

SUNDAY MORNING CURLING HOUSE RULES
RULES FOR AN 5 TEAM LEAGUE
6 END GAMES

Schedule	a) regular season - (round robin with BYE) b) playoffs - 1 vs 2 Championship Playoff, 3 vs 4 Consolation Playoff, 5th Eliminated
Membership	a) individuals are required to register with the club before seasonal play commences
Teams	a) Teams will be comprised of a minimum of 4 club members b) A team may register a 5th club member who would be eligible to play any position except SKIP (2018)
Game Time	a) 8:30 AM - start time - regular season b) 8:30 AM - start time - playoffs
Late Arrivals	a) 8:45 AM during regular season and playoffs - less than 3 players results in the loss of 1 point and the hammer for second end b) 9:00 AM during regular season and playoffs - team that is late defaults game, winning team gets 7 points Delete requirement for late arrivals to play Lead (2017)
Spares	a) spares cannot throw Skip stones at any time b) one spare - must throw lead or second stones c) two spares - must throw lead or second stones d) three spares - must throw lead, second, third stones - opposing team receives 7 points. Remaining points: 1/2 for each end, 1 points for win (2016) e) PLAYOFFS - the team must have at least two of its regular team players
Point System (season)	a) 10 points maximum per game b) 1 point for each end won bb) The point per end will be carried over for a blank end, maintain hammer. No points or carry-over will be awarded for a blank in the 6th end c) 4 points for the winning team (2017) d) 2 points for each team if the game ends in a tie (2017) e) 8 points for a default (2017) f) 6 points for a BYE g) the third from the winning team is responsible to enter the score on line h) any team that does not notify the opposing skip of forfeit within to 24 hrs to game time forfeits 3 points
Etiquette	a) players are responsible to arrange for their own spares b) players must notify their skip more than 24 hour in advance, if they can not play and who will be their spare
League Winner (roundrobin)	a) Teams with the most points at the end of regular season play is declared the league winner b) Tiebreak for final regular league standings is determined by points earned during season head to head play c) If teams are still tied a draw to the button (by any team member, with sweeping) will determine the final regular league standings
Championship One Game	a) Teams finishing 1st and 2nd from the regular season b) Format is Win/Loss c) If tied after 6 ends, a draw to the button by any team member, with sweeping will determine the Champion d) Date cancellation due to storm: Games move to April 11th and if necessary, April 18th e) Playoffs require at least two regular team players
Consolation One Game	a) Teams finishing 2nd and 3rd from the regular season b) Format is Win/Loss c) If tied after 6 ends, a draw to the button by any team member, with sweeping will determine the Consolation Winner d) Date cancellation due to storm: Games move to April 11th and if necessary, April 18th e) Playoffs require at least two regular team players
Games	The league has adopted the 5 rock FGZ rule for all games, to coincide with CCA rules.
50/50	There will be no 50/50 due to Covid Restrictions