

Leaside Sunday Night Open League Curling Rules (2011-12)

SEPTEMBER 24, 2011

The Sunday Night Open League follows the Leaside Curling Club Rules and the O.C.A & C.C.A rules except where they exist below as part of the Sunday Night Open League rules.

QUESTIONS?

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(remove spaces on either side of the "@" symbol)

TEAMS

- Teams can be made up of any combination of men and women
- Teams can play with no fewer than three persons
- Any regular player may play any position on the team (ie. no need to "declare" positions")

GAME TIME

- Games start at either **5.30pm sharp** or **7.30pm sharp**
- Out of respect for your opponents & team-mates, please enter the ice shed and ***be ready to begin your game on time (leave yourself 5 minutes leeway time)***. Games that begin on time are likely to get a full 8 ends played.

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.

RESCHEDULED GAMES / CANCELLED GAMES

- **If you are changing a scheduled game time/day, skips must arrange this and skips must be clear on whether (A) one teams requests a change or (B) both teams require a change**
- Situation A: If one team requests a change of schedule when the opponents were willing to play at the scheduled time, and the game is never played: 5 Game-Points to the other team, 0 Game-Points to the requesting team.
- Situation B: If both teams were unable to play at the scheduled time, and the game is never played: 0 Game-Points to both teams.

THE FLIGHT SYSTEM & GAME-POINTS

- Game-Points are awarded for each game played: Win: 5, Tie: 3, Loss: 1, Default: 0
- At the end of each draw teams (7 games per draw), teams will move flights based on the number of Game-Points accumulated in that draw:
 - From flight A: the 7th and 8th place teams will move to flight B.
 - From flight B: the 1st and 2nd place team will move to flight A, and the 7th and 8th place teams will move to flight C.
 - From flight C: the 1st and 2nd place team will move to flight B.
- Flight Tie Break:

- For the Flight System, when two or more teams are equally ranked at the end of a draw, ties are broken by:
 - when they played each other, who beat who (in the case of a multiple team tie, by who has the most wins amongst the games played against the other tied teams).
 If still tied, then:
 - who performed better against the top performing team not involved in the tie (Win/Tie/Loss/Default), then:
 - who performed better against the 2nd performing team not involved in the tie, then 3rd team, then 4th, etc.
 - If still tied, then: flip of the coin.
 - In a multi team tie, if a rule divides a tied group into one or more smaller tied groups, the rules are applied to the new tie/ties (ie. the smaller group) from the beginning rather than by continuing to the next rule.
 - If there are teams that play each other more or less than once in a draw , the drawmaster will apply the spirit of the rules as best as possible.
 - Teams tie all the time, and in complex ways, ways for which these simple rules cannot account for completely. In these situations, the drawmaster will apply the spirit of the rules as best as possible.
- Playoff rules to be issued later under separate cover.

SPARES & MISSING PLAYERS

- Teams must field a minimum of three players
- Teams must field a minimum of one original team member
- Teams are allowed up to two spares
- Spares can be any gender
- The Leaside CC policy is that all fully paid members (and only fully paid members) may spare in any section
- The Sunday Open League imposes no restrictions on which league/flight a spare may be called from or what positions they can play in the league
- Additional rules may apply during playoffs
- It is the expectation that teams requiring spares will honour the spirit of fair play

BELL RULE

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 (or the rock leaves the playing area, whichever comes first for each rock) after the last rock is delivered.

This means that 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

Notwithstanding the above, The Section Drawmaster is the final arbiter of all disputes. He/She reserves the right to change, add or grant exemptions from these rules as required and is necessary in the circumstances.