



## RULES 2019 (revised)

The C.C.A rules as printed in booklet form by Curl Canada will be used in this competition. **The five-rock rule will apply as per the adoption of this rule by the CCA in 2018.** In addition, the following rules will apply.

1. **Entry into All Star is limited to 24 teams.** Composite rinks for All Star play are accepted. All members must belong to a curling club in the Province of Quebec. Either a 4- woman team or a 4- woman team plus a designated substitute (D.S.) team are permitted. Designated substitutes pay normal entry fees. This fee includes the closing luncheon. Also, a pin will be awarded to a D.S. and name will appear on trophy if team is eligible.
2. **All games will be 8 ends.** Extra end or ends must be played in case of a tie. Games must be played as scheduled regarding time and place.
3. **DELAY OF GAME PENALTY:** One (1) point and one (1) end for each 10 minutes delay in starting, up to a maximum of 35 minutes.
4. **TIME LIMIT AND REPORTING:** Games should be played within 2 hours after scheduled start time. Abuse of the timing should be reported to the Executive Committee. The winning team is to advise the Scorer ASAP. Skips who are consistently late in reporting will be contacted by the President.
5. **PRACTICE IS permitted** 10 minutes for each team commencing 30 minutes before start of game. Rock Color will be predetermined and marked on the schedule. Light colored rocks practice first. Toss of coin determines ONLY last rock advantage.
6. **SUBSTITUTION:** any two of four permanent players (five, if D.S. is declared) must start a game and may play any position. Up to two substitutes per game are permitted. There is no limit to the number of times a spare may play. Spares may come from another Section of the League or club but must play lead if one spare is required or lead and second if two spares are required.
7. **REPLACEMENT:** If any permanent member of a team is replaced, the chairperson must be advised immediately.
8. **Final positions after the Round Robin** are determined as follows for **All Star Division:**
  - a. Standings are by number of wins
  - b. Ranking (who beat who)
  - c. If there is a 3 way tie for 1<sup>st</sup> place for the All Star Section Trophy and who beat who is not decisive, then based on the draw to the button points, the highest team would have the bye and be named Team #1. The next team would be Team #2 and the lowest would be team #3. Team #1 would have the bye.
  - d. Game 1. #2 plays #3. Loser of this game is deemed to have finished third in the All Star Division.

- e. Game 2. Winner of Game 1 plays Team#1. Winner of this game is deemed the winner of the All Star Division. Loser is deemed to have finished 2<sup>nd</sup> in the All Star Division.

**Final positions after the Round Robin** are determined as follows for **Divisions A&B**

- f. Number of wins
- g. Ranking (who beat who).
- h. Points determined from team draw to the button established at the beginning of the season as per the following:
  - i. Points for draw to the button:
    1. Touching any part of 12 foot circle = 1 point
    2. Touching any part of 8 foot circle = 2 points
    3. Touching any part of 4 foot circle = 3 points
    4. Touching any part of button = 4 points
    5. Covering the pin = 5 points
  - ii. The team total must be submitted to the scorer no later than the fifth week of start-up including the team that witnessed the draw to the button. Each player throws 1 rock with 2 sweepers. If a team is tied within the section, with the same number of points for the draw to the button, the teams involved will re-do the draw to the button to determine ranking.

**9. At the end of the Round Robin, the challenge will be as follows:**

- a. Team 5 "AS" vs Team 4 "A"
- b. Team 6 "AS" vs Team 3 "A"
- c. Team 7 "AS" vs Team 2 "A"
- d. Team 8 "AS" vs Team 1 "A"
  
- e. Team 5 "A" vs Team 4 "B"
- f. Team 6 "A" vs Team 3 "B"
- g. Team 7 "A" vs Team 2 "B"
- h. Team 8 "A" vs Team 1 "B"
  
- i. Best two out of three games will determine position.
- ii. In the event that there is not a full field of teams ( 8/8/8 ), the challenge matches will be determined by the number of teams in the "A" section.
  1. 8 teams - 4 top teams in A to challenge the 4 bottom teams in the All Star section
  2. 4 teams to be challenged by the B Section (this clarification included in 20110909)
  3. The number of new teams wishing to join the League will challenge the bottom two teams of the B Section. Depending on the number of interested new teams, there will be a round robin of interested teams to qualify for the two challenge games. The format of the challenge will be determined by the Executive Committee depending on number of spots available and/or number of interested teams.
  4. It will be the responsibility of the present league members to inform the lady members of their club about this league. Any team wishing to submit a team

for the following season must inform the president by March 1<sup>st</sup>. Challenges will take place in late March or April.

**10. RULE OF RANKING AFTER CHALLENGE:**

- a. All Star teams winning their challenge will retain their own order of ranking in All Star, followed by "A" teams winning their challenge into All Star, also retaining their order as they were in "A".
- b. Same applies for challenges from "B" into "A".
- c. Teams losing challenge move to the lower section (A or B) ahead of teams remaining in that section, but stay in sequence of positions after the round robin. See example:

- i. Team 5 A.S. vs Team 4 Sect A
- ii. Team 6 A.S. vs Team 3 Sect A
- iii. Team 7 A.S. vs Team 2 Sect A
- iv. Team 8 A.S. vs Team 1 Sect A

- d. If teams 5 A.S. and 7 A.S. win challenge and teams 3 Sect A , Team 1 Sect A win challenge, the final standings would be:

All Star	Sect A
i. Team 5 (stays as Team 5 All-Star)	Team 1 (previously Team 6 A.S.)
ii. Team 6 (previously Team 7 A.S.)	Team 2 (previously Team 8 A.S.)
iii. Team 7 (previously Team 1 Sect A)	Team 3 (previously Team 2 Sect A)
iv. Team 8 (previously Team 3 Sect A)	Team 4 (previously Team 4 Sect A)

**11. ELIGIBILITY:** Please note that the Designated Substitute is excluded from the following calculations:

- a. **IF THE SKIP LEAVES THE TEAM** – 3 of the team must remain to retain the teams' position in the League.
- b. **IF THE SKIP REMAINS:** one other original team member must remain to retain the team position. The remaining two original members must challenge back into the League.
- c. **IF THE SKIP & ONE OTHER LEAVE THE LEAGUE:** the remaining 2 team members must drop from All Star, to 5<sup>th</sup> position in "A" or from "A" to 5<sup>th</sup> position in "B". They would not have to Challenge back into the League.
- d. **N.B.** In both cases, this new team could not advance above the 5<sup>th</sup> position for the coming year. These positions are not affected by attrition.
- e. The teams are discouraged from having a member play only 1 or 2 games to retain their position from the previous year. This practice is contrary to the spirit of the League.

**12. DEFAULT**

- a. Any team whom, for whatever reason, withdraws from the challenge is automatically dropped from the League and must re-challenge. If a team withdraws prior to the challenge and time is available, the following will apply to the divisions involved only.
- b. If team from higher section withdraws, Team 1 from the section below moves into section above and is not challenged. The remaining four teams challenge as scheduled. If team from lower section withdraws, Team 6 from higher section retains its position and does not

play challenge game. The remaining four teams challenge as rescheduled. If time is not available to reschedule, team wins by default.

13. If there is any question of the legality of a team, or the contravention of rules, the game must be played, but should be played under protest. The exact score, end for end, shall be recorded and a request made to the Executive for a ruling.
14. A game may be rescheduled, if 2 or more players on a team are playing in a CCA sanctioned event, leading to a National Championship. If date of play in CCA event is known prior to the season draw (done by the executive as of 2019, the team must notify the president). If date of play in CCA event is known after the draw, the opposing team(s) will give the “offending” team 2 options of rescheduled times, places and dates. If the options are not agreed upon, the game(s) will be forfeit in favor of the opposing team(s). The rescheduled game(s) may be played either before or after the originally scheduled game(s) but must be completed before the end of the round robin.
15. The Executive Committee shall have the final jurisdiction in all matters.

**Good Curling to all**

Revised August 2019