

Spare Rules

1. All Skips are to declare their spares and positions to the opposing Skip before the beginning of the game.
2. A spare from the Leagues Official Spares List can only play a maximum of three games for the same team per round.
3. 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 3 to 6.
4. 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.
5. If a spare player is chosen from the Leagues Membership, then that spare player must throw lead rocks, but may play at the position of the player being replaced or lower in the line-up.
 - a) If two (2) spare players are chosen from the League Membership, then those players must throw lead and second rocks, but may play at the position of the player being replaced or lower in the line-up.
 - b) If both an official spare from the Leagues Official Spares List and a League Membership Player are required to spare, the Official League Spare will follow Rule #3. 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 player being replaced or lower in the line-up.
6. 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 season has started, must be approved by the Executive. All additions to the Official Spares List will be posted on the website accordingly.
7. Spares from the Official Spares List will pay \$5 each time they are called to spare for each game played. It's the Teams responsibility to collect the fee and forward the money to the Treasurer or Executive Member. It is then recorded as to who spares and for what team on the Official Score Sheet.
8. 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