Rules of General Play
Keystone Rainbow Curling League (KRCL)

The Keystone Rainbow Curling League follows all rules as set forth by the Canadian Curling Association (https://www.curling.ca/about-curling/getting-started-in-curling/rules-of-curling-for-general-play/).

NOTE: The No-Tick Shot Rule (https://www.curling.ca/blog/2023/10/04/no-tick-rule-added-in-2023-24/) which was adopted by Curling Canada in 2023 will be will be in effect for the 2024-2025 KRCL season. The rule is also being adopted by the Canadian Pride Curling Association for the 2024-2025 season.

> The No-Tick Shot rule now being used for all Curling Canada events is as follows:
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> > *If, prior to the delivery of the sixth stone of an end, a delivered stone causes either directly or indirectly, an opposition stone in the Free Guard Zone (FGZ) which is touching the centre line to be moved to an off-centre line position or to a position outside the FGZ, the non-offending team has the option to:*
> >
> > > *(i) Remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place; or*
> >
> > > *(ii) Leave all stones where they came to rest.*
> >
> > *If the stone is moved from the centre line to an out-of-play position, then the FGZ rule applies.*

The following additions and exceptions are as written below:

1. Rinks
2. Draws
3. Standings
4. End of Season
5. Canadian Pride Curling Championships Representative(s) Selection Process
6. Tie Breaking

1. Rinks

1.1. All persons who step onto the ice must be registered, fees paid in full and have signed the liability waiver

1.2. Players

1.2.1. There are no restrictions on rink composition, nor is a gender quota imposed

1.3. Spares

1.3.1. Individuals who would like to spare need sign up on the Keystone website and/or Curling I/O, so membership information can be collected.

1.3.2. The Keystone Rainbow Curling League will publish a list of interested spares on their website.

1.3.3. Teams can find spares from the spare list on the Keystone website and/or from Curling I/O.

1.3.4. Anyone who spares more than 3 times is expected to join the Granite Curling Club as a 5th player or an associate member of the club.

1.3.5. Rinks requiring a spare must use a registered spare from the published list, or by selecting a player or alternate from another rink. These players are to be considered as spares in this situation

1.3.6. Rinks may use a spare as a lead or second if there are four players, or as a lead if there are only three players

1.5. Alternates

1.5.1. A rink may register multiple alternates to their team

1.5.2. An alternate may only be registered to one rink

1.5.3. An alternate may curl at any position on the rink

1.6. Returning Rinks

1.6.1. A rink is only considered to be returning when two or more players from the prior season are registered to play as skip, third, second or lead, and where said players were not registered as alternates in the prior season

2. Draws

2.1. All draws are to be held at 11:00 AM, 1:30 PM and 4:00 PM

2.2. Games are 8 ends in length

2.2.1. An end is considered complete when the last stone thrown crosses the near-side T-line regardless of whether the stone is still in the thrower's hand.

2.3. The bell will ring after 1 hour and 45 minutes of play

2.3.1. The Board will ensure that the electronic bell timer is programmed correctly for our league. Rinks are no longer required to ring the bell

2.3.2. At the sounding of the bell, rinks will complete the current end and play one more end, except as determined by Rule 2.2

2.4. At the end of each round, divisions will be re-configured based on total aggregate points accumulated by each rink to date in the current season

2.4.1. Teams will not move up or down more than one division each round

2.5. Draws for subsequent rounds will be determined using the standings of the prior round

2.6. Whereas ties occur, Rule 6.1 will be implemented

2.7. Games which are tied after 8 ends will be recorded as a tie. No extra end will be played nor skips' rocks thrown.

2.8. Where a rink is unable to play their scheduled game/draw:

2.8.1. Every effort must be made to play games when scheduled

2.8.2. If at least two players are available, the rink must use the spares list

2.8.3. If no spare can be found, the rink must:

2.8.3.1. Notify the opposing skip,

2.8.3.2. Propose other draw times, and

2.8.3.3. Book ice for the makeup game

2.8.3.4. Rescheduled games must be played before the last game of the given round

2.8.4. If no game is played, the rink which requested the rescheduling of the draw is considered to have forfeited the game. Points will be allocated accordingly

3. Standings

3.1. The first round schedule will be determined using the aggregate standings of the prior season

3.2. Whereas ties occur, Rule 6.1 will be implemented

3.3. Whereas new rinks join the league, the rink's general level of skill will determine how they are seeded

3.4. The default allocation will be to the lowest division

3.5. The rink may decide of their own accord to play in the division one up from the lowest

3.6. At least two members of your rink must play to be awarded points for a win.

3.7. All persons on a rink (players, alternates and spares) must be compliant with Rule 1.1 to receive points

3.8. When a game is forfeited, the forfeiting rink is considered to have lost the game. Points will be allocated accordingly

3.9. Schedule of points per division

A:	Wins – 13	Losses – 5	Ties – 9
B:	Wins – 12	Losses – 4	Ties – 8
C:	Wins – 11	Losses – 3	Ties – 7
D:	Wins – 10	Losses – 2	Ties – 6
E:	Wins – 9	Losses – 1	Ties – 5

4. End of Season

4.1. Awards will be given based on the division standings at the end of the final round

4.2. Grand Aggregate is awarded to the rink with the highest aggregate standing

4.3. Whereas ties occur, Rule 6.1 will be implemented

5. Canadian Pride Curling Championships Representative(s) Selection Process

5.1. Rules for the 2018-19 season

5.1.1. Representation is awarded to the two rinks with the highest aggregate points for the season

5.1.2. Whereas ties occur, Rule 6.1 will be implemented

5.2. Rule for 2019-20 season and beyond

5.2.1. The league will hold an annual CPCC qualifier playdown. The format will be a 6 team (capped) double knockout playoff.

5.2.2. The 6 teams to qualify/enter would be as follows:

Previous Year Grand Aggregate Winner
Previous Year Grand Aggregate Runner-up
Current Year Grand Aggregate
Open Entry
Open Entry
Open Entry

5.3. Playdowns will occur a minimum of 60 days prior to the CPCC.

5.4. The playdown registration deadline will be set by the KRCL board and occur at least 1 week prior to the start of the playdowns.

5.5. Every player competing must be a paid member with a KRCL team and be in good standing with the KRCL. Players must have played at least one game by the registration deadline.

5.6. Team Qualification

5.6.1. For teams to qualify in spots 1-2, a majority of the previous season players must compete on that team (3 of 4, 3 of 5).

5.6.2. For teams to qualify in spot 3, a majority of current season players must compete on that team (3 of 4, 3 of 5).

5.6.2.1. The Team qualifying in spot 3 will be determined by the current standings at the registration deadline.

5.6.3. For spots 1-3, should a qualified team either not want to participate and/or not have enough returning players and/or be already qualified in another spot, that spot shall become an additional Open Entry spot.

5.6.4. Spots 4, 5 & 6 will be offered as Open Entry. Open entry teams may consist of any current season KRCL members. Should more teams want to enter than the number of available Open Entry spots, the KRCL board shall draw team names from a hat to decide which teams will participate. This draw will occur publicly.

5.7. A cost to enter the event shall be established by the KRCL board to cover the cost of ice rental. The previous year Grand Aggregate Winner will be given a free entry.

5.8. The playdowns will consist of 8 end games in a double knockout playoff format. If a game is tied after 8 ends, an extra end will be played to decide the winner. All other Canadian Curling Association rules and regulations will be followed.

5.9. The team winning the playdowns must be the same team attending the Canadian Pride Curling Championships.

6. Tie Breaking

6.1. If at any time a tie must be broken, the following protocol will be implemented:

6.1.1. Win-loss record against each other for the year. If record remains even,

6.1.2. The rink with the best win/loss record in round 3 against the other tied rink(s). If record remains even,

6.1.3. Only games between the tied rinks are considered. If record remains even,

6.1.4. Flip a coin.