

All participants will play under the Canadian Curling Association rules of General Play and under the following subsequent FWCC BWL rules.

1. All games must begin at 5:00 p.m. If not, one point and one end will be considered played for each 5 minute delay. If, after 30 minutes, one team is still unable to play, then that team loses the game by default.
2. All games must be played with each team having at least two members of their regular team and a substitute player(s). Substitute players (spares) should be used from the spare list first.
3. When a team plays with three players the first two players throw three rocks each and the skip throws two.
4. A player who is late for a game may enter the game between ends or may enter an end already in progress providing she is able to deliver stones within the team's established rotation. A player may sweep if she cannot shoot her rocks.
5. Teams have the option of changing positions as listed on the club roster. However, once the game has started, positions must remain the same for the completion of the game.
6. Names for the spare list can be added until December 31st. Spares pay a spare fee per game played. Spares may play any position on the team they are sparing for. Skips are to ensure the name of the spare(s) is/are written on the back of the scorecard and the spare fee is collected and submitted. Any team not paying for the spare(s) will be recorded with a loss for that game.
7. Members of the BWL may spare on the opposite night. They must play lead. (or lead and second if two members of the BWL are sparing) Members of the BWL do not have to pay the spare fee.
8. All games will be a maximum of 8 ends or to a buzzer which should sound at 6:30 p.m. If for some reason the buzzer does not sound, teams must follow the buzzer rule as if it had sounded. At 6:30 the teams may complete the end they are playing and play one additional end. An end is considered completed when the last rock thrown comes to a stop.
9. Non-delivering team - Only the skip and the third are to stand inside the hog line and behind the back line at the playing end. The lead and second should position themselves in single file between the hog lines. Only the skip or third may sweep their team's stone(s) after it is set in motion.

Delivering team – Only one player from the team may sweep their rock behind the tee line and shall have first privilege of sweeping any stone. If their choice is not to sweep, they shall not obstruct or prevent the non-delivering skip or third from sweeping the stone.
10. If a team cannot curl a scheduled game they must notify the other team as soon as possible. The team that cancels will be considered to have defaulted the game. The score will be recorded as 8 to 0 in favour of the other team.
11. There will be no rescheduled games for regular squad play other than for teams where three players from one team are involved in NOCA competitions and the game has to be played before the end of the round.
12. If a member cannot curl all year due to injury, etc., the member would be required to sell her spot to a replacement. Members will not be reimbursed for curling dues.

Note: Any perceived violation of the rules by a team or individual can be submitted to the Executive within 48 hours. The Executive will notify the complainant as soon as possible with a ruling.