



2020-2021 COMPETITIVE LEAGUE RULES

This is a fairly Competitive League. Members generally sign up as a team, but Individual sign-ups may be invited to join a team or placed on a Sub list. As of the 2020-2021 Season this league is a full 20 week league, 8-end games.

I. OVERVIEW

1. The league will be played as an open competition.
2. All games will be governed by the [United States Curling Association Rules of Play](#). Unless defined within these rules.
3. The league runs through both sessions (Fall & Winter) at 8:15pm.
4. The current League format features a max 8 teams competing in 8-end games over 20 weeks. There are two stages: the round robin stage followed by the play-offs.
5. **Round Robin Stage**, teams will play in a double round robin and are scheduled to play each team twice. This means that each team will play a total of 14 games in the round robin stage.
 - a. At the end of the round robin stage the teams will be separated into two brackets teams 1-4 will be in the *Champions Bracket* and team 5-8 will be in the *Challengers Bracket* and will be seeded based on their ranking during the round robin stage.
6. **Playoff Stage** is a single-elimination tournament in which each team plays each other in one-off games, with Extra End used to decide the winner if necessary.
 - a. The 4 teams with the most points accrued during the regular season will qualify for the *Championship Bracket* portion of the league playoff grid.
 - b. The remaining 4 teams will play in the *Challengers Bracket* portion of the playoff grid.



II.SCHEDULING

1. The Draw Master will generate the schedule prior to week 1.
2. Games will begin at 8:15 pm, no end will begin later than 10:15pm.
3. All matches **MUST** start at their scheduled times or as soon as the ice is ready.
4. At 10:15pm, the current end being played will be the final end of the game.
 - a. A new end must start with the delivery of either team's first stone prior to 10:15pm.

“The Curling Club asks that each team be mindful of the time limit and refrain from stalling in order to prevent another end from being played. In the event this becomes a pattern with one team, the Curling Club reserves the right to take action in order to prevent it from happening in the future with that team.”

5. If a game needs to be rescheduled:
 - a. Both teams must agree to reschedule the game at a time and date convenient for both teams as well the Curling Club.
 - b. The Drawmaster must be informed of the decision in writing. (email preferred)
 - c. The rescheduled game must be played within 30 days from the original game date, or by the end of the league's regular season.
6. If a game cannot be played or rescheduled, the team that had to postpone the original game will receive 1 point and the opposing team will receive 2 points.



III. ROSTERS & SUBSTITUTES

1. Teams may contain any mix of men and women curlers.
2. Teams consist of 4 Regular players and an Alternate. For a total of **5 players Max.**
3. Alternate Player usage:
 - a. **Round Robin Stage** - can play anywhere in the lineup during Round Robin Stage.
 - b. **Playoff Stage** - If the Alternate Player is needed and he/she has **played 5 or more** games in the round robin stage he/she can play anywhere in the lineup.
 - i. If he has played **less than 5** he/she has to play as lead or second.
4. A team must submit their Official Roster no later than the 2nd week of the league.
5. Only members on the roster may play Skip and Vice Skips.
6. A game may be played with at least three players on a team.
7. A team must field at least 2 rostered players for a game to officially count.
 - a. If a team cannot field at least two regular players from their roster, they will forfeit the game or the game must be rescheduled. (**See section II**)
 - b. **Round Robin Stage** - a team may have up to 2 substitutes.
 - c. **Playoff Stage** - a team may have only 1 substitute.
8. Substitutes must play lead, or second.
 - a. If the opposing team agrees, a substitute may play a different position than lead or second.



II. ROUND ROBIN STANDING & PLAYOFFS

1. Round Robin Standings will be determined using a point system.
2. Team will gain points for the following:
 - a. 3 pts – for a win,
 - b. 2 pts – for a tie,
 - c. 1 pts – for a loss,
 - d. 0 pts – for a forfeit.
3. We will not keep record of ends or points won.
4. Games will not be officially scored unless they are recorded in the BCC Scorebook.
5. **Round Robin Stage Tiebreakers:**
 - a. The first tiebreaker will be the better head to head record.
 - b. The second tiebreaker will be the most wins.
Champions Bracket Only:
 - i. If that does not break the tie, then one end will be played amongst two tied teams to determine a winner.
 - ii. The end will be on a sheet not played on by either team on the date of the tiebreaker.
 - iii. The tiebreaker will occur immediately following the conclusion of the final regular season games.
6. **Playoff Stage Tiebreakers:**
 - a. An extra end will be played
 - i. The time rules from the regular season still apply (ex. if a game ends in a tie after 7 ends at 10:08pm, an extra end, end 8, is played).



III. GAME PLAY

1. USCA rules will govern actual game play. - [United States Curling Association Rules of Play](#).
2. If one team is late, it must forfeit 1pt and 1 end for every 15mins. Late. If more than 45mins. late, the team must forfeit the match.
3. If both teams are late, 1 end will be dropped for each 15 mins. late (except when there is no match following, and the Skips are in agreement.)
4. If neither team can field a team after 45 mins both teams must reschedule or forfeit and each team must record the match as a loss.
5. 3 player teams will be permitted. On 3 player teams the first two players throw 3 stones each.
 - a. If the team is waiting for the arrival of the fourth player, they may start the game with three.
 - i. When the fourth player arrives,
 1. they must be present for the start of the end in order to deliver stones.
 2. Otherwise, they are permitted to sweep other teammates' stones, but must wait until the next end starts in order to deliver stones.
6. Games shall be 8 ends, the game is over when the losing team is mathematically eliminated.
 - a. A team may concede the game after 6 ends.
 - b. Regular season games that are tied after 8 ends will be recorded in the standings as a tie.
 - c. Playoff games will play an Extra End to decide a winner if necessary
7. Once a game begins, the players are not allowed to change positions or sub out during the game.



- a. Positions and players may be changed from week to week.
8. **Coin Toss** – Due to Covid the Drawmaster will predetermine rocks and hammer.
 9. **Injuries** – In the event of an injury where one (or more) players are hurt and cannot continue play (or one teammate has to transport another for medical attention), the team with the injured player may find an extra player or players to fill in for the duration of that game.
 - a. These players should play the front end for the team they are filling in for (lead or second). However, if the opposing team agrees, a fill in player may play a different position than lead or second.
 10. Any and all disputes will be decided by the drawmaster. If the dispute includes the drawmaster, a club Officer will be asked to mediate.

**ALL SITUATION NOT COVERED IN THE ABOVE LEAGUE RULES,
SHALL BE GOVERNED BY THE USCA RULES OF CURLING.**