



## REGISTRATION POLICY

Curling games are scored and winners are declared, making curling inherently competitive. However, not all curling is played at a competitive level, so registering at the right level of play is important. Registering in the right league maximizes season-long enjoyment. Registering in a league above skill and experience may result in a season of perpetual, discouraging losses.

We recommend team registration for Intermediate and Competitive Leagues (i.e., four players who register individually, but who have agreed in advance to play together for the entire season). As competitive teams often shuffle players, **DO NOT ASSUME PLAY ON LAST YEAR'S TEAM GUARANTEES PLAY ON THAT SAME TEAM FOR THE COMING YEAR. Please consult with your other team members and confirm your team's composition before registering.**

Registrants in Recreational Leagues can either specify teams or register individually, always remembering that the main purpose of these leagues is to **socialise rather than compete**. The League Director and League Coordinators will group lone registrants in a league with other lone registrants to form fixed teams according to availability.

The Center will be guided by the following criteria:

1. Attempt to accept, to the extent possible, all returning players wishing to register in the same or different Leagues in the upcoming season. This criterion will apply for players' first 3 choices, with 4th and 5th choices accepted depending on availability in the League(s) requested.
2. Grant priority to returning players in Intermediate and Competitive Leagues, (e.g., a fixed team with 1 or more players returning to a league will be accepted before any new fixed team of 4 players in the same league).
3. When demand exceeds availability in a League, the Center will register new players in reverse order of frequency of games per week. This means accepting registrations from players registered in 1 league per week first, followed by those registered in 2 leagues per week, and so on.

### Payment of Membership Fees

Full payment is required at the time of registration to guarantee your right to play. In default of full payment, your League choices will not be confirmed. Furthermore, a member who has not paid the full membership fees before his or her first game of the season will be subject to a \$25 penalty for late payment and may have his or her privileges suspended.

Payment for Blizzard (6-12 years of age), U-21 (13 to 20 years of age) and Training Programs will be due before the start of the program.

**Recreational (Social) Leagues** – Individuals registering in Recreational Leagues are players with all levels of skill and experience interested in having fun, staying fit, and enjoying curling fundamentals in a sporting atmosphere. To promote socialization, League Coordinators may regularly or occasionally shuffle players among teams. Games may or may not be scored, and teams may or may not be ranked throughout the season. Competitive players registered in lower-level Leagues should be ready to teach, coach, and provide constructive criticism while enjoying a less demanding level of play.

**Intermediate (Transitional) Leagues** – Teams registering in Intermediate Leagues are made up of players wanting to *eventually transition* to competitive play (after sufficient experience at the intermediate level where games are scored, team standings are maintained and season champions are declared - but where skill consistency, skill accuracy and sweeping requirements are not as exacting as at the competitive level). Intermediate League players should also realize that a few seasons of intermediate play guarantees neither sufficient experience nor skills required to progress to Competitive Leagues. Competitive players registering in lower-level leagues should be prepared to teach, coach, and provide constructive criticism while enjoying a less demanding level of play. Mixed Doubles Leagues are considered Intermediate.

**Competitive Leagues** – Competitive Leagues keep scores, rank teams, and declare champions. Teams registered in Competitive Leagues should include players with a strong command of curling strategy and the ability to sweep effectively. These players should be able to precisely and consistently throw rocks with the weight, turn, and line requested by the skip.

**Men's and Women's Leagues** – It should be noted that the caliber of play in these Leagues may include all three skill levels.

**Spare Membership** – This membership allows a player to spare in all Leagues according to availability, with a limit of 10 replacement games throughout the season. The membership also gives access to practice sessions. The status will be noted in the Spares List on the club's website. Games not played are non-refundable. After 10 games are played, this spare will pay the \$20 fee required for an occasional non-member spare.

**Social Membership** – Supporting Member having the right to participate in the Center's activities and attend Member meetings without the right to vote.

---

NOTA: *In Intermediate and Competitive Leagues, all four players are expected to sweep (occasionally even Skips). Being unable to sweep imposes a heavier burden on the other three team members. The Skip has a demanding and technical role to play. This position is not recommended for non-sweepers. Curlers unable to sweep should disclose this limitation to their potential teammates before registering the team and should not assume that their inability to sweep is a "default" to the Skip position.*

Board of Directors  
May 2022