

RULES 2016-17
SHAMROCK CURLING CLUB
FRIDAY MIXED LEAGUE

1. GENERAL:

Unless otherwise noted, the Canadian Curling Association Rules of Curling for General Play (herein referred to as 'CCA Rules') will apply to all games played in the League.

2. TEAM MEMBERS:

Teams are allowed to have up to 6 official roster players on their team and this roster must consist of at least two males and two females. Teams should always make *every reasonable effort* to ice a purely mixed line-up composed of two males and two females who throw in alternating positions. If, after every reasonable effort has been exhausted, a team is unable to ice two males and two females in their line-up, a team may play with a 3/1 gender combination provided that a male and a female play in the skip and third positions. Games may be played with only three players provided that the playing team has a minimum of one male and one female and provided that a male and a female throw in the final two positions. In Playoff and Playdown play, teams must have 2 males and 2 females throwing in alternating positions. See also the substitution rule, Rule #6.

3. START OF THE GAME:

- (a) Games are to start promptly at the scheduled time:
- Friday draw time is 7:45pm.

4. END OF GAME:

All games are a maximum of eight ends.

Ties will be settled by a "warm draw."

- "Warm-draw": Each team will throw one swept rock and the rock that is closer to the button wins. Rocks must be in the house to count. Opposing team rocks cannot be swept: if an opposing team sweeps an opponent's rock then the violating team will automatically lose the tie-breaker.

5. POSTING RESULTS:

Draw and result sheets are posted on the Leagues Board and in the Leagues Binder under "Friday Night Mixed." It is the responsibility of both the winning and losing Vice-Skips to post the results of their game on the draw sheet immediately after the game. The winning team should be circled. If there is a "warm-draw" tie-breaker then both teams should be circled and a star should be placed next to the winning team. Points toward the League Standings shall be as follows:

WIN (in regulation play)	= 3 POINTS
WIN (in warm draw)	= 2 POINTS
LOSS (in warm draw)	= 1 POINT
LOSS (in regulation play)	= 0 POINTS

6. SUBSTITUTES

Any player who is on the official 6 person roster of a given team is not considered a substitute for that team. Substitutes can be found on the "Substitutes List" or can be brought in from outside the club. Any team using a substitute illegally will automatically forfeit the game in dispute. Rules for substitutions are as follows:

a) Regular League Games:

Teams may use up to three (3) substitution players, provided the following conditions are met:

- i. At least one member from the team's official 6 player roster must be curling in the game.
- ii. Alternating delivery rotation and team composition rules are observed (as per Rule# 2 above)

- iii. Substitutes may play any position except skip (see CCA Rules article 6: Skips)
- iv. Substitutes shall not throw last stones in the delivery rotation.

b) Club Playoff and Playdown Games:

Teams may use up to two (2) substitution players, provided the following conditions are met:

- i. At least two members from the team's official 6 player roster must be curling in the game.
- ii. Alternating delivery rotation and team composition rules are observed (as per Rule# 2 above)
- iii. Substitutes must follow the specified delivery rotation:
 - One Substitute: Must play in either Lead or Second position
 - Two Substitutes: Must play Lead, and Second position

c) Final Team Rosters:

Final team rosters are due by January 15th, 2017. See item #2 for details in team rosters. Players on this roster are not considered substitutes.

7. DEFAULTS:

Any team unable to attend a scheduled game is expected to contact the opposition and will automatically default that game to the opposing team. If a team fails to notify the opposing team in advance then the violating team will lose 2 points in the standings. There will be no "make-up" games allowed.

8. TIE BREAKER RULES FOR STANDINGS:

"Tie-breaker" rules for end-of-game play can be found above at Rule #4.

In the event of a tie between teams in the standings, the following criteria shall be used to determine standings order:

- 1) Head-to-head results between all tied teams (in terms of total points)
- 2) A "warm-draw."

9. LEAGUE FORMAT

Regular Season league play will consist of Round Robin play in which each team will play one another at least once. At the end of the Regular Season teams will be grouped into pools for the League Playoffs.

10. LEAGUE PLAYOFFS

a) Format: All teams qualify for the playoffs. On the basis of Regular Season play teams will be grouped into 3 pools (A, B, and C). The top six seeded teams will play in Pool A, the next 6 seeds will play in Pool B, and the final 4 teams will play in Pool C. The Playoffs will consist of Round Robin play between teams within their pool. The team with the most points within their respective pool wins that pool. The winner of Pool A will be the Friday Mixed League Champion. Tie-Breaker rules for games will follow Rule #4 and Tie-Breaker rules for pool standings will follow Rule #8.

b) Playoff Hammer: The team with the better seeding position should receive first hammer throughout the playoff schedule. It is the responsibility of the team with the better seeding position to institute this playoff hammer rule.

12. CLUB PLAYDOWNS

Full rules and details still forthcoming. League champion will either represent the Shamrock at the Tournament of Champions in mid-April or else the League champion will playdown against a Mixed team from another league for the opportunity to represent the Shamrock.

DIRECTOR OF LEAGUE PLAY: Chris McTavish – chris@shamrockcurling.ca