

REVISED 2019/20 Tuesday Team Entry Playoff Rules and Guidelines

The playoff format is a (5) team in each A,B,C,D divisions as per the attached schedule.

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

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

Time Clock:

All games are scheduled as 8 ends. The time clock will be set to 1 hour and 50 minutes. To play the 8th end, the last rock of the 7th end must be over the hog line at the delivering end before time expires (**this is referred to as the 1hr. 50 min rule.**) The digital time clock at the scoreboard end of the ice is the clock of record and **should be used at all times as per Board direction.**

For the playoffs only: If the time expires before the last rock in the 7th end has crossed the hog line at the delivering end 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.

SPARES:

A team must have a minimum of **TWO** regular team members curling in any game. Failure to do so will result in a forfeited game.

Teams must recruit players from the **BYE** teams first and then from the **SPARE** list.

If a team needs a spare, they must make every effort to get a spare from teams within its own division; if none are available, the team can recruit spares from other Divisions, however they **must** recruit a person that **regularly plays in the position needed**. For example, if a Lead is needed then they must recruit a person that normally plays Lead in that Division.

A team in need of the spare cannot re-arrange its players so that the spare plays a “**higher**” position.

All teams must play with four players.

If a spare cannot be recruited from the bye team or the listed spares, the team should inform the Division Contact immediately for assistance.

LISTED SPARES:

Leslie MacMillan	905-320-5027
Larry Nash	705-652-8273
Szend Kristensen	705-741-1899
Joe McKenzie	705-652-3476
Jim Coyle	705-652-6797
Wendy Hill-Coyle	705-652-6797

PRIZES:

Prize monies shall be collected prior to the start of playoffs, \$ 10.00 per player or \$ 40.00 per team. All monies shall be used strictly for playoff prizes and shall be awarded as per the following:

For A,B,C,D divisions the prizes shall be awarded as follows:

A side winner	\$ 100.00
A side runner up	\$ 60.00
B side winner	\$ 40.00

Lets remember curlers that it is just a game; we are playing for the camaraderie, social fellowship and the fun of the game.

Regards

Tuesday team entry Division Contact

Keith Hockaday