

## **St. Thomas Senior Men's Social Curling League** **Rules and Playoff Format**

The following format will be used for the upcoming season:

1. Games will be played on Monday & Thursday at 12:15 pm and 2:00 pm. All league and playoff games will be 6 ends
2. There will be 4 draws during the season, 2 before Christmas and 2 in the new year. At the end of each draw, there will be 2 days of playoffs to determine an A, B and possibly C winner for 12:15 pm and 2 p.m.
3. The 2-day playoffs will work as follows:

Div	Game	Day 1	Day 2
		12:15 & 2 pm	12:15 & 2 pm
A	1	1 vs 4	W-A1 vs W-A2
	2	2 vs 3	L-A1 vs L-A2
B	1	5 vs 8	W-B1 vs W-B2
	2	6 vs 7	L-B1 vs L-B2
C	1	9 vs 12	W-C1 vs W-C2
	2	10 vs 11	L-C1 vs L-C2

4. If a playoff game ends in a tie at the end of regulation play, a Draw To The Button will be used to break a tie. The team whose rock is closest to the button will be deemed the winner. The specifics of the process are as follows:
  - a. A coin toss will be used to decide which team throws first, with the winner of the toss making the choice of going first or second.
  - b. Each team will decide which team member will throw the rock and which team member will hold the broom. No sweeping allowed.
  - c. After each rock is thrown, the "broom holders" from both teams will agree on the distance from the centre of the button that the rocks landed. The first rock thrown will be removed before the second rock is thrown.
  - d. If neither team's rock lands in the house, the teams will repeat step c. until a winner is determined. The same order of throwing the rocks will be used throughout the process.
5. There will be a playoff between the Early Draw A winner and the Late Draw A winner in each Draw to determine the overall winner for each Draw.
6. There will be a playoff between the winner of Draw 1 and Draw 2 to determine the winner.

7. There will be a playoff between the winner of Draw 3 and Draw 4 to determine the winner.
8. The overall champion will be determined in a one-game playoff between the Draw 1/2 winner and the Draw 3/4 winner. The winners will receive the Annual Senior Curling Championship Trophy and will have their names on the Senior Men's Curling Championship plaque. The losers will receive the Gerry Donovan Runner-up Trophy.
9. In the event of a tie in a Championship Playoff Game covered by Items 5 to 8 of this section, an extra end or ends will be played until a winner is determined.

## League Play

### Points

1. Win – 3 pts.
2. Tie – 2 pts.
3. Loss – 1 pt.
4. Ends won – record for each team.
5. On Forfeiture – Team present – 3 pts & 3 ends  
- Team Forfeiting – 0 pts & 3 ends

### Forfeiture

1. A team with fewer than 2 original team members will forfeit the game.

### Spares

1. In the event a player is going to be absent, it is his responsibility to advise his SKIP, who will coordinate the replacement.
2. If a player is absent, spares must play the absent player's position or lower. Regular team members can move to a higher position, but NOT to a lower position. For example, if a skip is absent the vice can move to skip and a replacement vice found. If a lead is absent, the vice and second cannot be moved down and a replacement vice found. A SKIP can spare as a SKIP or VICE only. A VICE can spare as a SKIP, VICE, or SECOND only. A SECOND or LEAD or a SPARE who is not on any other team, can spare at any position.
3. The original positioning of players on the individual teams may be altered by the SKIP and the mutual consent of the persons involved, but it must be done prior to the start of the third league game, other than for health reasons. Positions may not be changed after this time, except as described in 2 above. Advise the

**DRAW COMMITTEE of the change so that team rosters can be altered accordingly.**

- 4. When a spare is not available, a 3 man team is permitted except for a championship game.**

## **Tie Breakers**

**Ties based on Total POINTS will be broken in the following order:**

- 1. Total ENDS won**
- 2. Total WINS**
- 3. POINTS between the teams involved in the tie**
- 4. ENDS won between the teams involved in the tie**
- 5. WINS between the teams involved in the tie**
- 6. High card draw**

## **Championship Playoffs**

- 1. A Championship Playoff Game is any playoff game that takes place after the A Division Champions are determined.**
- 2. All championship playoff teams must start their games with 4 players.**
- 3. In the event a player is going to be absent, it is his responsibility to advise his SKIP who will find the replacement.**
- 4. A spare must come from a team or the Spare List applicable to the Draw in which the Team in the Championship Playoffs originated. Spares cannot come from other leagues or outside the club.**
- 5. A spare must play the position of the player being replaced. Players cannot move up or down. The spare's regular position as designated on the Team Lists posted outside the men's locker room door must be the same as the player he is replacing. For example, a vice can only replace a vice and must throw vice rocks during the championship game.**
- 6. A player that is playing regularly at both 12:15 and 2 pm must decide on the team that he intends to play with in the playoffs. This must be done and the Draw Committee advised before the start of the playoffs.**

7. **A player, other than a player in No. 6, who is on both teams that are to meet in the playoffs, must play on the team he played with earliest in the current curling season. His replacement on the other team should come from the same position of the next highest ranking team in that playoff schedule, working down the playoff ranked teams until a replacement is found. Should the team with the replacement player win, the original player will return to the team for the remaining playoff games or until there is another similar conflict where this rule will apply for that game.**
8. **A team with fewer than 2 original team members will forfeit the game. A spare who is on a team because the original player was on both winning teams does not count in determining the forfeiture.**

### **Application Of Rules**

**These Rules and Playoff Format shall apply until amended by the Board of the Senior Men's Social Curling League.**

### **To Speed Up Play**

1. **Have your slider on when it is your turn.**
  2. **Do not get an opponent's rock ready. Each player will get their own rock.**
  3. **Leads should get their Skip's rock ready before he comes down the ice.**
- ✓ **ALTHOUGH WE HAVE THE ABOVE GUIDELINES, PLEASE KEEP IN MIND WE ARE CURLING FOR FUN.**

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**Approved by the Board of the Senior Men's Social Curling League on December 17, 2009.**