

FGCC MEN'S LEAGUES GAME PLAYING RULES 2019-20

1. GAMES -

- A. All games must commence at the time designated by the chairman of the Draw Committee.
- B. Regular games are 8 ends maximum with a 1:40 bell time (normally) which allows current end to finish (if less than 8) and play 1 more.

Exception:

The standard end bell time of 1:40 may be waived under the following conditions:

- Agreement is on an individual game basis
 - Both teams must agree prior to the start of the game
 - A standard 8-end (or less) game will be played
 - No other games or draws are scheduled within 2:30 of the originally scheduled start of the game in question
- C. All games must be played as scheduled or defaulted, except postponed games. When the latter are played, notice must be given to the Secretary or Committee handling competition. Notice of postponed game must be given prior to scheduled game and played off prior to the end of the round in question or game is defaulted. Onus is on team not available to play scheduled game but good sportsmanship requires both teams to make effort to reschedule game.

Exception:

An exception can be made to scheduled games unable to be played due to one or both teams playing in a **Provincial Championship** as follows.

- An effort should still be made to play the game before the end of the given round. However, if both teams cannot agree on a date and time, both teams will be awarded a win and the appropriate points.
 - If, at the end of season, any team that was accorded such win(s) **and** is eligible for an aggregate or club championship spot will have the win(s) and accorded points nullified AND MUST make up the game(s) in question prior to the start of the playdowns.
 - If both teams at that time cannot come to an agreement on date and time, the draw committee will decide same.
 - If either or both teams default on that, the defaulting team(s) will be awarded a loss and the points appropriate to the group the game(s) was/were originally scheduled.
 - The resultant record will be the one that is finally considered for aggregate or club championship play.
- D. Games are subject to CCA Rules of Curling for General Play unless otherwise specified herein.

2. TEAMS -

- A. Skips must play their regular rink when available.
- i. A minimum of two members registered with the team must participate in any game or the game is automatically forfeited.
 - ii. A maximum of two substitutes will be allowed and may play lead, second or third, (if associated members as indicated in 2D), except in the group playdowns and the club championships when only members and associate members will be permitted and must play the lowest position(s) on the rink.
- B. Non-members are not eligible as spares in group playdowns or the club championship.
- C. Women are eligible to play in the men's leagues.
- D. All members of all rental leagues, including Juniors, are considered Associate Members. Regular members of a men's rink are not considered as associate members.
- E. If no associates are available, a regular member may be used but must play lead.

F. If neither associates nor club members are available, a skip may bring a non-member for a game. A non-member is not allowed to play more than two games in any one season.

G. Within the first 4 ends, a substitute must withdraw from the game upon arrival of regular player, who then must finish the game. After 4 ends, if using a spare, the spare must complete the game.

3. STANDINGS -

A. Points - Men's Curling League

Group	Win	Loss	Group	Win	Loss
A -	20	10	C -	16	8
B -	18	9	D -	14	7

B. Placement of teams in various groups shall be done as follows:

i. Round 1: from total points accumulated in the previous year's play.

Optional:

a) This refers to all teams that played at Fort Garry the previous season. A team is considered to be the same as last year's if at least 3 of the same personnel from last year's team are on the current year's team.

b) New teams will be grouped at the end of all returning teams with the following exception: New teams may be added to groups B or C at the (executive's) drawmaster's discretion; this can either be done by request or the judgment of the (executive) drawmaster. (The decision to do this should be based on public evidence of performance of a new team in the recent past).

c) Rounds 2, 3 and 4: from points accumulated in preceding rounds.

4. PRIZES -

A. Group winners of each round will receive \$40 (per rink) worth of refreshment in the form of vouchers from the Fort Garry Curling Club. Such vouchers should be redeemed by the season's end.

B. At the end of the season, trophies are awarded to overall group winners on each night as well as aggregate and club champions. A maximum of 6 registered team names will be engraved on trophies, such names determined by skip or, by default, the first six (6) listed on team roster.

C. Monetary prizes are awarded on a team basis in amounts determined by the Executive.

D. In cases such as Club Champion where other prizes such as apparel may be awarded, only four (4) team members as determined by the skip or, by default, the first four (4) on the roster, may be recipients, although such extra prizes may be purchased by the team.

5. DEFAULTS & DISPUTES -

A. Allowed one default *per round*; two or more defaults, the team gets 0 points for each defaulted game. (Winning skip to put up D for default)

B. All disputes in Club games or complaints relative to games must be made to the Secretary in writing within *48 hours* of completion of the game.

C. All disputes regarding declared round winners must be made to the Secretary, in writing, within *one week* of the posting of such winners.

D. In the event of a rink playing a game in which any of the rules contained herein are violated, the decisions of the Executive, after reviewing all details, shall be final.

6. PLAYDOWNS -

A. *Group Playoffs*

- i. The winner of each group, in each round, will enter a playdown for that group at the conclusion of the year.
- ii. Group winners will be declared within one week after the end of the previous round.
- iii. If a rink wins more than one group, that rink will play off in the highest group that it wins.
- iv. A rink winning the same group more than once will eliminate one spot in the play-offs in the group playdowns.
- v. A team winning more than one round at a particular group level in a season will be the highest seed in the group.
- vi. Teams will be seeded by the number of points at the end of the year.
- vii. The winners will be declared the group champions.

B. *Club Championship Playoffs (see also rule 1-c exception)*

- i. All teams from the Men's Tuesday, Wednesday and Thursday night leagues are eligible to qualify for the Club Championships.
- ii. 10 teams will qualify via the following method:
Each *night's* aggregate winner (the team with the most number of **wins** during the season on each night) will qualify for the Club Championship. (3 teams)
- iii. In addition, EXCLUDING THE ABOVE MENTIONED AGGREGATE WINNERS, the teams with the first and second highest point totals on each of Tuesday and Wednesday and teams with the 3 highest points on Thursday, will qualify for the club championships (7 teams).
- iv. A team playing on more than 1 night is allowed to qualify for the club championship on each night that they play. However, the draw is generic, i.e. done by team positions from each night & not by names.
- v. Teams with the highest point total on each night will be top-seeded with the rest placed by lot.

C. *Aggregate Winner (see also rule 1-c exception)*

To be decided by the team having the greatest number of wins at the end of the 20 games for the One Night Curling Leagues. The aggregate winners cannot win a group prize.

7. TIE-BREAKERS -

A. *Regular Games*

- i. If a game is tied after 8 ends or earlier, if terminated by the bell, a modified extra end (eff. 2012-13) shall be played. It will consist of a standard-format end except that only 1 rock is thrown by each member. A 1-rock free-guard-zone condition applies. On a 3-man team, the lead throws 2 rocks. If, after the extra end, it is still tied, **skip rocks** will determine the outcome.

B. *Group Winners*

- i. Decided by records between teams tied during that round
- ii. If still a tie, the next highest rink in the same group will be brought in to decide a winner, and so on until the tie is broken.
- iii. If tie still unbreakable, winner is decided by **skip rocks**.

C. *Group Movement Between Rounds*

- i. Whichever team(s) played in the higher group in the last round stay(s) up.
- ii. The team with the best record among the tied teams.
- iii. The seedings or point totals going into the round in question are considered.

- iv. The seedings or point totals going into the round preceding the round in question are considered.
- v. Coin toss.

D. Club Championship Seeding

- i. The record for the entire season among the tied teams.
- ii. The number of wins for the entire season among the tied teams.
- iii. Coin toss.

E. Aggregate / Club Championship Qualification

- i. **If 2 teams are tied**, they play 1 regulation game to decide a winner
- ii. **If 3 teams are tied**, the winner of a coin toss will receive a bye and the other 2 teams play a regulation game, the winner of which will play the team with the bye to decide a final winner.
- iii. **If 4 teams are tied**, a round of 2 regulation games will be played among the teams with a coin toss determining who meets whom. The winners of these games will play a subsequent regulation game to determine the final winner.
- iv. **If more than 4 teams are tied**, a combination of the above processes will be used to determine the bye team and the remaining head-to-head competition.

8. TERMS & DEFINITIONS -

A. End Finish -

An end is complete when the last rock of the end crosses the nearer tee line.

B. Skip Rocks -

- i. Each team shall elect one player to deliver one rock from the far hack. The stone may be thrown with someone holding the broom and with their own team sweeping (under the regular rules of curling). When the stone comes to rest, it is measured for closeness to the center pin and removed for the next team to throw.
- ii. Sweeping behind the tee by the non-throwing side is allowed if skip rocks are being thrown to decide a game. If it is to decide a tie-breaker for the round, then opposition sweeping is not allowed (this is because all teams involved might not necessarily be present at the time).
- iii. The team whose rock is deemed to rest closest to the center pin shall be the winner of this contest.

9. DISCLAIMER -

In case it shall be necessary to formulate special rules owing to unforeseen circumstances that may arise during the season's play, the same shall be posted and such shall be regarded as part and parcel of the club rules.