

Milton Curling Club League Rules

October 2017

		Social			Competitive	
Topic		Men's Social	Mixed Social	Business Women	Open Competitive	Mixed Competitive
Regular Season	Rotation	<ul style="list-style-type: none"> Eight 2- or 3- week rotations using common template 			<ul style="list-style-type: none"> Three 7 game rotations Team positions reset after game 7 and 14. Teams can move up or down one level only per reset. 	
	Points	<ul style="list-style-type: none"> Individual Points <ul style="list-style-type: none"> Win = 5 Tie = 3 Loss = 2 Spare = 2 No Spare = 0 Move to another team to allow games to proceed = 5 			<ul style="list-style-type: none"> Team Points <ul style="list-style-type: none"> A Draw: Win = 13 Tie = 9 Loss = 5 B Draw: Win = 12 Tie = 8 Loss = 4 C Draw: Win = 11 Tie = 7 Loss = 3 D Draw: Win = 10 Tie = 6 Loss = 2 All Draws: Default = 0 	
	Late Start / Unable to Field Team	<ul style="list-style-type: none"> If fewer than 3 players on a team: <ul style="list-style-type: none"> To get 3 players on the team, take player(s) from any team(s) with 4 players The skip of the 4-player team determines which player is removed from their team All games count Player moving is awarded points for Win, regardless of game outcome 			<ul style="list-style-type: none"> If delay is 5 – 15 minutes, then the non-offending team receives 1 point and will have last stone in the first end of actual play. One end is considered done If delay is 16 – 30 minutes, then the non-offending team receives 1 additional point and will have last stone in the first end of actual play. Two ends are considered done. If play has not started after 30 minutes, then the non-offending team is declared winner by default. 	
	Sparing	<ul style="list-style-type: none"> Spares play in position of the player they are replacing or lower position if mutually agreed between the players involved. For 3 person teams first two players throw three rocks, skip throws two. 			<ul style="list-style-type: none"> Spare plays position of missing player, unless arranged otherwise by team. For 3 person teams first two players throw three rocks, skip throws two. 	
	25 Minute Rule	<ul style="list-style-type: none"> Yes for 5:30, 7:00 and 7:30pm draws and Sunday 9:00 and 11:10am games and any make-up games with games scheduled immediately after. 25 minutes before the scheduled completion of the game, teams can finish the end in play plus one more end. To be considered the end in play, the first rock of the end must be in motion as part of the delivery of the rock, before the siren stops. The siren is scheduled to sound as a reminder. The 25 minute rule applies to designated draws even if the siren does not sound. 			<ul style="list-style-type: none"> Must get same-gender spare. Delivery of rocks for any team must be by alternating gender 	
	Prizes	<ul style="list-style-type: none"> Total \$ based on per participant allocation from Board Awarded as per Drawmaster determination as part of Annual Awards Night 				
	Ranking Players / Teams	<ul style="list-style-type: none"> At convenor's discretion based on factors such as: <ul style="list-style-type: none"> Years curling Points from previous years Assessment of curling ability 			<ul style="list-style-type: none"> Year end: teams ranked on cumulative points. Teams with same cumulative points are ranked as per tie-breaking criteria listed below 	
	Competitive Teams Tie-break during draw realignment				<ul style="list-style-type: none"> 1st Criterion – number of wins in the last rotation 2nd Criterion – head to head results (for teams tied after first criterion) 3rd Criterion – ranking coming into the last rotation (for teams tied after 2nd criterion) 	
	Eligible Team				<ul style="list-style-type: none"> 3 players 2 players from registered team (including a 5th) 	
Playoffs	Qualifying	<ul style="list-style-type: none"> Must be able to play in two potential playoff games to be eligible for playoffs If someone is unable to play, then the next highest ranked player of the same position / draw is offered the playoff position 		<ul style="list-style-type: none"> 4 teams make playoffs for each draw: <ul style="list-style-type: none"> 3 teams with highest cumulative points 1 wildcard team = team with highest points in the 3rd rotation 		
	Format	<ul style="list-style-type: none"> Teams seeded based on cumulative points of each member Single knockout draw: 1 vs 8, 2 vs 7, 3 vs 6 and 4 vs 5 		<ul style="list-style-type: none"> Top 2 point getters for each position form 2 teams for each draw. 2 wildcard teams comprising the next 2 highest point getters for each position, regardless of draw Top 4 point getters for each position form 4 teams for each draw. Mon. plays Mon. & Tues. plays Tues. (1 vs 4 and 2 vs 3 - single knockout) Mon. winner plays Tues. winner in the final 		
	Rock Colour	<ul style="list-style-type: none"> Coin flip for last rock or rock colour 			<ul style="list-style-type: none"> Overall winner based on Cumulative points for the year <ul style="list-style-type: none"> If there are two teams tied for 1st after 3rd rotation, then the teams play one extra game to determine the overall league winner Qualifying playoff teams ranked based on cumulative points Single knockout draw: 1 vs 4, 2 vs 3 to determine playoff winner for each draw 	
	Last Rock				<ul style="list-style-type: none"> Assigned in Playoff Draw Schedule 	
	# ends	<ul style="list-style-type: none"> Eight 			<ul style="list-style-type: none"> Higher ranked team 	
	Tie	<ul style="list-style-type: none"> Full end 			<ul style="list-style-type: none"> Eight 	
	Sparing	<ul style="list-style-type: none"> Convenor to determine Curler with next highest points for the position 			<ul style="list-style-type: none"> Full end Spare must be a member of the same league and normally play the same position or lower than the position they are sparing for. Players may find spares from one draw above their own or any draw below that. Players cannot spare in leagues where they have qualified for the playoffs. 	
General or Out of Season	Rule Changes	<ul style="list-style-type: none"> Rule changes are Board decisions Convenor or members may make written recommendations to Drawmaster by end of April 				
	Competitive Team Breakups				<ul style="list-style-type: none"> At least 2 players from existing team are required to maintain the team spot in the league for the next year. If a team breaks into 2 teams, each with two members from the previous team, then the existing spot goes to the new team that includes the owner from the previous team. The other new team goes to the bottom of the waiting list. 	
	Waiting List for Competitive Leagues				<ul style="list-style-type: none"> Membership Director maintains a waiting list for competitive leagues. Order of teams on the waiting list is based on the date that the team indicated in writing that they wanted to go on the waiting list. 	