

Pointe Claire Curling Club

RULES OF PLAY FOR LADDER COMPETITION

1. THE GAME

- 1.1 All games shall be governed by the rules of the Canadian Curling Association (C.C.A.), except as modified in the "Rules of Play" herein.
- 1.2 The Match Committee has first responsibility for the interpretation of the rules. If the rules appear unclear to any rink, the Match Committee member in charge of the competition should be consulted for an interpretation.

2. STARTING AND FINISHING TIME

2.1 Starting times.

- 2.1.1 Unless otherwise specified by the Match Committee, all club "eight end" competitions will start as follows:

Evenings Monday to Wednesday - 6:45 PM & 9:00 PM

- 2.1.2 Any rink delaying the start of play shall be penalized one (1) point for each full ten (10) minutes of delay. At the end of thirty (30) minutes delay, the game shall be forfeited. The offending team shall lose last rock advantage in the first end played.

2.2 Finishing times

- 2.2.1 For the early evening draw, no team is allowed to start an end after 8:45 PM, except to break a tie. For the late draw, no team is allowed to begin an end after 11 PM provided the ice was available to start at 9 PM except to break a tie. If the start is delayed, the stipulation for beginning the last end will be after 2 hours.

3. RESCHEDULING

- 3.1 All games must be played on the dates and at the times scheduled.
- 3.2 No changes will be permitted unless the two Skips involved mutually agree to reschedule the game.
- 3.3 Games may be rescheduled by the Match Committee, if two or more members of the team are in a Branch Event or game that leads to a Provincial Competition.
- 3.4 In Ladder competitions, a rescheduled game must be played prior to the end of the quarter. Any game, not so played, will trigger AUTOMATIC default by one or both teams unless the Match Committee deems special circumstances prevail.

4. RESPONSIBILITY OF SKIPS

- 4.1 Skips will be responsible for icing a valid rink.
- 4.2 Skips will be responsible for notifying members of their rink of the dates and times of games.
- 4.3 Skips will be responsible for advising the Match Committee member in charge of the competition, as well as the opposing Skip, when a default will occur.

5. VALID RINKS

- 5.1 A valid rink shall comprise a minimum of three players, two of whom must be regular members of the rink. If a side cannot ice a valid rink, the match is automatically defaulted. If both sides cannot ice valid rinks, the match is defaulted by both rinks.
- 5.2 When only three players are used the first two players shall each deliver three stones. A team beginning to play with three players shall incur no penalty and the missing player may commence playing his regular position any time during the game.
- 5.3 If the missing player has not joined the game prior to the third end or it is known from the outset that he will not be joining the game, the team **MUST** accept a bona fide substitute (as stipulated in Section 10) who is in the club house. If more than one bona fide substitute is available, the Skip with the missing player has the right of selection.

- 5.4 If a player should become ill or injured while playing, the team will continue the match with three players. If the team should already be playing with three and a player become ill or injured while playing, any bona fide substitute available may be used. Should a bona fide substitute not be available, any substitute may be used but only in the Lead position.

6. MAKE UP OF TEAMS

- 6.1 The best interest of the Club will be served by having all new members join Ladder rinks at the earliest possible date. To aid in achieving this end, each Ladder rink must have declared a full complement of four players to the Match Committee member responsible for the event, before the beginning of play in the second quarter.
- 6.2 Any player, who withdraws during the curling season, must be replaced not later than the fourth game after their departure from the team, provided a member is available who wishes to play.
- 6.3 Any Ladder team, which has not been filled by the deadline indicted, will be filled by the Match Committee appointment, assuming members are available who wish to curl. Such appointments must be accepted by that team, and will remain in effect for the remainder of the season. However deferral of any appointment may be granted, with Match Committee approval, if a new member has applied for Club membership and wishes to join that team.

- 6.4 A Ladder rink may list a fifth person as an alternate who is considered to be a full member of that rink and may play in any position.
- 6.5 A person may play as a regular on only one Ladder rink, but may spare in the Ladder for any rink except for one in the section in which his regular rink is competing. In special circumstances, a member may play on a regular team in the upper divisions of the Ladder and skip a group of Greens or less experienced curlers in the lower divisions. This appointment requires the express permission of the Match Committee.

7.- ENDS PER GAME

- 7.1 All Ladder competition matches, including the playoffs, shall be eight ends unless otherwise specified by the Match Committee.

8. TIE BREAKERS

- 8.1 In Ladder competitions rinks will play an extra end to break a tie.

9. POINTS PER MATCH

9.1 Points scored in Ladder competitions will be as follows:

	<u>Win</u>	<u>Loss</u>
Helliwell	11	6
Ewing	10	5
Hal Brown	9	4
Reg Piper	8	3
Wilf Gray	7	3

A defaulting team in Ladder events receives no points unless the Match Committee member in charge of the competition deems that special circumstances prevail. In the event of special circumstances, the teams will be awarded winning and losing points according to their section and the score shall be recorded as 8 - 0.

9.2 At the end of each of the first three quarters the points of each Ladder team shall be halved and carried into the next quarter.

10. SUBSTITUTES

10.1 If one member of a rink is absent, the substitute will play any position below that of the absent player, unless the Lead is absent, in which case the substitute will play Lead.

10.2 If two members of a team are absent, the following rules apply:

Skip/Third absent: substitutes will play lead and any other position.

Skip/Second, Skip/Lead, Third/Second absent: substitutes will play Lead and Second or Lead and Third positions.

Third/Lead or Second/Lead absent: substitutes will play lead and second positions.

10.3 For regular Ladder games any member in another Ladder competition may play as substitute.

10.4 During his first season, no Green member will have to move up from his regular position.

10.5 In playoffs, substitutes shall not be obtained from a higher competition except for the Wilf Gray, which may obtain substitutes from the Reg Piper and the Wilf Gray competitions.

11. SKIP AND TEAM POSITIONS

11.1 The Skip shall have exclusive direction and control of the game for his team.

11.2 The Skip may play last stone, or any position in the game he chooses, but shall not be entitled to change his position once fixed prior to game commencement. The intent of this

rule is that the player, designated as Skip for the game, shall direct play from the rings and control his players and sweepers.

- 11.3 In Ladder competitions, the Skip shall have the right to rearrange the order of play for himself and all other members of his rink including any named alternate BEFORE ANY GAME, unless substitutes are used. If substitutes are used, rearrangements shall be according to rule 10.

12. SKIP WITHDRAWS

- 12.1 If a Skip withdraws from skipping in a Ladder competition, the remaining three members of the rink, upon recruiting a fourth player, may apply to the Match Committee to form a new rink. If one of the original three members of the team takes over as Skip and the Match Committee approves, the rink will be permitted to retain its Ladder position.
- 12.2 If the newly recruited member of the rink is named as Skip, and the Match Committee approves, such rink will be entitled, at the beginning of the next round robin, to a position one competition lower than it would otherwise have had, at the same relative level. The rink would assume the same number of points as the rink whose position it takes over. Rinks will be moved up, as necessary, to fill the vacated position in the higher competition.
- 12.3 If two members of the rink apply to form a new rink, and the Match Committee approves, then the conditions of 12.2 apply except that the position will be two competitions lower.

- 12.4 If the Skip withdraws during the course of a round robin, the Match Committee may reconstitute the rink for the remainder of the round robin. After it is finished, the rink will be deemed to have been dissolved, if the other three members do not wish to continue as a team.

13. QUARTERLY INTERCHANGE

- 13.1 At the end of each quarter, all teams in the five Ladder competitions will be listed in numerical order, according to the points accumulated.

- 13.2 Ties will be broken as follows:

- 13.2.1 Rinks in a higher competition will retain priority over a rink in a lower competition.

- 13.2.2 With a tie in the same six rink competition, priority will be determined by the win / loss record of the rinks involved in that quarter. Failing resolution by this method, the winner of the game between the two teams shall advance. Failing that, the ranking at the end of the previous round shall prevail.

- 13.2.3 The first six teams will constitute the Helliwell competition, the next six the Ewing, the next six the Hal Brown, the next six the Reg Piper and the last six to twelve the Wilf Gray.

- 13.2.4 At the end of the fourth quarter, the top four teams in each of the six-team competitions, and top eight in the

twelve-team competition will playoff for the respective trophies.

- 13.2.5 Where four teams play off, team one plays team four, and team two plays team three. Where eight teams playoff, team one plays team eight, team two plays team seven, team three plays team six and team four plays team five.
- 13.2.6 At the end of the regular curling season, the team with the most points will have qualified to win the Pointe Claire Curling Club Trophy. However if the team with the most number of points is not in the Helliwell competition, that team will have to play one sudden death game against the rink with the most number of points in the Helliwell competition.

14. RULES OF ENTRY

- 14.1 If the Wilf Gray competition does not contain six rinks at quarter end, any new rink may apply to the Match Committee member in charge for registration.
- 14.2 At the end of the 1st and 2nd quarters the two lowest ranked teams in the Ladder can be challenged by the new team(s) who wish to enter the Ladder. The form of the challenge is a single 8-end game to be played after the competition of the particular quarter. In the event that more than two new teams wish to enter the Ladder, the Match Committee will arrange an appropriate method of choosing the two teams that can challenge for entry.

15. PENALTIES

- 15.1 Rinks which violate any rule will be liable upon decision of the Match Committee to default of the game in which the violation occurred.

- 15.2 If a rule has been violated upon mutual agreement of the two teams both teams will be liable to default of the game.