

# Montreal West Curling Club Past-President's and Grafton-Hunt Ladder



## Curling Guidelines and Regulations 2013-2014 **Version 2.0**

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## **General Rules of Play**

1. In all circumstances not covered in this document, the CCA rules for general and officiated play (2012-2014 edition) will apply.
2. The four-rock free guard zone is in effect.
3. The advantage of last stone in the first end and rock color will be determined by pre-game coin toss.
4. The losing team may concede at any time. Losing teams must concede when it is mathematically impossible to at least tie the game.
5. Should a team have insufficient numbers to start play (2 players or less of the original team), up to 5 minutes after the time indicated on the draw, the offending team is penalized one point per 5 minutes until 30 minutes when the game is defaulted. For each point hung, the game is reduced by 1 end. The offending team also loses choice of color and last rock advantage.
6. A team may play with 3 players, following the standard CCA rule for playing with 3 players. Should player(s) arrive after the game has started, they may join provided their rocks have not been thrown. If their rocks have already been thrown, they must wait until the conclusion of the end in play to join. They are not permitted to come in and brush for the remainder of the end. (Interpretation and example: If the third player arrives before his/her rocks are thrown, they may enter the game. If they cannot throw both stones, they cannot enter until the end of the end in play). Once the late player arrives, the team may re-declare their throwing line-up. No practice slides are permitted for the late player.
7. During the round robin, in the event of a tie at the conclusion of 8 ends, the game will be recorded as a tie. During the playoffs and club championship tournament, extra ends will be played until there is a winner. All odd-numbered ends will be played towards the away end, and even-numbered ends are played towards the home end.
8. A team in the senior active ladder may be comprised of a maximum of 6 players. Each player must be either a Full Privilege or One Night a Week Member (who is a ladder curler) member in good standing.
9. Only skips and vice-skips are allowed in the house at any time, especially during measures.

10. At the conclusion each game in the early draw, it is the losing team's responsibility to clean the ice. All team members must complete the following tasks: mopping the sheet, sweeping behind and inside the hacks (and putting the dirt in front of the hacks prior to the mop passing), covering the hacks before pebbling and helping remove the snow once the ice has been nipped. In the event of a tie (and it is recommended at all times), members from both teams are asked to help prepare the ice for the next draw.

## **Game time and Timing**

1. A game **will** start when there are a minimum of 3 original members of both teams (or 2 members + 1 spare) available to play at the start time of the game as indicated on the schedule. Games may begin so as long as the ice is ready. Note: Games cannot begin early until the ice has been suitably prepared (Interpretation: the ice is deemed to be ready for play when it has been cleaned, pebbled and nipped).
2. Late games may start earlier than scheduled if all the games of the early draw were complete AND the pebbling/nipping of all the sheets is complete.
3. A bell will sound after 1 hour and 45 minutes of play (i.e. at 8:15pm for the first draw and 10:30pm for the late draw). Once the bell has sounded:
  - a. In the event that the teams are throwing skip's rocks in the 7<sup>th</sup> end (see "Game Time and Timing" rule 3), teams will be permitted to complete a full 8<sup>th</sup> end.
  - b. If teams are not throwing skip stones in the 7<sup>th</sup> end by the times indicated, or if the losing team is mathematically eliminated, the game will conclude after the end is completed.
    - i. Note 1: the time rule only applies if the game is in the 7<sup>th</sup> end. If the bell goes before the game is in the 7<sup>th</sup> end, the game will end at the conclusion of the end in play. If the game is in the 8<sup>th</sup> end, the game may be played to its conclusion.
    - ii. Note 2: "Skip's rocks" in the 7<sup>th</sup> end is defined when the final third's stone comes to rest. Therefore, should the bell ring before the skip throws his/her first stone in the 7<sup>th</sup> end, but all third stones have come to rest, the game is deemed to be in skip stones of the 7<sup>th</sup> end, and therefore, the 8<sup>th</sup> end may be played, so as long as the conditions in rule 2 are adhered to.
4. Slow play under all circumstances will not be tolerated. Please refer to CCA rules for General Play – Rule 8 – Delivery, subsection 7.
5. It is the responsibility of the teams to keep track of their own time, and to mutually agree when the bell has sounded, in order to determine if a final end can begin.

## Team Rosters

1. Team rosters must be declared before the start of each portion of the ladder. Changes (additions and deletions) can be made at any time via email. All teams will be required to reconfirm their lineups before each ladder portion via email. The names of the four regular players and alternates must be provided at that time. Players may be added to a team based on the following:
  1. They are a Full Privilege (FP), One Night a Week (OW) (and this is their only evening league being participated in), Student or Junior member above the age of 16, with permission from the Junior directors. All members must be in good standing.
  2. They are not a member of another team in their same ladder (either Past-President's (PP) or Grafton-Hunt (GH)) Ladder
2. If you require a spare, you **must do all of** the following Failure to do so **prior** to the game will result in your spare being deemed ineligible (as it would not be possible to confirm if the player is eligible as per the criteria listed in rule 4):
  1. Confirm that your spare is eligible by checking the sparing section of the bulletin board
  2. Write the name of the spare on the bulletin board on the spare sheet
  3. Pay the \$15 to the bar (if required as per the sparing rules)

# Sparing

## 1. Overall Club Rules

- i. There is no restriction on the number of times Full Privilege (FP), Instructional (IN) and Junior (JR) (over the age of 16) members can spare in any league as many times as they wish without additional charge, providing that they adhere to the league specific rules.
- ii. One night a week members (OW), Day Ladies (DL), and Mixed Day (MD) and Student (ST) are permitted to spare **a total of 4 times during the year (October to April)** free of charge **in all leagues combined**. For each subsequent sparing appearance, a charge of \$15 per appearance must be paid to the bar before going out onto the ice.
- iii. Non-club members and social members (including members of Sunday rental leagues) are permitted to spare **a total of 3 times during the year (October to April) in all leagues combined**. The player must pay \$15 per sparing appearance to the bar for a club daily membership, before going onto the ice. These individuals must pay for all sparing presences.

## 2. Ladder-Specific Sparing Restrictions: In addition to sparing rule 1 listed above, the following ladder-specific sparing restrictions apply:

- i. FP, OW or IN members may spare for a single team a maximum of four times per competition (GH and PP), provided that they adhere to rule 1 above.
- ii. OW, DL, MD and ST members may spare for a single team twice per competition (GH and PP) in the entire curling season, provided that they adhere to rule 1 above.
- iii. Junior members may spare for a single team once per competition (GH and PP) in the entire curling season, provided that they adhere to rule 1 above.
- iv. Non-club members (including members of Sunday rental leagues) single team a maximum of three times per competition (GH and PP) in the entire curling season, provided that they adhere to rule 1 above.
- v. Any team member from the PP or GH ladder, may spare, provided that they are not playing in the same section as the team that requires the spare. (Interpretation: Brier format: any player not playing in the draw may spare. "A" and "B" format: If a team from the A-section requires a spare, the player must be from the B-section.) and they are only permitted to spare for a team twice.
- vi. If a team has five members, any member may spare for any team at any time, provided that they are not required to play on their regular team, and provided they adhere to rule 1.

3. **Ladder-Specific Spare Position Rules:** In addition to sparing rules 1 and 2 listed above, the ladder spare position rules apply:
  - i. A spare must play either lead or 2<sup>nd</sup> and are not allowed to hold the broom or act as Vice-Skip. The only exception is that should a team be missing both the Skip and the 3rd the spare could play 3rd, hold the broom and act as Vice-Skip.
  - ii. If a spare is playing on a three-person team, the spare must throw the first three rocks of the end and may not service as vice-skip.
  - iii. During all playoff games, only senior active members not participating on any other team in the playoffs are permitted to spare.

## **Postponements & Byes**

1. A game may be postponed in the event that 3 team members are away at a Curling Quebec-sanctioned event (including provincial playdowns and championships, provincial circuits, Circuit club and LCA).
2. Before postponing the game, both teams must notify the ladder director. In the notification, the reason for the postponement as well as the agreed-upon makeup date. The ladder coordinator will determine if the postponement is allowed, as well as help in scheduling a makeup date, with the help of the club calendar.
3. All games must be made up in before the final competition date. There are no makeup dates in the schedule, so it is the responsibility of both teams to play the game on the agreed-upon date.
4. Byes (if required) must be requested in writing, submitted via email, to Kevin Alladin one week before the beginning of play. Teams that request a bye because they are going to be away at a curling event (as identified in rule 1) will be granted first choice of bye date. All other requests will be granted on a first come, first served basis.
5. If the game is not played within the ladder half, both teams will be given 0 points in the standings.

## Order of Play TO BE MODIFIED UPON CONFIRMATION OF TEAMS

At the time that these rules were completed, there were 12 (11.5) teams registered in both the PP and GH ladders.

### Order of Play

The Past-President's (PP) and Grafton-Hunt (GH) year-long ladder competitions will into two – the first portion of the competition will be played in the Brier format, and the second portion in the "A" and "B" format.

<b>Past-President's (PP) Game Dates</b> (13 teams)	<b>Grafton-Hunt (GH) Game Dates</b> (14 teams)
<p><u><i>Brier Portion: 15 Weeks</i></u></p> <p>Game dates:</p> <ul style="list-style-type: none"> <li>• October: 8, 15, 22, 29</li> <li>• November: 5, 12, 19, 26</li> <li>• December: 3, 10 and 17</li> <li>• January 7, 14</li> <li>• <b><u>Playoffs: January 28, February 11</u></b></li> </ul>	<p><u><i>Brier Portion: 15 Weeks</i></u></p> <p>Game dates:</p> <ul style="list-style-type: none"> <li>• October: 10, 17, 24, 31</li> <li>• November: 7, 14, 21, 28</li> <li>• December: 5, 12 and 19</li> <li>• January: 9, 16</li> <li>• <b><u>Playoffs: January 30, February 13</u></b></li> </ul>
<p><u><i>A &amp; B Portion: 7 Weeks</i></u></p> <p>Game dates:</p> <ul style="list-style-type: none"> <li>• February: 18, 25</li> <li>• March: 4, 18, 25</li> <li>• April: 7 (MON), 8, 9 (WED)</li> </ul>	<p><u><i>A &amp; B Portion: 7 Weeks</i></u></p> <p>Game dates:</p> <ul style="list-style-type: none"> <li>• February: 20, 27</li> <li>• March: 6, 20, 27</li> <li>• April: 7 (MON), 9 (WED), 10</li> </ul>

- In the Brier format, all teams will play against all other teams in their section once. All wins are worth 3 points, ties 2 points and losses 1 point. Defaults are worth 0 points.
- In the A & B portion, all teams will play against all other teams in their section once. If dates are available, teams will then be picked at random for a second head to head game. All wins are worth 3 points, ties 2 points and losses 1 point. Defaults are worth 0 points.

4. Ties in the standings are broken based on the following:
  - Head to head result between all tied teams: the winner of the head to head game will be given the higher rank
  - Shootout results (see rule 7)
5. It is the responsibility of both teams to ensure that the result of each game is recorded properly. Teams will have until the conclusion of Thursday's play to ensure that all results are posted on the sheet. To post a result, circle the winning team (or both teams in the event of a tie) on the draw sheet, and indicate the points awarded in the points section.
6. All results will be posted on the bulletin board and via other online communication methods (TBD. Options include club website, external website, etc.).
7. In November (or January if a new team joins after the New Year), each team will participate in a 8-rock shootout. The result of the shootout will remain with the team for the entire season, and will be the shootout score used to break ties, as indicated in rule 5 above. The date of the shootout for each team will be indicated on the draw.
  - a. Each player will throw two stones from the away end to the home end, with brushing, and with somebody starting in the house.
  - b. Each stone is measured from the pinhole to the stone's leading edge. Stones that cover the pinhole are given a distance of 0. Stones that come to rest in the free guard zone are given a distance of 184.5cm. Stones that do not remain in play (hogged or through) are given a distance of 200cm.
  - c. If a team has only regular players present, the player who throws the first stone will throw the last stone.
  - d. Spares are not permitted to throw stones in the shootout. They may brush, or hold the broom during the shootout.
  - e. Should you default your game or should you forget to do your shootout, your team will be assessed a distance of 1000 cm
  - f. Should your opponent default to you on your shootout date, your shootout will be rescheduled
8. In the Brier format, at the conclusion of round-robin play, the playoffs will take place. The 12 teams will qualify for 4 sections of playoffs:
  - A-section: Teams 1, 2, 3
  - B-section: Teams 4, 5, 6
  - C-section: Teams 7, 8, 9
  - D-section: Teams 10, 11, 12
7. The top team in each section (teams 1, 4, 7 and 10) will qualify automatically for their corresponding finals, and will have choice of hammer in the first end **and** rock color. The

other teams will play in a semi-final, with hammer and rock color being determined by coin toss.

- A-Semi: Team 2 v. team 3
- B-Semi: Team 5 v. team 6
- C-Semi: Team 8 v. team 9
- D-Semi: Team 11 v. team 12

8. The results of the playoffs will determine the positions for the “A” and “B” portion:

<b>Past-President’s (PP)</b> (13 teams)	<b>Grafton-Hunt (GH)</b> (14 teams)
<ul style="list-style-type: none"> <li>• A1: Winner of the A-section</li> <li>• A2: A-section finalist</li> <li>• A3: A-section semi-final loser</li> <li>• A4: Winner of the B-section</li> <li>• A5: B-section finalist</li> <li>• A6: B-section semi-final loser</li> <li>• A7: Winner of the C-section</li> <li>• B1: C-section finalist</li> <li>• B2: C-section semi-final loser</li> <li>• B3: Winner of the D-section</li> <li>• B4: D-section finalist</li> <li>• B5: D-section semi-final loser</li> <li>• B6: 13<sup>th</sup> place overall</li> </ul>	<ul style="list-style-type: none"> <li>• A1: Winner of the A-section</li> <li>• A2: A-section finalist</li> <li>• A3: A-section semi-final loser</li> <li>• A4: Winner of the B-section</li> <li>• A5: B-section finalist</li> <li>• A6: B-section semi-final loser</li> <li>• A7: Winner of the C-section</li> <li>• A8: C-section finalist</li> <li>• B1: C-section semi-final loser</li> <li>• B2: Winner of the D-section</li> <li>• B3: D-section finalist</li> <li>• B4: D-section semi-final loser</li> <li>• B5: 13<sup>th</sup> place overall</li> <li>• B6: 14<sup>th</sup> place overall</li> </ul>

9. There is no playoff in the A & B section. A playoff will only be used in the event of a tie for first place when 2 teams have played each other twice and the results were also tied.

### PP and GH Championships

1. Ten of 12 teams will qualify for the PP and GH Championships.
2. Seeding:
  - a. Winner of the A-section of the Brier competition (1<sup>st</sup> or second based on points)
  - b. First place of the A-section of the A–B format (1<sup>st</sup> or second based on points)
    - i. If the same team wins both, teams are added until 10 are in the draw
  - c. Remaining 8 teams are seeded on points
    - i. Full points for Brier and A-section games and ½ value for B-section games
3. Game dates:
  - a. Dates will be finalized and played in conjunction with the Grafton-Hunt ladder. Dates will be communicated by April 11, 2014.
4. Order of play:
  - a. All games are 8 ends will be played (with extra ends played until there is a winner).
  - b. Each team will have a 10 minute practice beginning at 6:30pm.
  - c. Practice order will be determined by coin toss. The team who wins the coin toss will have choice of hammer in the first end of play or rock color. The team with the hammer in the first end of play will practice first.
5. If a spare is required, the spare must have played in the ladder during the year and **must not** be on another playoff team, either in the Past-President's or Grafton-Hunt playoffs.
6. The winner of the Past-President's Championship will advance to the Ladder Championship final tournament.

## **Ladder Championship Tournament**

The Ladder Championship tournament format and qualified teams is in the process of being finalized. Just mark your calendars that the Ladder Championship Final will take place on **Saturday, April 26, 2013 at 16:00.**

## **All Other Issues**

1. In all cases not covered by this document, decisions rendered by the senior active ladder director and the ladder committee are final.
2. The ladder director and ladder committee will handle all rules disputes. Complaints and issues are requested to be sent to the ladder director by email, no more than 24 hours following the incident. The incident will be reviewed and a decision made within 7 days of the complaint.
3. It is the responsibility of all players to be honest and to apply the rules of curling and the rules outlined in this document.

## **Dominion Club Championship Playoff**

1. A separate Dominion playoff will take place on March 31, April 1, 2, 3. The club will declare a men's team and women's team of 4 players that played together regularly, in a sanctioned club league in the most recent season, excluding major/super leagues, to represent the club (there will be a separate men's and women's playoff).
2. Eligibility of players will be determined based on the rules for the Dominion championship:
  - a. Each club will declare a men's team and women's team of 4 players that played together regularly, in a sanctioned club league in the most recent season, excluding major/super leagues, to represent the club as the men's and women's club champions.
  - b. Each team will be allowed only 1 player who has played in a Juniors', Men's, Women's or Seniors' provincial/territory event in the current or previous 4 years, or participated in a Grand Slam event in the current or previous 4 years.\*
  - c. All games will be 8 ends with ties being decided by a full extra end.
  - d. A maximum of 1 replacement player of the same gender from the club can play lead.
  - e. Each team will be allowed a maximum of 2 players under the age of 20, as of December 31st of the year prior (2011) to the championship (minimum age of 15 as of December 31st).\*\*
  - f. The Dominion has the sole authority to grant exceptions to these rules in extraordinary circumstances.
  - g. Please see: <http://www.thedominioncurls.ca/en/Eligibility.aspx>

\*Provinces/Territories with open (as defined as a provincial/territory requiring no playdown) provincials/territories will be permitted 1 player who has placed top four in a Juniors', Men's, Women's or Seniors' provincial/territory event in the current or previous 4 years, or participated in a Grand Slam event in the current or previous 4 years.

\*\*Individual curling associations may adopt more restrictive criteria if they choose.

**NOTE: THESE RULES ARE ACCURATE AS OF OCTOBER 1, 2013. THESE RULES MAY CHANGE BY THE DOMINION COMMITTEE OR CURLING QUEBEC. FINAL RULES WILL BE PRESENTED BEFORE THE MONTREAL WEST PLAYOFF.**