



# Granite Curling Club Rules of Play

## 1. General Rules

### 1.1. Regular Season

- 1.1.1. All games are played under The Canadian Curling Association Rules (5-rock guard zone).
- 1.1.2. All Granite leagues games are to be 8 ends
- 1.1.3. The buzzer is used to determine the doubles board winner. When the buzzer rings the team **MUST** have the board in hand to be awarded the winner. If there is an increase in the amount of teams within a specific league, the board can decide to re-implement the *buzzer rule* (\*refer to 1.1.15).
- 1.1.4. In the event the game ends in a tie, that is the final score. The tie is not to be broken.
- 1.1.5. All teams must be composed of at least 2 registered players belonging to the team; otherwise the offending team must default the points. Where a team is reduced to 2 registered players, up to 2 replacement players may be used (only 1 from outside the club can be used and they **MUST** play lead).
- 1.1.6. A replacement player should be declared to the opposing team at the beginning of the game and they must play the lowest position. Replacement players can also come from any teams in the league no matter what division they are in but **MUST** play the lowest position(s) available.
- 1.1.7. When a team is forced to play short-handed, 3 rocks must be thrown by each of the first 2 players.
- 1.1.8. Men cannot be a replacement player in the Ladies league and vice versa.
- 1.1.9. Games must be played on the dates scheduled unless arrangements are made to play a game at another time. All games must be played before the end of the scheduled play of each round robin. If a game is not played before the required date, the team in default will be charged with a loss.
- 1.1.10. If a team intends to default, or reschedule, they shall advise the opposing skip and the club manager, in advance of game time.

- 1.1.11. If a team is present and ready to play on the date drawn and the opponents fail to appear by 15 minutes after the scheduled start time, the non-opposing team may decide to win the game by default.
- 1.1.12. Men's, mixed and ladies league registrations for returning teams are accepted and reserved until August 15th with a \$435 deposit (deposit is non-refundable). Exception: The deposit will be refunded if that space is filled by another team. This spot holder must also be a member of the team and in good standing within the league.
- 1.1.13. To be eligible to play in league play the team must be in good standing. A team in good standing is one that has paid its dues in full before November 1st of the current season. Members of a team are those whose names appear on a Granite Curling Club registration form at the time of team registration to a maximum of 6 members per team. Team registration is one week prior to the commencement of league play.
- 1.1.14. The rules committee will meet before the beginning of the season to determine the format of the league and the draw. The Rules Committee will deal with any grievances that teams might have. All rulings by the Rules Committee will be final.
- 1.1.15. *Buzzer rule:* When the buzzer is rung, finish playing the end you are in plus 1 more end. An end is deemed to have started once the score has been agreed upon from the end that is finishing (even if there has been no rocks thrown yet)

## 1.2. Playoff Rules:

- 1.2.1. To be eligible to play in the club playoffs the team must be in good standing (see previous definition). A team can add a registered member to their team provided that member has played a minimum of 3 games in a Granite league that season and they don't already have 6 members registered. This registered player can play any position since they would be a registered member of the team. The manager of the club must be informed of this decision 1 week prior to the start of the playoffs.
- 1.2.2. A replacement player (spare) in the playoffs MUST play the lead position. You can only have 1 replacement player (spare) that is not a current member of the club and once again they must play lead. If you require a second replacement player (spare) they MUST be a member in good standing within the club and not have already competed within the same playoff division for the current year. Essentially we don't want to see teams get eliminated and then spare for teams that are still playing. Spares utilized that are members of the club MUST only spare for teams within the same division or higher.
- 1.2.3. For all playoff games a team must consist of a minimum of 2 registered members belonging to that team. Like mentioned above 2 replacement players can be used (Only 1 from outside the club can be used).
- 1.2.4. The playoff games must be played on the dates set by the Rules Committee. No make-up games are permitted.

## 1.3. Club Championships, Presented by Original 16, Rules & Info

- 1.3.1. Clubs all across Canada in both the provinces and the territories will be playing down, starting at the club level, for a chance to compete at the provincial/national level.
- 1.3.2. The Men's and Women's Granite representative will be the Top Aggregate teams from the current year. The cut-off for this will either be the end of the regular season or set by deadline set by Curling Alberta, whichever is first. This is when the names of the representatives must be submitted to Curling Alberta.
- 1.3.3. If there is a tie for overall aggregate, then it will be awarded to the team based upon the following criteria.
  - 1.3.3.1. Head to Head Winner
  - 1.3.3.2. If still tied then you will utilize the reverse retrogression method. This will look at the teams records against the next best cumulative points teams and continue to go down the list until the tie can be broken.
- 1.3.4. Refer to Curling Canada Eligibility requirements if you are the team representing the Granite.  
<https://documentcloud.adobe.com/link/track?uri=urn%3Aaaid%3Ascds%3AUS%3Ab1a2abc3-b0d9-4521-95c0-d694f9c0c5b0>
- 1.3.5. Just a reminder that "legal" broom heads will be required at all levels of this competition.

## 2. Men's Format and Additional Rules

### 2.1. Regular Season

- 2.1.1. Men's League shall consist of up to 32 teams with potentially 2 draws on Thursday at 7:00 pm and 9:15 pm and will consist of 21 games.
- 2.1.2. There will be divisions depending on the number of teams in the league
  - 2.1.2.1. Less than 17 teams = 2 Divisions of A and B
  - 2.1.2.2. 17-25 teams = 3 Divisions of A, B, and C
  - 2.1.2.3. 26-32 teams = 4 Divisions of A, B, C, and D
- 2.1.3. Teams will be placed into divisions at the start of the season based on their grand aggregate score from the previous year's regular season. New teams will be placed at the discretion of the rules committee.
- 2.1.4. Grand aggregate points allocated to win/lose/tie are as follows

Division	Win	Tie	Loss
A	12	8	4
B	11	7	3
C	10	6	2
D	9	5	1

2.1.5. In a situation where the players cannot be split evenly into divisions and a bye is present, some teams may play more games than other teams. If this happens then the grand aggregate should be calculated by dividing total points by number of games. Example:

Team A has 150 points from 21 games ( $150 / 21 = 7.14$  points per game)

Team B has 145 points from 20 games ( $145 / 20 = 7.25$  points per game)

In this example team B would be ranked higher even with less total

points

2.1.6. The determination of which teams move up or down will be based on the total cumulative points to date. The decision of moving 1 or 2 teams up and down will be decided by the rules committee at the start of each year depending on how many teams are in each division.

2.1.7. If a clear determination cannot be made (total cumulative points are equal) the movement will be decided by:

2.1.7.1. Win/loss record in that specific round.

2.1.7.2. Win/loss record between the 2 teams within that round.

2.1.7.3. Reverse Retrogression method used.

## 2.2. Playoffs

2.2.1. 4 teams in each division will make the playoffs for that division.

2.2.2. Page format will be used for each division.

2.2.2.1. The #1 ranked team will be the cumulative aggregate team.

2.2.2.2. The #2 ranked team in each division will be the winner of the last round. If the #1 ranked team also wins the final round, then the #2 ranking will go to the next best team in the last round.

2.2.2.3. The #3 and #4 ranked team will then be decided by the next best cumulative teams within each division.

2.2.3. Just to clarify, in order to be eligible to win the Club Championship you must be in the A division at the start of the final round. However, teams are still competing for the B/C/D championship as well.

- 2.2.4. The A Championship game to determine the Club Champion winner will be started 45 minutes later than all the other games to allow for everyone to watch the final and have reason to get there in future years.
- 2.2.5. The winner of the Club Championship will represent the Granite at the City Club Championships.

### 3. Ladies Format and Additional Rules:

#### 3.1. Regular Season

- 3.1.1. The ladies leagues will consist of 16 teams on Wednesday.
- 3.1.2. The ladies will play 15 games in a round robin. After the 15 games teams will be split into A & B, and will play a 6 game final round.
- 3.1.3. Every team shall be awarded 2 points for each win and 1 point for a tie during the curling season. The aggregate winner shall be the team with the most points at the end of the last round robin. In the event of a tie, there shall be a playoff to determine the aggregate winner.

#### 3.2. Playoffs

- 3.2.1. All playoff games will be 8 ends.
- 3.2.2. 4 teams in each division will make the playoffs for that division.
  - 3.2.2.1. The #1 ranked team will be the cumulative aggregate team.
  - 3.2.2.2. The #2 ranked team in each division will be the winner of the last round. If the #1 ranked team also wins the final round, then the #2 ranking will go to the next best team in the last round.
  - 3.2.2.3. The #3 and #4 ranked team will then be decided by the next best cumulative teams within each division.
- 3.2.3. Page format will be used for each division.
- 3.2.4. In the event that a league is short of teams, the number of teams qualifying will be reduced accordingly.

### 4. Mixed Format and Additional Rules:

#### 4.1. Regular Season

- 4.1.1. All Friday Mixed games are to be 8 ends. The buzzer is for the double take-out board only.
- 4.1.2. Teams must consist of a minimum of 1 male and 1 female curler with a male and a female being in the skip and third position.
- 4.1.3. If a team elects to play with 3 players, a male and female player must play in the skip and third positions.
- 4.1.4. The mixed league will consist of 16 teams with a draw on Friday at 7:00 pm.

- 4.1.5. The mixed league will play 2 round robins.
  - 4.1.5.1. The first round robin will be a full round robin of 15 games where every team plays every other team once. For the 1st round the teams will be divided by random draw into 2 sections, with subsequent round robins determined by the total number of points to date.
  - 4.1.5.2. For the second round robin the teams will be split into an A division and a B division. Each division will then have a 7 game round robin.
- 4.1.6. Every team shall be awarded 2 points for each win and 1 point for a tie during the curling season. The aggregate winner shall be the team with the most points at the end of the last round robin. In the event of a tie, there shall be a playoff to determine the aggregate winner.
- 4.1.7. Each division winner is determined by the total number of points in the final round. In the event of a tie, the winner will be decided by:
  - 4.1.7.1. The win/loss record between the tied teams.
  - 4.1.7.2. The team with the most aggregate points.
  - 4.1.7.3. A random draw by the Rules Committee will determine the winner.

## 4.2. Playoffs

- 4.2.1. All playoff games will be 8 ends.
- 4.2.2. Page format will be used for each division.
  - 4.2.2.1. The #1 ranked team will be the cumulative aggregate team.
  - 4.2.2.2. The #2 ranked team in each division will be the winner of the last round. If the #1 ranked team also wins the final round, then the #2 ranking will go to the next best team in the last round.
  - 4.2.2.3. The #3 and #4 ranked team will then be decided by the next best cumulative teams within each division.
- 4.2.3. In the event that a league is short of teams, the number of teams qualifying will be reduced accordingly.

## 5. Awards for Leagues

### 5.1. Ladies League

- 5.1.1. Aggregate Winner
- 5.1.2. A and B Event Winners in last round robin

### 5.2. Men's League

- 5.2.1. Aggregate Winner
- 5.2.2. A, B, C, and D Event Winners in last round robin

### 5.3. Mixed League

- 5.3.1. Aggregate Winner

5.3.2. A and B Event Winners in last round robin

## 5.4. Club Champions

5.4.1. There will be awards for the club champions as determined during the playoffs for the Men's, Ladies, and Mixed Leagues.