

Leaside Mixed Curling Rules (2010-1)

The Mixed section follows the Leaside Curling Club Rules and the O.C.A. & C.C.A rules except where amended by Mixed Section Local rules.

TEAMS

- Teams are made up of two men and two women.
- Order of play must alternate gender, i.e. Man-Woman-Man-Woman or Woman-Man-Woman-Man
- The Skip and Vice-skip must alternate gender on four player teams.
- Teams may play with no fewer than three persons, and such teams must be made up of both genders.
- Three person teams are not required to alternate gender, however, the established positions of team members cannot be altered, e.g. if the lead is missing, you cannot swap the vice and second position..
- The drawmaster may create teams with a three to one ratio. Such situations are considered exceptions, and are avoided if at all possible.

THE FLIGHT SYSTEM

- Points are awarded for each game played: Win: 5, Tie: 3, Loss: 1, Default: 0
- At the end of each draw (7 games per draw), teams will move up or down flights based on points accumulated in that draw:

1 st place:	Move up 2
2nd place:	Move up 1
3rd place:	Move up 1
4th place:	Stay
5th place:	Stay
6th place:	Move down 1
7th place:	Move down 1
8th place:	Move down 2

- When a new draw starts, the new schedule will usually be posted by the following Monday. The schedule can also be found at www.leasidecurling.ca. The skip is responsible for finding out when the team is playing and letting the team-mates know.
- **Watch out for the occasional break from the usual Fri-Fri-Sun-Sun-Sun rotation pattern.**

SPARES & MISSING PLAYERS

- Teams must field a minimum of three players.
- Teams must field a minimum of one original team member (except in playoffs where 2 are required unless special permission is granted).
- Teams are allowed up to two spares or three spares if the opposition skip agrees.
- Spares & teams must be such that four person teams have two men and two women, and they must alternate.
- Spares & teams must be such that three person teams have at least one person from each gender. Genders do not need to alternate on three person teams, however, there are additional restrictions for the playoffs.

- Teams that are playing with drawmaster sanctioned non standard teams (e.g. three woman teams) may get a spare of the missing player's gender to play in the missing players spot, or field a team that complies with the standard gender rules.
- The Leaside CC policy is that all fully paid members (and only fully paid members) may spare in any section.
- The mixed section imposes no restrictions in what flights or at what positions spares may play during the regular season.
- Additional rules apply during playoffs.
- There is an expectation that mixed teams requiring spares will honour the spirit of fair play.

LATE START

Leaside Club Rule: If a team is unable to start a game after 10 minutes, they forfeit the hammer and 1 point. After 20 minutes, the game is defaulted.

AWARDS AND PRIZES

The overall winners at the end of the season are determined by the Playoffs.

Playoffs are held after the third draw is complete. Prizes will be awarded to the playoff winners and runners-up for each flight. Final awards and closing banquet and party is held to celebrate the season and the winners and to hold the Mixed AGM.

The Falconer Award is presented annually to the mixed team with the most accumulated points for the season. This is usually a great race at season's end and can be won by a team in any flight! If this award results in a tie between multiple teams, it is awarded to all the teams.

Flight Winners - At the end of each of the 3 draws during the regular season for each flight 1-8, the team with the best record in points in each flight for the individual draw will be the 'flight winner' and the team will receive a prize.

BELL RULE (regular season)

The bell will ring 25 minutes prior to the end of the game. When the bell sounds, you may complete the current end and begin one more. (Example: mid sixth end, the bell sounds - complete the sixth end and play the seventh end. The game becomes a seven end game and the eighth end is not played.)

An end is defined to be complete and the next end started when all rocks from the current end have come to a complete stop after the last rock is delivered. There is no longer a time gap between ends. (This has been imposed for safety reasons.)

This means if a measurement is being made or the rocks are being cleared from the house and the bell rings, you get to play 2 more ends.

DISPUTES

The Drawmaster will be the final arbiter of all disputes, and reserves the right to change, add or grant exemptions from these rules as required.