams are responsible for ice cleaning. When cleaning the sheet of ice after games, rocks should not be lifted off ice onto carpet. Slide all rocks out of the rectangular rock storage area, sweep the area out, and slide the rocks back into the storage area.

14. Know the Rules Learn the rules and abide by them. If you accidentally break a rule, be the first to admit it. Fair play and good sportsmanship are important aspects of curling.

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