

Welcome all to the 2017 Fall League.

### League Schedule:

- Fall league will start October 3, 2017 and will end on December 12, 2017. We will not play on October 31 and November 21.
- The league will have 12 teams; the regular season will consist of 7 games for each team.

### Substitutes:

- It is **each team member's responsibilities** to advise the substitute manager as soon as possible if they cannot play on a given week to prevent the team from losing by default. (See the substitute's process below).
- If no one can be found, the Skip may decide to play with only 3 players.
  - For teams that play with three players: one person shall throw stones 1, 2 and 3 in an end. A different person shall throw stones 4, 5 and 6. The remaining person should throw stones 7&8.
  - A player who arrives late to a game shall not enter during an end; the player shall only enter at the beginning of an end.
- Sharing a position is allowed (ie: 2 persons playing 3rd on alternate weeks)
- **Please see the Substitute process on our website to be followed by all substitutes and all league members needing a substitute**
- The Sub Manager will send out an email to the sub list the weekend in advance of the curling night with sign-ups for substitutes. On the Monday before the curling night the Sub Manager will send an email to all league members requesting for subs; the league members do not have to pay the \$30 substitute fee.
- If the Sub Manager is notified that a player is going to be out via the sub request form (see link above) a sub will be assigned if we have enough people that can sub that week. All players should try to request subs, so that we can have full teams. If there is a team that notifies that they need subs to prevent a forfeit they will get the first available substitute assigned so that there will not be a forfeit.
- **Where should the substitutes play on the team?**
  - Any substitutes must throw 1<sup>st</sup> or 2<sup>nd</sup> player stones; a substitute can skip the game if the team desires but they cannot throw the final two stones of the end.

- Substitutes may only come from the substitute list or from teams that played during the other draw. Substitutes that come from teams during the draw time that the sub is needed may not count to make a team official.

### Regular Season Game Rules:

1. **Curling is a friendly game played in good spirit and with the respect of others.**
2. Ice preparation will start at 6:30 pm and all games will start at 7:00 pm sharp.

**NOTE: if the ice is not ready at 7:00 pm due to the Zamboni starting / finishing late, the times will be adjusted that night. On the other hand, if the ice is not ready because we did not have enough persons to help setting it up, the end time of the first draw will not be adjusted.**

3. For our League, a regular game consists of 8 ends played in two hours (approximately 15 minutes per end). During league play, each skip will have to help their team to reach that target.
  - a) Time limitations:
    - Timing of the last end: The last end of a game cannot start after 38 minutes past the hour and the end has to be over no later than 53 minutes past the hour: specifically, the last end cannot start after 8h38 pm on the first draw or 10h38 pm for the second draw and the last rock of that end must be released before 8h53 or 10h53 pm (based on the time displayed on the Pavilion's clock).
    - If the last rock of the game cannot be thrown before 8:53 or 10:53 pm, **then the score of the game will be the one after the last completed end.**
  - b) League structure and scoring:
    - The league will have two divisions, the Palmetto and the Upstate divisions.
    - During regular season, each win will be awarded 2 points; each team receives 1 point for a tied game and 0 points for a defeat.
    - NEW THIS SEASON:
      - Each team must play their assigned color as per the schedule and the weekly scoresheets.
    - **At the end of each game, it is the responsibility of the skip to register the score of their team on the official score sheet.**

- c) The standings after each weeks games will be determined based on the following criteria in this order:
- The highest numbers of points based on section 3b above.
  - If two or more teams are tied, then the first tie breaker will be the record between these teams during the season (if they have played each other).
  - The lowest total of points scored against the team.
  - The highest number of ends won during the season.
  - The lowest number of ends lost during the season.
4. A game will be considered "official" if one of the following conditions is met:
- a) The teams have completed 8 ends.
- If after 8 ends the score is tied, the teams will each receive one point in the standings.
- b) Based on the score and after a discreet discussion among the players of a team, the losing skip concedes by shaking hands with opposing skip, the game is over. A team concedes a game only when it is the delivering team.
- If it is happening after the completion of an end, then the score is what it is at that point and the number of ends won/lost is also what it is at that point.
  - If it is happening before the completion of an end, the score of the last end is determined at that time, in the following manner:
    - If both teams still have stones to be delivered, "X"s are placed on the scoresheet for that end. That means that this end will not be considered in the standings (points against, ends won / lost).
    - When only one team has delivered all of their stones:
      - If the team that delivered all its stones has stone(s) counting, no points are given, "X"s are placed on the scoreboard. (no additional point against nor ends won / lost are counted for this end)
      - If the team that did not deliver all its stones has stone(s) counting, these points are given and placed on the scoreboard. (Additional point (s) against and ends won / lost are counted for this end for both teams).
      - If no stones are counting, "X"s are placed on the scoreboard. (no additional point against nor ends won/lost are counted for this end)

- In the interest of getting as much as possible for our money, even if the game has been conceded by a team, the players can continue to play just for the fun of it. **However, it needs to be clear to everyone (both teams) that the official game is over.**
- c) If the game is stopped before completing 8 ends based on the time constraint rule in number “3a” above, then the number of points and number of ends won / lost are calculated as followed:
- If it is stopped at the completion of an end, then the last end scored will be recorded on the score sheet.
  - If the time limit is happening in the middle of an end, the partial end will not count and no points will be written on the score sheet for that end.
5. Forfeiting a game
- a) If a team does not have the minimum of 3 players on the ice ready to play by 7:00 PM (first draw) or 9:00 PM (second draw) based on the facility’s clock.
- At 7:00 or 9:00 pm, the opposite team wins end number 1 with a score of 1 and wins the hammer for end number two.
  - At 7:15 or 9:15 pm, the opposite team wins end number 2 with a score of 1 and wins the hammer for end number three.
  - At 7:30 or 9:30 pm, **that team will lose the game by default**. The opposite team will win with a score of 4-0 and 4 ends won and none lost.
  - Note: the game can resume before 7:30 or 9:30 pm as soon as the third player arrives on the ice. However, the game cannot start before the 3<sup>rd</sup> player is on the ice ready to play.
- b) If both teams do not have the minimum of 3 players on the ice ready to play by 7:00 or 9:00 pm (based on the facility’s clock).
- At 7:00 or 9:00 pm, end number 1 is then scored as a blank end: if the game can start before 7:15 or 9:15 pm, then end number 1 will count in the final score of the game as a blank end.
  - At 7:15 or 9:15 pm, end number 2 is then scored as a blank end: if the game can start before 7:15 or 9:15 pm, then end number 2 will also count in the final score of the game as a blank end.

- At 7:30 or 9:30 pm, if both teams still do not have the minimum of 3 players then both teams lose the game and the score would be as followed for both teams:
    - Points for: 0
    - Points against: 4
    - Ends won: 0
    - Ends lost: 4
  - As soon as one team becomes legal (with three players on the ice) then the rules in section “5 a)” above start to apply.
  - Note: the game can begin before 7:30 or 9:30 pm as soon as both teams have three players ready to play on the ice.
- c) In both scenario “a)” and “b)” above, the teams can choose to practice while waiting for the third players to arrive, however, **no points should count towards the game.**
- d) If a team already knows at 7:00 pm or 9:00 pm that they will be missing 2 players and no substitute can be found, then they must forfeit the game (no need to wait till 7:30 or 9:30). If a team during the current draw has 4 players and agrees to share a player, then the two teams can play a game for fun, but the game has already been forfeited.

### Playoffs Rules:

Playoff games will be played on weeks 8 &9 (December 5 and 12) (See the league schedule for more details).

If the playoff games finish in a tie after the end of 8 ends or at the time limit, then the outcome of the game will be decided by the skip rocks:

- The order of play for the skips rocks will be determined by the last completed end. The team that scored last would be throwing the first rock.
- All team members can sweep the stone of his/her skip
- The opposing team cannot sweep the rock behind the T line
- The closest to the center of the house wins the tie breaker.
- In order for a stone to win the tie breaker, it must be touching the house.
- One person not involved in that game will be asked to measure the skip rocks to determine the winner if it is required. That person's decision is final