

# Spares Rules

Updated for the **2016-2017** Season

**10.01** All Skips are to declare their spares and position to the opposing Skip before the beginning of the game.

**10.02** A Spare with an Advanced designation may only play for an “A” or “B” or “C” level team. All other spares may play for any level team.

**10.03** A spare from the Leagues Official Spares List or a Regular member as spare can only play a maximum of two (2) games for the same team per round.

**10.04** All Spare Players shall be a player from the League’s Official Spares List. If no player is available from the list, an eligible player from the League’s regular membership may act as a spare, subject to rules 10.06.

**10.05** If a spare player(s) is/are selected from the Official Spares List, then the spare player(s) can play at the position of the player being replaced or lower in the line-up.

**10.06** If a spare player is chosen from the League’s Membership, then **a League Member can spare for a team no more than 2 Divisions down (e.g. an “A” division player cannot spare in the “D or E” divisions and a “B” division player cannot spare in the “E” division)**, and that spare player must throw lead rocks, but may play at the position of the player being replaced or lower in the line-up.

**10.06.01** If two (2) spare players are chosen from the League Membership, then those players must throw lead and seconds rocks, but may play the position of the player being replaced or lower in the line-up.

**10.06.02** If both an official spare from the League’s Official Spares List and a League Membership Player are required to spare, the Official League Spare will follow rule 10.05. The League Membership Player must throw lead stone or second stone in the case the Official Spare is playing lead, but may play at the position of the position being replaced or lower in the line-up.

**10.07** To avoid teams from bringing in outside players and adding them to the Official Spares List during regular season play, all additions to the list, once the season has started, must be approved by the Executive. All additions to the Official Spares List will be posted on the website accordingly.

**10.08** Spares from the Official Spares List will pay \$5 (five dollars) each time they are called to spare for each game played. The Fee must be deposited in the Spare Fee envelope at the bar on the day of the game. It’s the teams responsibility to collect the fee and place it in the envelope at the bar. It is then recorded as to who spares and for what team on the Official Score Sheet and signed by one of the Executive.

**10.09** Any violation of the Spares Rules will result in a game default for the offending team which is recorded as a 3 – 0 loss, or the final score whichever favours the non-offending team.

**10.10** *In the event of illness or long term absence (4 or more consecutive weeks) the situation is to be brought to the attention of the Executive (Membership Coordinator) for approval of the temporary replacement player. Generally a replacement should be of equivalent ability.*

**10.11** The Executive has the right to modify the spares rules as necessary.