

Spare Rule

Mission Granite Curling Club – Spare Rule

General

Curling is a team sport, and as such, the team suffers when a member cannot show up to play.

When other commitments may interfere with a player's ability to play, spares are used to ensure teams have a full complement of players and everyone enjoys the sport on a level playing ground.

This policy sets out some high-level guidelines for the use of spares. The existence of a sparing policy recognizes that appropriate use of spares is critical to the smooth functioning of all leagues in any curling club and if not handled in a fair and consistent manner will quickly become an irritant to all club members.

The sparing guidelines below have been created by your Directors and League's Committee in the belief that guidelines may be more effective than detailed rules, as they allow for common sense to be applied in the spirit of good sportsmanship, fair play and in the interest of promoting an overall positive experience for MGC members.

The displayed rules are updated as of May 2023 and currently line up with the board's new rulings.

Effective May 2023

Guidelines

When arranging for spares, MGC strongly recommends the following process:

- For leagues that have teams with a bye week, first approach the bye team skip or team member to ask if a team member is available
- Second is to ask for a spare from the club league member spare list (available on the website or ask your league captain).
- If no league spare members are available, then a club member could be used.
- Non-club members may be used when it is not possible to arrange a spare from within the club or extraordinary circumstances exist. This can be an effective way to introduce new non-members to Mission. However, we ask that non-club spares to be limited to no more than 2 appearances in any given league.

- The intent of a spare is to be a temporary replacement.
- A spare can only be used when the position on the team that they are replacing has been paid for.
- Non-club members may spare a maximum of 2 games per league and must be registered in another club in BC or complete the drop in waiver and pay a \$1 fee.
- At least 2 registered team members must play in the game, or the game is forfeited. For doubles there must be at least 1 (during playoffs only).
- Spares must be registered by the night captain in a binder to be kept at the bar.
- Spares must play the position they are replacing or lower.
- (In the spirit of fairness, spares should be of approximate ability and regularly play the position of the person they are replacing)
- The exception to the spare rules would be severe injury, illness, or relocation. In this case the intent would be to replace the missing player as soon as possible. The replacement would pay the membership fee only if the position is paid for. If the position is not paid for, the league fee will apply.
- Infractions to the spare rules will result in the forfeiture of the game in which the offense occurs.
- For championship and/or playoffs games non-Mission GC spares are not allowed. Spares must play front end positions. (Second or Lead)
- Complaints should be directed to the club president and are not to be dealt with on the ice.