

2024-25 Tuesday Senior Team Entry Rules and Guidelines

TEAMS

- Teams must consist of four players, skip, vice, second and lead.
- A team can consist of five (5) players as long as that player is declared before February 1.
- Teams are to play with 4 players recognizing there are exceptional situations where last minute situations can arise – every effort should be taken
- Teams must have a minimum of two regular team members in any curling game or the game shall be forfeited.
- NOTE: failure to follow the Teams and Spare rules could result in a forfeit game.

SPARES

- When a spare is required; a team should undertake to fill the missing position with a curler who normally plays at that position or a lower position. The spare must curl in the position normally occupied by the missing team member: however, the spare may curl at a lower position. For example, if a spare is needed at second, the spare can move “down” and play the lead position, while the regular lead would move “up” to play second.
- In cases where a curler of the same position or one lower is not able to be found, you may go up one position for the one you are trying to fill.
- In no situation is a skip to spare in the lead or second position, nor is a vice to spare in the lead position
- A spare cannot play at a “higher” position than that of the missing team member. For example, if a spare is needed at second position, and a vice from another team is recruited (no other second or lead available) the team in need of the spare cannot rearrange its players so that the spare plays at vice and the regular vice plays second.

WHEN A SPARE IS REQUIRED

- Players from the **BYE TEAMS** must be contacted first and then:
 - Spares whose names appear on the spare list if a listing is available
 - Players from the Sr. Men's and Day Ladies Division
 - Players from other leagues
- If you are having difficulty finding a spare or have a question regarding a spare you are considering, please contact the Tues Team Rep first then a member of the Sr. Men's Executive

5 ROCK RULE - Free Guard Zone (FGZ)

- Any stationary stone(s) belonging to the opposition located in the (FGZ) shall not be removed from play by the delivering team prior to the delivery of the sixth (6) stone of the end.

CURLING WITH THE CLOCK

- The time clock shall be used for all games with no exceptions.
- The clock is pre-programmed to count down from 1hr and 50mins.
- **Game Scoring Reference:**
 - If the last rock in the 7th end has crossed the hog line at the delivering end before time has expired – continue playing the 8th end in its entirety.
 - If time expires before the last rock in the 7th end has crossed the hog line at the delivering end, the game is over at the completion of 7th end & the score stands as is. Kindly return the rocks to base.
 - If the 7th end has not been started before the clock expires, only the end under play when the clock expires will be completed and at that point the game will be over, and the score stands. Kindly return the rocks to base.

HEAD INJURY - When an Incident Occurs

Any trip or fall that results in a curler's head, helmet or other head gear contacting the ice or other surface requires that 9-1-1 be called immediately (there are phones in the bar and in the kitchen)¹. **THERE ARE NO EXCEPTIONS.**

If the member can sit and stand, they will be helped to the lounge area to wait for the paramedics. If the member is unconscious or cannot move, they will remain on the ice until the paramedics arrive. The paramedics will make the decision whether the curler requires medical attention or may return to the ice. If the paramedics recommend additional medical attention but the curler refuses, the curler will **NOT** be allowed to return to the ice. If the curler insists on returning to the ice, their team will be immediately disqualified and the game will be awarded to the opposing team.

2024-25 Tuesday Senior Team Entry Scoring

With 20 teams for the 2024-25 season, we will have 4 divisions of 5 teams

A	WIN:	11		LOSS:	5		TIE:	8
B	WIN:	10		LOSS:	4		TIE:	7
C	WIN:	9		LOSS:	3		TIE:	6
D	WIN:	8		LOSS:	2		TIE:	5
				Default Loss	0			

1. Each division has a slightly different point system for Wins, Ties and Losses which regulates movement between the divisions. This point system ensures that any team needs to win a majority of its games in a draw to move up a division (in other words, they have to earn their way up, and not depend on a team in the higher division losing).
2. After each draw, teams will move up or down in the rankings depending on their point totals. In the first draw ONLY, teams may move up or down more than one division; after that, teams can only move up or down one division per draw.
3. Scoring in the second round is calculated as above and added to $\frac{1}{2}$ of your points from the first round giving your team their total points at the end of the second round.
4. If there is a third round (dependent each year upon # of teams & divisions) scoring in the third round is calculated again as above and added to $\frac{1}{2}$ of your total points at the end of the second round. This system continues the same way if there are 4 draws in a season.
5. *When there are an uneven number of teams in a division, the number of games played can differ due to byes. In this case scoring is prorated to equalize the number of games played.*

*For example: Team 1 in Div A played 5 games (3W, 1T & 1L) = 46 points
Team 2 in Div A played 4 games (2W, 2T) = 38 points*

Since Team 1 played 5 games versus Team 2's 4 games their 46 points would be prorated as follows: $46 / 5 \times 4 = 36.8$ points

PLAYOFF SPECIFIC RULES AND GUIDELINES:

The playoff format is a five (5) team double knockout in each of the 4 divisions - schedule will be send out after the last regular game

The five (5) rock free guard zone rule shall apply.

No non- club member players are allowed to play in the playoffs.

SPARING: See regular rules above on spares

TIME CLOCK:

- **FOR PLAYOFFS ONLY:** If the time limit is reached before any stone in an end is not yet played, or a stone is still in motion and in play, an additional end will be played - each team will throw 4 rocks (two rock FGZ) with each player throwing one rock. Total score for the ends played will determine the game winner
- **FOR PLAYOFFS ONLY:** If the game is **TIED** after all ends have been played, there shall be an extra full end of play to determine the winner (rocks to be thrown to the glass end). Teams are encouraged to keep play moving as quickly as possible.

If the game is still **TIED** after an extra end of play, each team will throw one rock to the button towards the glass end (any player) with sweepers to determine the winner. The rock must be in the rings to count. No sweeping is allowed by the opposing team behind the tee line. If both rocks are the same distance to the button, or are covering the button, teams will throw another rock as per above, but the same player cannot throw the rock. Teams will continue until a winner is determined.

PRIZES:

Prize monies shall be collected prior to the start of playoffs in the amount of \$40.00 per team. All monies shall be used strictly for playoff prizes and shall be awarded as per the following when having 20 teams in playoffs:

\$100.00 per team for all 4 divisions A side winners

\$60.00 per team for all 4 divisions A side runner-ups

\$40.00 per team for all 4 divisions B side winners