

Ladies All Star Curling League

Rules 2026



The Canadian Curling Association (CCA) rules¹ are used in the Ladies All Star Curling League (League), including the five-rock rule and the “no tick” rule².

In addition, the following rules will apply.

1. The Executive Committee

- a. The Executive Committee is composed of the President, the Vice President, the Treasurer, one or more Directors and the past President.

2. Entry is limited to 24 teams

- a. The League contains three Divisions of 8 teams: the All Star Division (AS), the A Division (A) and the B Division (B).
- b. Every team member must belong to a curling club in the Province of Quebec.
- c. Composite rinks are accepted.
- d. Teams may have a 5th player.

3. The entry fee is determined by the Executive Committee each year

- a. Each player, including the 5th, pays the entry fee.
- b. The entry fee covers the expenses for the closing luncheon, the prizes, the pins and the engraving of the 3 trophies for the winning teams of the AS, A and B Divisions.

4. Format of games

- a. All games are 8 ends.
- b. Games must be played as scheduled regarding time and place.
- c. Rock colour will be predetermined and marked on the schedule.
- d. Each team has an optional 10 minute practice starting 30 minutes before the scheduled game.
- e. The team assigned the light coloured rocks practices first.
- f. The hammer is determined by coin toss.
- g. In case of a tie at the end of a game, the skips’ draw to the button (with sweepers) will determine the winner of that game.

5. Time limit

¹ https://www.curling.ca/wp-content/uploads/2025/01/Rule-Book-2022_General-Play_ENG_CC.pdf

² <https://www.curling.ca/wp-content/uploads/2025/09/No-Tick-Rule-Poster-2024-1.pdf>

- a. Skips must strive to play their game within 2 hours from the start time.
- b. The 95 minute time limit will apply to all games. At 95 minutes from the scheduled start (one hour and 35 minutes), the teams may finish the end in progress and play one additional end.
- c. Abuse of the timing should be reported to the Executive Committee.

6. Penalty for delaying a game

- a. Games must start on time.
- b. The team that delays the start of the game will be penalized one point and one end for each 10 minute delay.
- c. After 30 minutes, the game is considered forfeited.

7. Reporting

- a. The third on the winning team reports the score to the designated scorekeeper after each game.

8. Spares

- a. Any two of the 4 or 5 permanent members of a team must be present for a game and may play any position.
- b. Up to 2 spares are permitted per game.
- c. If there is one spare, that player must play in the lead position.
- d. If there are 2 spares those players must play in the lead and second position.
- e. There are no limits on the number of times a spare may play within a season.
- f. Spares may come from any club in the Province of Quebec and from another Division in the League. They cannot come from the same Division.

9. Replacement of a team member

- a. If any member of a team is replaced, the skip must advise the President of the League immediately.

10. Exceptional circumstances for rescheduling a Round Robin game

- a. A game may only be rescheduled if 2 or more players on a team are playing in a CCA sanctioned event leading to a National Championship.
- b. If the date of the CCA event is known prior to the issuance of the schedule for the Round Robin, the skip must notify the President, who will try to incorporate this change into the round robin schedule.
- c. If the date for the CCA event becomes known only after the issuance of the schedule, the opposing team will offer 2 options with date, time and place for a make up game to the offending team.

- d. If no options are accepted, the offending team forfeits the game.
- e. The make up game must be played before the last day of the round robin.

11. Draw to the button

- a. Each team in the League must complete a draw to the button before the end of the 5th week of the round robin and submit the score to the designated scorekeeper.
- b. Each player on the team throws one rock with 2 sweepers.
- c. The stones are removed after each throw.
- d. The draw to the button must be witnessed by the opposing team at the end of a scheduled game.
- e. The draw to the button points are added as follows:
 - i. Touching any part of the 12 foot circle = 1 point
 - ii. Touching any part of the 8 foot circle = 2 points
 - iii. Touching any part of the 4 foot circle = 3 points
 - iv. Touching any part of the button = 4 points
 - v. Covering the pin = 5 points

12. Rankings after the Round Robin are determined as follows:

- a. Firstly by number of wins.
- b. Secondly by who beat whom.
- c. Thirdly by the draw to the button total points.
- d. In the rare case of a 3 way tie, the skip from each of the 3 teams will draw to the button on the last day of the Round Robin, with sweepers.

13. Challenges between Divisions at the end of the Round Robin

- a. If all three Divisions are full with 8 teams, the challenges will be as follows:
 - i. The 4 bottom teams of the AS Division will be challenged by the top 4 teams of the A Division
 - 1. Team 5 AS vs Team 4 A
 - 2. Team 6 AS vs Team 3 A
 - 3. Team 7 AS vs Team 2 A
 - 4. Team 8 AS vs Team 1 A
 - ii. The 4 bottom teams of the A Division will be challenged by the top 4 teams of the B Division
 - 1. Team 5 A vs Team 4 B
 - 2. Team 6 A vs Team 3 B
 - 3. Team 7 A vs Team 2 B
 - 4. Team 8 A vs Team 1 B
 - iii. The best 2 out of 3 games will determine the winner of each challenge.

iv. If the Divisions are not full, the challenge games will be determined by the number of teams in the A Division.

1. If there are 7 teams in the A Division:

- a. The 4 top teams of A will challenge the 4 bottom teams of AS.
- b. The top 3 teams of B will challenge the bottom 3 teams in A

14. Ranking after the Challenges between Divisions

- a. AS Div teams winning their challenge against A Div teams retain their standing in the AS Div.
- b. A Div teams winning their challenges against AS Div teams move up in the AS Division after the AS challenge winners, in order of their A Div rankings before their challenge.
- c. B Div teams winning their challenges against A Div teams move up in the A Div after the A Div challenge winners, in order of their B Div rankings before their challenge.
- d. Challenge losers move to the lower Division (A or B) ahead of the teams remaining in that Division, in the order of their ranking after the Round Robin.
- e. Example:

Team 5 A.S. vs Team 4 Div A – Team 5 AS wins
Team 6 A.S. vs Team 3 Div A – Team 3 Div A wins
Team 7 A.S. vs Team 2 Div A – Team 7 AS wins
Team 8 A.S. vs Team 1 Div A – Team 1 Div A wins

The final rankings would be:

All Star Division:

Team 5 (stays as Team 5 AS)
Team 6 (previously Team 7 AS)
Team 7 (previously Team 1 Div A)
Team 8 (previously Team 3 Div A)

Division A:

Team 1 (previously Team 6 AS)
Team 2 (previously Team 8 AS)
Team 3 (previously Team 2 Div A)
Team 4 (previously Team 4 Div A)

15. Default

- a. Any team who, for whatever reason, withdraws from the challenge at the end of the Round Robin is automatically dropped from the League.

16. Eligibility of returning teams to maintain their league standing

- a. Teams will retain their standing from the previous season if:
 - i. The skip remains plus one original member
 - ii. The skip leaves but three original team members remain
- b. The 5th player is included in determining the eligibility of a returning team.
- c. Teams are discouraged from having a member play in 1 or 2 games to retain their position from the previous year. This would be contrary to the spirit of the League.

17. Registration

- a. The deadline to register for the new season for returning eligible teams and new teams wanting to join the League is March 1st.

18. Challenges for new teams wishing to join the League

- a. Challenges will be held in the Spring or the Fall before the start of the Round Robin.
- b. The format of the challenges will be determined by the Executive Committee and will depend on the number of spots available in the League and the number of new teams wishing to join.
- c. If the League is full, a maximum of the 2 bottom teams in Division B will be subject to a challenge.
- d. If too many teams are wanting to join the League, the Executive Committee may decide that only a certain number of teams will be allowed to challenge. It is likely, for logistical reasons, that the Executive Committee limits the challenge to a maximum of a 4 team round robin. In such a case, the decision for the cut off on the number of teams called upon to challenge will be based on the date of registration.

19. Contravention of the rules

- a. If there is any issue related to conformity with the rules, the issue must be raised before the start of the game.
- b. The game is then played under protest.
- c. After the game, the offended team sends a request for a ruling to the Executive Committee explaining the alleged breach of the rule.
- d. The request must include the exact score for each end of the game.

20. Decisions of the Executive Committee

- a. Decisions of the Executive Committee on all matters are final. In case of a tie, the President has the deciding vote on the Committee.