



## SSS Curling League 2022/23

All fixtures have been scheduled by the SSS office and should not be changed without the agreement of both institutions.

The fixtures have been published online (<http://www.scottishstudentsport.com/sports/curling>) and circulated via Sports Unions.

### RULES AND REGULATIONS

#### **Scottish Student Sport Curling League Rules:**

1. All events will be under Scottish Curling rules and regulations except where there are variations discussed below.
2. **Eligibility**
  - a. All curlers must be a fully matriculated student with an Institution of Higher Education in Scotland.
  - b. All curlers on a team where possible must be from the same Higher Educational Institution. If players from other institutions are unable to form a full team, then they may play on behalf of another institution provided they have received permission from the relevant sports unions. This will include the formation of mixed teams within the league.
3. **Team Selection**
  - a. If an institution has more than one team entered for the League, each team should be selected as though they will be playing in a match of equal importance at the same time. It would be expected that the first team would always be the strongest team available to represent that institution.
    - i. Individuals may not play or be a substitute for institution teams which they do not hold a relevant Sports Union membership for.
    - ii. Once a player has represented a specific team for 50% of the expected League fixtures, this player will no longer be eligible to represent other teams for the duration of the League. (This includes other Institution Teams and Mixed Team appearances.)
4. **Order of Events**
  - i. The order of events is as follows:
    - i. Scottish Student Sport – National League
5. **Facilities Requirements**
  - a. It is the responsibility of the Scottish Student Curling Development Group to book adequate facilities for the league which meet with the requirements of the competing institutions.
6. **Scoring & Forfeiture**
  - a. All games will be scored in accordance with Scottish Curling Rules – Section R11. Scoring as listed below:

a) The result of a game is decided by a majority of shots at the completion of the scheduled ends of play or by pre-determined time or when a team concedes victory to its opponent, or when one team is arithmetically eliminated (in the case of a game requiring only a win/loss decision) provided the minimum number of ends has been completed. Once the minimum number of ends has been played a team that has been arithmetically eliminated may complete the current end but no new end may be started. However, if a team is arithmetically eliminated in the last end of a game, the game should stop when this occurs and the end will not be finished. If



the time signal has not started when the last stone of the last player end has come to rest and any stone(s) whose movement has been generated by that stone has also come to rest or gone out of play then another end shall be played.

(b) At the completion of an end (when all stones have been played), a team scores one shot for each of its own stones located in or touching the house that are closer to the tee than any stone of the opposition.

(c) The score of an end is decided when the skips or vice-skips in charge of the house agree upon the score. If stones that may have affected the shots scored in an end are displaced prior to that decision, the nonoffending team receives the benefit that might have accrued from a measurement. (See Appendix 1, page 90)

(d) When determining the score of an end, if teams cannot visually decide which stones are closer to the tee, or whether a stone is touching the house, a measuring device is used. Measurements are taken from the tee to the nearest part of the stone. Any one player on the ice from each team is allowed to observe any measurement that is made by a measuring device. Following the measurement the shot(s) will be indicated before any stone(s) is moved. Either player observing the measurement has the right to ask for the stones to be re-measured.

(e) If two or more stones are so close to the tee that it is impossible to use a measuring device, the determination is made visually.

(f) If a decision cannot be reached, either visually or with a measuring device, the stones are considered equal, and:

(i) If the measure was to determine which team scored in the end, the end is blanked.

(ii) If the measure was to determine additional shots, only the stones closer to the tee are counted.

(g) Should an external force cause the displacement of stones that would have affected the score prior to agreement of the score, the following applies:

(i) If the displaced stones would have determined which team scored in an end, the end is replayed.

(ii) If a team secured a shot(s), and the displaced stone(s) would have determined if an additional shot(s) was scored, that team has the option of replaying the end or of keeping the shot(s) already secured. No stone shall be measured by instrument until the last stone of the end has come to rest except to decide whether or not a stone is in play or in the FGZ.

(h) When a team concedes the game before the completion of an end, the score of the end is determined at that time, in the following manner:

(i) If both teams still have stones to be delivered, "X"s are placed on the scoreboard.

(ii) When only one team has delivered all of its stones:

- If the team that delivered all its stones has stone(s) counting, no shots are given, "X"s are placed on the scoreboard unless the shots are required to determine the outcome.

- If the team that did not deliver all its stones has stone(s) counting, these shots are given and placed on the scoreboard.

- If no stones are counting, "X"s are placed on the scoreboard.

(i) The final score of a forfeited game is recorded as "W – L" (win – loss) where only a final result is required.

(j) Failure to appear:



(i) Unless Individual Competitions state otherwise a game commences when all players are on the ice and ready to play. If a team entered to play has a member(s) failing to appear on the ice and ready to play the following penalties shall apply:

After 5 minutes 1 end and 1 shot

After 10 minutes 1 end and 2 shots

After 15 minutes 1 end and 3 shots

After 20 minutes 2 ends and 4 shots

After 25 minutes 2 ends and 5 shots

After 30 minutes Game forfeited

(ii) For games played under Game Timing (C6), if a team is not available to start a game at the designated time, the following takes place:

- If the delay of the start of play is 01:00-15:00 minutes, then the non-offending team receives one shot and one end is considered completed.
- If the delay of the start of play is 15:01-30:00 minutes, then the non-offending team receives one additional shot, and two ends are considered completed.
- If play has not started after 30:01 minutes, then the non-offending team is declared the winner by forfeit.

(iii) Where a late penalty applies in any game, ends forfeited shall be deducted from the total ends to be played. In all situations the nonoffending team has the choice of playing first or second stones in the first end of actual play.

(iv) Upon forfeiture of the game the following penalties shall be imposed:

- Six shots shall be awarded to the non-offending team i.e. score would read 6 – 0.
- Games played to session times:
  - Under 1 hour 40 minutes 4 ends awarded
  - Over 1 hour 40 minutes but under 2 hours 10 minutes 5 ends awarded
  - Over 2 hours 10 minutes 6 ends awarded,
  - No ends shall be awarded to the offending team
- Games played to a fixed number of ends:
  - 6-7 ends 4 ends awarded
  - 8-9 ends 5 ends awarded
  - 10 ends 6 ends awarded
  - No ends shall be awarded to the offending team

(v) The latecomers rule shall apply whether games are played by time or a fixed number of ends.

(vi) A team entered to play and failing to appear at a competition shall be liable for the payment for ice charges arising from the default.



## **7. Equipment Regulations**

- a. The regulations adhered to for sweeping devices within the SSC League will be those found in accordance with Scottish Curling Rules – Section C3. Brush regulations as listed below:
  - i. Each player must declare an approved sweeping device at the start of a game, and only that player can use that device for sweeping during the game. Penalty: If a player sweeps with another person's sweeping device, one of their team's own stones, that stone should be removed from play. If a player sweeps with another person's sweeping device a stone belonging to the opponent, the stone should be replaced by the non-offending team where it would have come to rest, had the violation not occurred.
  - ii. Players may not change their brush heads during a game, unless the Chief Umpire grants special permission. Penalty: If a change is made without permission, the team will forfeit the game.
  - iii. If an alternate/substitute player comes into a game, that player must use the brush of the player being replaced. Penalty: If a new sweeping device is brought into the game, the team will forfeit the game.
  - iv. All Field of Play equipment used at Scottish Curling competitions listed in Appendix 2 must conform to WCF Statement of Principles for Competitions Equipment, Specifications for Sweeping Devices and the Approved Code List as defined and published on the WCF website. Reasons for equipment being considered non-approved include, but not restricted to: damage to the ice surface, non-conformance with existing rules or standards (e.g. - electronic communication devices), performance testing results that give an unfair advantage, failing to register equipment with the Scottish Curling office by the deadline date.
  - v. The penalty for using, in Scottish Curling competitions, equipment which does not conform to the Statement of Principles for Competitions Equipment established by the WCF: (i) First team offence during a competition – the team forfeits the game. (ii) Second team offence during a competition – the team is disqualified from the competition.

## **8. Officials**

- a. A member of the SSS Curling Development Group should be present at all league events throughout the season to oversee the running of competition.

## **9. Reporting of Scores and Times**

- a. The full team details and scores should be recorded on the score card provided during play of league events.
- b. It is the responsibility of team captains to record their respective scores on the Playwaze system.
- c. All scorecards should be given to the SSC Vice-Chair (League) at the end of each league match.
- d. Scores may also be published live on the Scottish Curling website if a representative of SC is present at the event.

## **10. Complaints**

- i. If a team wishes to make a formal complaint, this should be raised with the event organiser (SSC VC League). If the outcome of this query is not to the team's satisfaction, then they should raise their complaint with the supervising office bearer (SSC Chair). If there are issues that the committee are unable to solve, these can then be raised with the SSS Development and Competitions Assistant. The ultimate point of escalation for any complaints which cannot be resolved by the aforementioned office bearers will be discussions with the SSS Head of Competitions.



- ii. If a team wishes to challenge a result, they should provide all information possible (including Playing Under Protest) to their Sports Union who should then get in touch with the SSS Office. SSS will consider the appeal and communicate the decision through the Sports Union.

### **11. League Points**

- a. Teams will be awarded:
  - i. 2 Points for a win
  - ii. 1 Point for a draw
  - iii. 0 Points for a loss
  
- b. Tie on Points
  - i. Should there be 2 or more teams tied in league points, the final rankings will be determined from the ends won, shots up and total shots (in this order).
  - ii. Should there be a tie on all aspects listed above then head-to-head matches will be considered between the relevant teams.

### **12. League Deadlines and Fines**

- a. Failure to provide notification of forfeiture to the SSC VC (League) at least 24 hours prior to a match start will result in a £40 fine for the relevant club.
  - i. In the case of Mixed Teams, as the SSC Development Group oversee the selection of these players and League fixtures, these fines will not apply.
  
- b. Failure to return a match score card to the SSC VC (League) on the day of the event will result in the team being fined £10.
  - i. This requires the original score card to be handed over; photographs are not considered to be sufficient.