



PLAYERS GUIDE & ORIENTATION PACKAGE 2023-2024



Welcome to the 2023-2024 season of Rotators Curling League. The league dates back to 1962, and now you're a part of this great gay Canadian sporting tradition!

ADMINISTRATION AND RULES

Executive:

You can contact the president and drawmaster, Murray Leaning, at 416-722-0111 or murray.leaning@rogers.com.

Website:

Our shared website with Riverdale (toronto.pridecurl.ca) has a members-only section for Rotators with schedules, standings, team and contact info, and other info. To enter the members-only section, use the password: **8ender**

Season:

All teams will follow the rotation schedule set out each week. The season is split into two rounds of 12 weeks (Oct 11 – Jan 3 / Jan 10 – Mar 28). There will be no curling on Dec 27 since the club will be closed. In each half, all teams will play 10 games and have two bye weeks where they aren't scheduled to play, but can spare on other teams.

Playoffs:

The playoffs will take place on Wednesday, April 3, with the top three teams from each half playing against each other in A, B and C playoff games to determine the overall season winners. Players on more than one team shall declare which team they will play on for the playoffs, and skips shall choose any needed spares from league members.

Scoring:

Scoring is done by points: 1 point for a loss, 9 points for a win, and 5 points for a tie. Plus 2 points for each end taken (maximum 16 points) and 0.5 points for each point on the scoreboard (no maximum). In a fully forfeited game, the forfeiting team will count as 0 points and 1 end (3 pts), and the other team will count as 6 points and 7 ends (26 pts).

Rotation schedule:

All teams will follow the rotation schedule set out each week. When bringing in a spare, the spare plays in whatever position the replaced player would normally play for that week to maintain parity with the opposing team. When playing with just three players, every reasonable attempt should be made to resemble the week's rotation schedule.

Sparing:

If a spare is needed, try to replace like-for-like (ask a vice to replace your vice), and never demote one of your players for a spare. Always ask the players on a bye first, then ask people on the spare list. If none of these people can play, you may ask someone from outside of the league to spare. If the opposing skip objects, ask the president or his designate for a ruling on the spare before play begins.

Mercy Rule:

You should try to play at least six ends. But after six ends, if the losing team wishes to concede the game, the remaining ends (**and their points**) are to be split evenly between the teams; they are not forfeited. However, if a team plays the seventh end and then concedes the game, the points for the eighth end go to the winning team.

Bell Rule:

To bring consistency and encourage swift play, there is a bell rule in place. An eight-end game should take about 2 hours to play. At 10:45p, the bell will be rung – or deemed to have been rung. Players will complete the end they are in, **and play one more**. Any unplayed ends and their points will be forfeited unless the mercy rule was invoked earlier. If the last rock of the end has already been released when the bell is rung, the end is considered to be complete and the next two ends are played. *If play was unable to begin at 9p, the **bell time remains 10:45p**, unless the two skips mutually agree on a new time for the bell for their game **before** play begins.*

TEAM ROLES AND GUIDING RULES

Remember first and foremost that you are a *team*, and you need to work as one. Don't forget that team communication is one of the most important things to be successful and have fun.

Skips

You are the team leader. You are generally the chief decision maker for the team, and you are often the league's point of contact for passing along information to your players. Be sure to keep your team informed of any changes and developments throughout the year.

Vices

On the ice, you are the liaison between the front-end (lead and second) and back-end (you and the skip) of the team. You are the main facilitator for making sure that everyone knows what's going on, as well as being the primary coach for your front end. Vices do the coin flip at the beginning of the game, choosing hammer or stone colour. They also complete the score cards for the drawmaster.

Seconds

As the senior member of the front end, you should try to help leads wherever possible (especially for newer curlers), and you tend to be the main judge of the weight of rocks. You are also key in taking care of cleaning up the rocks at the conclusion of an end since the lead should be getting ready to throw the first rock of the next end.

Leads

You often set the pace of the game. Be prepared to throw your rock as soon as possible at the beginning of an end or after the opposing team has released its rock. When an end finishes, do not clear the house; get ready to throw. Do pull out your own skip's rocks for his or her shots. And don't be afraid to ask questions of your teammates.

All positions

To ensure prompt game play, be ready to throw your rocks as soon as your skip is ready to call the shot, and remember to clear the ice promptly after throwing and sweeping. But for safety, speed, and etiquette reasons, please do not pull out the opposition rocks for them.

Remember that we are here to have fun, and that some fun is more appropriate off the ice after the game is over.

Etiquette:

A few standard "rules" of etiquette you should observe, and encourage others to observe are:

1. It is usual practice to shake hands with all opponents before the game and wish them well: "Good curling!"
2. We all want to get in a complete game within the 2-hour time frame, so we encourage you to:
 - prepare yourself in the hack immediately after your opponent has released their rock;
 - be ready to deliver the rock the moment your opponent's rock has come to a stop;
 - be in position and ready to sweep when it's your turn to do so; and
 - clear the ice right after your shot or after sweeping a teammate's shot.
3. When it is the opposition's turn to throw, all team members should be outside the house — standing beyond the hog lines or off the ice surface. After the stone and its thrower have traveled past the hog line, you may then prepare for your team's shot.
4. Talking is fine — but don't let socializing slow the game. There are seven other people on your sheet of ice, so save the good stuff for the clubhouse — it has more impact there anyway.
5. If a team wishes to concede the game early, the vice and/or skip will offer to shake hands with the winning team to signal this.
6. It is usual practice to shake hands after every game, too, and offer: "Thanks for the game." or "Good game."
7. Winning team members buy the first round of drinks, and the teams sit together to discuss the game and get to know each other better. Frequently, the losing team will reciprocate with a second round.
8. Tell your skip if you are going to miss a game so he/she has the opportunity to find a spare.
9. Have fun, but stay safe...the ice is very slippery, and we've seen too many players lose focus and fall down, sometimes doing themselves a lot of harm.

ABOVE ALL — ENJOY YOURSELF — AND GOOD CURLING!