

SUNDAY MORNING CURLING HOUSE RULES

RULES FOR A 6 TEAM LEAGUE (Maximum 6 Ends)

1 Schedule,

- a) regular season - round robin
- b) playoffs - round robin (Top 4), round robin (Bottom 2)

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 5 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) 8 points maximum per game (2022)
- 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 8th end
- c) 2 points for the winning team (2022)
- d) 1 points for each team if the game ends in a tie (2022)
- e) 7 points for a default (2022)
- f) the third from the winning team is responsible to enter the score on line
- g) any team that does not notify the opposing skip of forfeit within to 24 hrs to game time forfeits 3 points

8 CLUB:

The Club will buzz at 10:05. Finish the end you are playing. Skips must abide by 10:05 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)

9 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”

10 League Winner

- 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

11 Championship

- a) Top four teams from the regular season (roundrobin)
- b) Format is a roundrobin, same point structure as regular season
- c) Team with the most accumulated points at the end of the roundrobin 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

12 Consolation

- a) Bottom two teams from the regular season (triple roundrobin),
- b) Format is a triple roundrobin, same point structure as regular season
- c) Team with the most accumulated points at the end of the triple roundrobin is declared the winner
- d) Tiebreak for Champion between two teams is determined by total points earned playing each other in the triple roundrobin
- e) If the two teams are still tied than a draw closest to the button by each skip, with sweeping will determine the Champion
- f) Date cancellation due to storm: If schedule can not be pushed back then no points awarded for that round, schedule does not change
- g) Defaults, Forfeits: Same rule as regular season
- h) Playoffs require at least two regular team players

13 Games

The league has adopted the 5 rock FGZ rule for all games, to coincide with CCA rules.

14 50/50 Draw

The league Secretary will manage the 50/50, half to the winner, half to the pool. Ticket prices will be \$2/ticket weekly with the exception of the Christmas and Year End draws when tickets will be \$2/ticket or \$5/3 tickets. Teams will be assigned the task of selling tickets in advance of the weekly draws. The objective is to carry over a maximum of \$100 year to year. (2017)