



## MEN'S CLUB "C"

### 2011-2012 Regular Season Rules

- The Men's Curling Committee has the responsibility for setting the curling rules and policies for those leagues under their jurisdiction (Men's League, Mixed, and Junior).
- All rules and policies should be posted at ice level.
- Teams of more than 4 players will be allowed.
- The 5th (and 6<sup>th</sup>) player of any team may spare for any other team.
- Full, Student, Intermediate, and Junior (from the approved list) members who are spares may play as many times for any team as needed throughout the year.
- Spares can play any position up to the position, including skip, of the person who is away.
- A spare that plays skip can not be a skip from a team from a higher flight.
- League conveners may modify the spare policy with the approval of the Men's Curling Committee to best fit the league's playing requirements.
- Spares that do not play in the Men's Club "C" cannot spare in the Skip position.
- A limited curling member can only spare 3 times in total for all night leagues
- Non-members of the club are not allowed to spare.
- All games are 8 ends - please start on time.
- Ties remain ties.
- Rescheduling games is the responsibility of the two teams involved.
- All games must be played on or before the last scheduled game of each round. When a game has not been played by the end of the round-robin, the team that asked for the postponement receives a default.

### Score Sheets (in men's locker room)

Insert decision (W:L:T:D)

Insert the teams' scores (e.g. for a 7-3 result, enter "7" for the winning team and "3" for the non-winner)

Default (D) if you were the defaulting team. The other team records a win as 6-0

Points: Win = 5 points; Tie = 3 points; Loss = 1 point; Default = 0 points

### Movement of Teams After Each Round

Two teams with most points in round advance to higher flight.

Two teams with least points in flight move to lower flight.

Remaining teams stay in the same flight.

Ties are broken in this order:

1. Team with the most WINS
2. Decision of the game(s) involving tied teams
3. Team with the highest net aggregate (total points scored less total against) for games amongst the tied teams
4. Team with the highest net aggregate for all 5 games
5. Team with highest rock total

### Defaults

A default situation must be recorded as such when a game is not played. You are not allowed to record the game as a Tie. Nor are you allowed to record the game as a Win for one team and a Loss for the other. *A game that is not played but is marked as a Tie will result in a Default for both teams.* Points are assigned that determine the movement of teams, and affect President's Cup standings.

### Scores

Point differentials occasionally determine the movement of teams after each round. If a team elects to concede during a game, and rocks have been thrown in that end, the points in the house count. The non-conceding team may wish to finish that end. If the conceding team doesn't wish to finish, the non-conceding team may throw their remaining rock(s).

### President's Cup

The **President's Cup**, sponsored by TD CanadaTrust, is awarded to the team with the best record throughout regular season play.

Ties are broken by the following:

- Most Wins / then Most Ties / then Least Defaults
- If they've played each other, whoever won
- Team with the highest net aggregate (total points scored less total against) for games amongst the tied teams
- Team with the highest net aggregate for all 20 games
- Team with highest rock total.