

2020-21 SUNDAY MORNING CURLING HOUSE RULES
RULES FOR A 6-TEAM LEAGUE
6-END GAMES

- 1** Schedule
 - a) regular season - single round robin (2020)
 - b) playoffs - double-elimination tournament (2020)
- 2** Membership
 - a) individuals are required to register with the club before seasonal play commences
- 3** 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)
- 4** Game Time
 - a) 8:30 AM - start time - regular season
 - b) 8:30 AM - start time - playoffs
- 5** 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)
- 6** 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
- 7** Point System
 - a) 10 points maximum per game (2020)
 - 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 (2020)
 - f) n/a for 8 team league
 - 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
CLUB: The Club will buzz at 10:00 (2020). Finish the end you're in (2020). Skips must abide by 10:00 rule regardless of the buzzer timing. An end is considered to have finished when the mates agree on the points scored. Points will be awarded for ends played (2017)
- 8** 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
- 9** 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
- 10** Championship (roundrobin)
 - a) Participants will include all teams from the regular season (2020)
 - b) Format is a double-elimination (2020) tournament with the same point structure as regular season
 - c) Team with the most accumulated points at the end of the tournament is declared the winner
 - d) Tiebreak for Champion between two teams is determined by total points earned playing each other in the roundrobin
 - e) If the top two teams are still tied than a draw closest to the button by any team member, with sweeping will determine the Champion
 - f) Tiebreak for Champion among more than two teams is determined by a draw closest to the button by each skip, with sweeping
 - g) Date cancellation due to storm: If schedule can not be pushed back then no points awarded for that round, schedule does not change
 - h) Defaults, Forfeits: Same rule as regular season
 - i) Playoffs require at least two regular team players
- 11** Consolation
 - The 2nd place finisher in the championship playoffs will be awarded the consolation prize
- 12** Games
 - The league has adopted the 5 rock FGZ rule for all games, to coincide with CCA rules
- 13** 50/50
 - There will be no 50/50 due to Covid-19 (2020)