

Welcome to the 2019-2020 ARC Mixed Curling Season

LEAGUE RULES May 22 2019

There will be 4 divisions (A, B, C & D).

There will be 2 rounds of play: 9 games in each of the two rounds. At the end of the first round, the top two and bottom two teams in each division will be moved up or down one division.

At the end of the 2nd round of play, we will have the playoffs round. Playoffs format is still to be finalized and will depend on final number of teams in the league. It will be similar to last year (where teams will be split into 4 groups) and everyone will be guaranteed 2 games.

Round One: October 3 – November 28, 2019

Round Two: December 5, 2019 – February 13, 2020 (December 19th will not be a regular league game – we will have a fun night as part of our Holiday season social – exact format of the evening to be communicated at a later date)

Playoffs: February 20, 2020 - Mar 12

Games should start promptly at 7:00pm and 9:15pm, this is when the first rock is to be thrown.

Here are a few simple rules to be aware of:

- 1 Games are 8 ends. At the first buzzer (approximately 20 minutes prior to the end of scheduled time i.e. 8:40pm for the 7pm games and 10:55pm for the 9:15pm games), the end in play shall be completed and one more end played (you may only play the extra end if the second bell has not gone). An end is considered to be started as soon as the first rock in the end is thrown. A second buzzer will sound when the scheduled end time of the game is reached. Complete your end as quickly as possible. Do not start an end after the second buzzer has gone.
- 2 Remember, we are using the 5 rock Free Guard Zone (FGZ). This is the area between the hog line and the tee line, excluding the house. Any stationary stone(s) belonging to the opposition located in the FGZ shall not be removed from play by the delivering team prior to the delivery of the 6th stone of the end. For full rule description, see rule 12 from Rules of Curling General Play located in the locker room area.
- 3 **Each team must have at least two registered team members present in order to be eligible to win the game.** If you don't, you must forfeit the game. You can still play it, but the other team must be given the Win.
- 4 **Players must throw rocks in alternating position,** i.e. male/female/male/female or female/male/female/male etc... as this is a true Mixed League. You can play with a minimum of 3 players but they still must alternate in position i.e. male/female/male or female/male/female. If only 3 players are present, the first 2 players must throw 3 rocks each and the skip

throws the last 2 rocks.

- 5 Each team is responsible for making arrangements for spares. **A spare must play lead or second position**, except when the male/female alternating rule cannot be met - only in such a cases shall a spare be allowed to play 3rd position. A list of players available to spare is provided by the league to help. However, spares do not have to come from that list. Teams with 5th/6th player registered can used those players at any position however they must still respect the alternating position rule (i.e. you cannot have 3 males and 1 female or 3 females and 1 male or 4 of the same gender).
- 6 If a team cannot play a scheduled game, the game must be defaulted to the opposition. Games cannot be re-scheduled, and the opposition should be notified as soon as possible (skip's phone number is included on the schedule for you to notify them if you must default).
- 7 If you do not have enough players to start your game at the scheduled time, the other team shall be awarded hammer and one point for every 10 minutes they are waiting. After 30 minutes, the game shall be forfeited.
- 8 Players should get themselves ready, as quickly as possible, to throw their rock when it is their turn. Play ready curling in order to speed up play and ensure that you can get all your ends in.
- 9 All games shall be played under "The rules of curling for General Play" by the Canadian Curling Association and they are posted in the locker room area at the ARC.
- 10 At the end of the game, please remember to put a W (for win), WD (for win by default), T (for tie) and L (for loss) on the schedule posted on the board in the area between the stairs and the entrance to the locker area.
- 11 **We ask that all members of our league wear their name tag provided by the league.** It enhances the social aspect of the league.

Clare Bowie	President	403-619-0797	ClareBowie50@gmail.com
Susan Ibach	Vice President	403-614-1262	Susan.Ibach@sjrb.ca
Darlene Innes	Vice President	403-612-6133	darlene.innes@sjrb.ca
Vincent Andrew	Treasurer	403-472-7611	vin_andrew@hotmail.com
Gene Yamada	DrawMaster	403-714-5325	yamadagene@hotmail.com
Catherine Mackie	Social committee	403-542-3157	cmsmackie@gmail.com