



Dickinson Parks and Recreation 2019-2020 Winter Adult Curling League Information & Rules



DPR Program Contact: Wilson McLaughlin, Recreation Supervisor
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Team / Player Notifications: Any cancellations, notifications, etc. will be done via text notification. Managers – please make sure you and your players sign up! This is a FREE APP. To activate – Text to: 84483 Message: dprcurl You will receive an instant verification text on your phone.

Player Eligibility: All High School Students are ineligible. Any High School graduate is eligible. If out of High School and not a graduate, you must be 18 years of age.

Team Roster: Minimum of 4 / Maximum of 6 players per team. Teams may have any combination of Male and/or Female participants.

Substitute Pick-up Player: Teams may pick up player(s) (max. of 2) to field a 4 person team for the evening. Pick-up player MUST be on another team's roster and not playing with their main team during the same scheduled match time. Team must designate (SUB) behind the player's name on the score card.

TEAM FEE: \$250 (4 player minimum on roster) The Team Fee must be paid in full when registration is submitted to DPR or it will not be accepted.

Team Registration: (24 Team Maximum) Team acceptance will be on a 1st Come – 1st Serve Basis. The 1st 24 Teams (with completed roster & Team Fee) turned in to the Dickinson Parks and Recreation office will be accepted into the league. Registration will close upon reception of the 24th team.

Registration must be submitted to: Dickinson Parks and Recreation / 2004 Fairway St / Dickinson, ND 58601). Office Hours: Monday – Friday / 8:00 a.m. – 5:00 p.m.

Learn-to-Curl Instruction: November 3 & 10 / 4:30 p.m. – 6:30 p.m. / WRIC New Arena
This instruction is MANDATORY for any team that did not participate in the Fall League.

League Play: Sunday (Dec. 1, 8, 15 / Jan. 5, 12, 19, 26)

League Tournament: Sunday (Feb. 9, 16, 23)

Match Time: 4:30 p.m. – 6:15 p.m. / 6:30 p.m. – 8:15 p.m. **(Must be off ice by end time)**

Note: Jan. 26 includes and 8:30 p.m. – 10:15 p.m. time slot.

League Structure: Teams will be placed into 4 leagues of 6 teams each. Teams will play 5 league games + 2 tournament games (total of 7 games). Tournament format will consist of 6 divisions of 4-team brackets. **(Note: Teams will have OFF days in the schedule)**

League Rules:

1. **Absolutely NO ALCOHOL allowed in the facility!**
2. Teams will have **1 hour 45 minutes** to complete the match.
3. Get as many ends in as you can during that time period up to 8 ends. You may not start a new end 15 minutes prior to your end time (No new ends after 6:00 p.m. or 8 p.m.).
4. Matches will be played with a full set of 16 stones.
5. The Free Guard Zone (FGZ) Rule will be in play:
 - a. The area at the playing end between the hog line and the tee line, but excluding the house.
 - b. A stone that comes to rest between the tee line and the hog line at the playing end, excluding the house, is deemed to be within an area designed as the FGZ. Also, stones that are in play, on or before the hog line, after striking stones in the FGZ, are deemed to be in the FGZ.
6. If, prior to the delivery of the fifth stone of an end, a delivered stone causes, either directly or indirectly, an opposition stone to be moved from the FGZ to an out-of-play position, then the delivered stone is removed from play, and any displaced stones are replaced to their original positions by the non-offending team.
7. Games WILL NOT end in ties. If the game is tie at the end of your time or you cannot start a new end, you will have a "throw-off." Each team will throw one stone, whomever is closest to the middle will be awarded the extra point. A coin toss or rock-paper-scissors will determine the order.
8. **Breakdown of Point Structure:** Win = 3 points, Throw off Win = 2 points, Throw off Loss = 1 point, Loss = 0 points, Forfeits will be recorded as 3-0.
9. Standings will be kept throughout the league and updated weekly on our website at dickinsonparks.org.
10. A traditional curling team will have 4 players (Skip, Vice Skip, First and Second). You are welcome to assign positions, but they are not required. **Team must have minimum of 3 players to start a match.**

If you have more than 4 players, please take turns playing ends, only 4 people can be in an end. After that end, you are allowed to switch up your members for that end.

If you have 3 players, you are welcome to get a sub for that game to get your team to 4. Your sub must be someone that is currently playing in DPR's league and is not playing with their main team at the same time. If you are unable to find a 4th player, the first 2 players will throw 1 stone each and the skip will throw the remaining 2.

Unsportsmanlike Behavior and Penalties: Any unsportsmanlike behavior will be ruled upon on a case by case situation by DPR management.

Curling Etiquette:

Curling has a long standing tradition of being played with sportsmanship, courtesy, respect and honor. The moment you step on the ice, it's your responsibility to live up to these traditions; so in addition to rules of the game these are some rules of etiquette which every conscientious curler should observe.

1. Don't be late. When you are late, you are holding up the seven other curlers playing the game. If you will be late for an unavoidable reason, let your skip know as soon as possible so he or she can take appropriate action.

2. Get a sub. There may be occasion when you're not able to curl as scheduled. It is your responsibility to get a substitute. Or, at the very least, let your skip know you will be unable to attend so they can plan appropriately.
3. Call DPR. When you are the skip and your team is unable to play in a scheduled event, contact DPR as soon as possible so we can inform your opponent of your forfeit without driving to the Ice Rink to find out. **Please do not forfeit if at all possible as a forfeit does not affect just your team, but all teams in the league as well!**
4. Respect the ice. Be sure clean your shoes before stepping on the ice. Do not rest your hands or knees on the ice. Clean your brush/broom before and during the game. It is everyone's responsibility to keep the sheet of ice clean.
5. Start with a handshake. As soon as you arrive on the ice where you are going to play, greet each member of the opposing team with a handshake, introduce yourself, and wish them "good curling."
6. Do not distract your opponent. This includes being out of position, crossing the ice surface while he/she is in the hack, getting in the way of the sweepers, or causing a distraction of any kind.
7. Know your position. Sweepers on the delivering team should be on the sidelines inside the hog line. Skips on the non-delivering team should be behind the house in a stationary position with his/her broom off the ice, preferably behind the opposing skip. Sweepers on the non-delivering team should be in single file at the sidelines and between the two courtesy lines. The opposition thrower should be behind the backboard and to the side of the ice, standing quietly.
8. Do not distract other games. Never stand or walk on a sheet other than the one on which you are playing
9. Be ready to deliver your stone. Take your position in the hack as soon as your opponent has delivered his stone.
10. Be ready to sweep. Don't be in the position of having to run from one hog line to the other before you can start sweeping.
11. Keep alert and pay attention. Watch your opponents' shots as well as your teammates. You may learn something.
12. Place your skip's rock in front of the hack. This helps speed up the game.
13. Watch for errant stones. Do not let stones run into or over the hacks, hit the back board at high speed, or cross onto adjacent sheets. Equipment may be damaged or players injured by rebounding stones.
14. Applaud good shots. Be quick to compliment a good shot by either side. Never pass an adverse remark about a poor shot or smile at an opponent's misfortune.
15. Wait for the score. Vice skips are the only players allowed in the house while the score for the end is being decided. Do not move any stones in the house until the score is settled.
16. Know when it's over. Unlike other sports, there is no negative connotation associated with conceding a game when the team feels it is impossible or near impossible to win. This may occur at any point during the game, but normally near the final end. It is not required to concede and teams may play until the last stone, but consider resigning early if a game is clearly lopsided, especially if either team has more games to play.
17. End with a handshake. At the end of the game, whether you win or lose, give each of your opponents a handshake, thank them for the game, and arrange to meet them for broom stacking. The winning curlers traditionally offer their counterparts some refreshment and, in turn, their opponents normally reciprocate.