



ARC SENIORS MIXED CURLING POLICIES & PROCEDURES



1.0 LEAGUE FORMAT

- 1.1 Each curling year, the league will have an open registration for individual, senior curlers, 55 and older, who want to curl Wednesday and/or Friday mornings. Curlers must submit a Registration Form that indicates their preference for the position played and for which day(s) of the week they want to play.
- 1.2 Our curling season consists of 4 separate, 10 game draws. There is a Wednesday draw and a Friday draw before Christmas and another Wednesday draw and Friday draw after Christmas.
- 1.3 In each draw the teams are divided into two sections. Each team will play the other teams in their section once, a Round Robin format. In the event that we do not have a full 20 team draw, teams will play crossover games against teams from the other section.
- 1.4 Different teams will be selected for each Wednesday and Friday draw for each half of the season, in accordance with 2.0 Team Selection.
- 1.5 At the end of each draw, Champions will be declared by a playoff game between the two section winners.
- 1.6 Teams not playing in the Championship Game will play Skins Games against a team from the other section of the draw. Teams and curling ice will be shown on the draw sheet.

2.0 TEAM SELECTION

2.1 Steps

- a) Team Skips are chosen from those curlers requesting that position at registration. Prior years' Skips will have priority over new registrants.
- b) Registrants requesting the Third position are placed at random with a Skip.
- c) Registrants requesting the Second position are placed at random with a Skip.
- d) Registrants requesting the Lead position are placed at random with a Skip.
- e) The Executive and appointed league members will then balance the teams to the best of their knowledge as follows:
 - Each team will have at least one lady as numbers permit.
 - A player should be placed with a different Skip than they had the previous draw and year.
 - Husbands/Wives/Partners/Siblings will be placed on separate teams.
 - Each team should have at least one strong sweeper, not including the Skip.
 - Team strength should be balanced as best as possible.
 - Wednesday and Friday team rosters will be verified to the prior year's rosters and cross-checked to try to have no one curling repeatedly with the same curlers.

2.2 Priority

- a) When we have too many curlers registered, the follow criteria will be followed to determine who will be placed on teams:
 - 1 - Returning curlers that curled in the past season, full season, twice per week.
 - 2 - Returning curlers that curled in the past season, full season, once per week.
 - 3 - Returning curlers that curled in the past season, half season, twice per week.
 - 4 - Returning curlers that curled in the past season, half season, once per week.
 - 5 - Returning curlers that did not register on time.
 - 6 - Curlers that have curled or spared in our league in prior years.
 - 7 - New curlers who register by the posted registration date will be selected at random.
 - 8 - New curlers who register after the posted registration date will be selected based upon their date of registration. The first registrant after the registration date will be selected first and so on.



ARC SENIORS MIXED CURLING POLICIES & PROCEDURES



Notes:

- The current season registration date will be posted on the league website within one week following the prior year AGM (Annual General Meeting).
- Curlers must be registered, including payment, by noon on registration day.
- Curlers who previously curled regularly but did not curl in the past season due to health or unforeseen circumstances, will be given special consideration for registration by the Executive.

3.0 COMMITTEE DUTIES AND RESPONSIBILITIES

3.1 Drawmaster

- a) Prepares and maintains league draw sheets.
- b) Routinely monitors the draw sheets to ensure teams have recorded wins, losses and ties.
- c) Determines teams eligible for Championship Games as per 5.0 ROUND ROBIN SCORING & TIE BREAKING FORMAT.
- d) Manages the Skins Games including awarding of prizes.

3.2 Spare Captains

- a) Maintains spare player list.
- b) Records absent players and assigns Spares as per 4.0 SPARE CAPTAINS REQUEST PROCEDURES, TOOLS and GUIDELINES.
- c) Collects daily spare fees and transfers monies to the Treasurer monthly.

3.3 Rules Committee-Chair plus 2 other members

- a) Reviews league Rules which may affect curlers and presents proposed changes to the Executive for approval.
- b) Resolves any issues regarding Rules that arise during competition.
- c) Informs members of Rules.

3.4 Social Committee

- a) Organizes league social functions as requested by Executive.

3.5 Coffee Committee

- a) Arranges coffee for each draw.
- b) Delivers coffee sales monies to ARC office and retains receipt.

4.0 SPARE CAPTAINS REQUEST PROCEDURES, TOOLS and GUIDELINES

4.1 Requesting a Spare

- a) Any curler requiring a Spare must inform the designated Spare Captain directly, advising him/her of the day(s) you are going to be absent as much in advance as is possible. Spare Captain contact information is listed on the team rosters and draws for Wednesday and Friday as posted on the league website.
- b) If a team has less than three players, the Spare Captain can ask any team to loan a player.

4.2 Tools:

- a) Spare list complete with pertinent details and information.
- b) Absent Curlers/Spare Replacement Sheets for Wednesday and Friday.
- c) Team Roster for Wednesday and Friday for both Spare Captains.
- d) Draw Sheet for Wednesday and Friday for both Spare Captains.

4.3 Guidelines:

- a) Rotate Spares to give all Spares an opportunity to play.



ARC SENIORS MIXED CURLING POLICIES & PROCEDURES



- b) If a lady curler is absent, replace with a lady Spare (as most teams only have one lady), so that the team does not end up with four men.
- c) The Spare Captain(s) will select and assign Spares to the position of the absent player. If the Skip is absent, the Third or any other team member should have the opportunity to skip the game. A team Skip must use discretion and respect with the placement of Spares.
- d) Advise Spare(s) of the Spare fee payable to the Spares Captain upstairs in the Lounge prior to the game. Upon paying the fee, the Spare will be advised of which team they are on and on which sheet they will be playing.
- e) If a regular curler is away for a few weeks (other than on vacation) advise the Executive (Treasurer and President) for a regular curler replacement.
- f) Teams cannot request a specific Spare. The Spares will be selected by the Spare Captains using these Request Procedures, Tools and Guidelines.

5.0 ROUND ROBIN SCORING & TIE BREAKING FORMAT

- 5.1 Score two points for a win, one point for a tie and zero points for a loss.
- 5.2 Highest total score at the end of the Round Robin draw wins the Section.
- 5.3 In the event of point ties within a Section after Round Robin play, the following tiebreakers will be used to determine the winner of that Section:
 - a) Games played against each other during the Round Robin; winner wins the Section.
 - b) If teams are still tied, there will be a draw to the button by a team member with sweeping allowed (throwing team only). A neutral ice sheet will be used and the closest to the button wins the Section.
 - A coin flip or number draw from a hat will be used to select the order of the draw.
 - The rock has to be in the house to be considered closest to the button.

6.0 CHAMPIONSHIP GAME FORMAT

- 6.1 Each league championship game is determined by a game between the two Sections winners.
- 6.2 If a championship game is tied after eight ends, an extra end will be played to determine a winner.
- 6.3 Should the game remain tied after the extra end, there will be a draw to the button, by any team member, with sweeping allowed (throwing team only). Closest to the button wins. Rocks must be in the rings to count. If there is no winner, the draw will be repeated. The team with the hammer will throw second.

7.0 SKINS GAMES FORMAT

- 7.1 Each Skins game will be played for Draw Tickets. Prizes are drawn in the ARC Lounge following the game. Curlers must be present to win a prize.
- 7.2 There will be an envelope containing Draw Tickets located at the end of each ice sheet. Each curler is entitled to 1 of the Draw Tickets.
- 7.3 Each end is worth one Skin and the team with the most Skins at the end of the game are entitled to the extra Draw Tickets found in the envelope. In the event of a tie, the extra Draw Tickets will be split evenly between the two teams.
- 7.4 Draw Tickets won by a team shall be distributed evenly among team members.



ARC SENIORS MIXED CURLING POLICIES & PROCEDURES



7.5 Our league Rules apply with the exceptions listed below:

- a) Games are six ends in length.
- b) Opposing teams and ice sheet numbers are shown on the regular season schedule, final week.
- c) Winner of a coin toss will have choice of the first end hammer or rock color.
- d) Team with hammer must score at least two points in the end to win the Skin.
- e) Team without the hammer can win the Skin by stealing the end.
- f) Skins not won are carried over to the next end.
- g) Scoreboards are marked one point for each Skin won. Carryovers are shown as a blank end.
- h) Hammer alternates after the first end, regardless of which team wins the Skin in the previous end. For clarity; one team gets hammer for ends 1, 3 and 5 and the other team gets hammer for ends 2, 4 and 6.
- i) Carry over Skins available after the sixth end will be determined by a draw to the button, by any team member, with sweeping allowed (throwing team only). The team with hammer in the sixth ends throws first. Closest to the button wins the available Skin(s). Rocks must be in the rings to count. If there is no winner, the draw will be repeated.

8.0 CHAMPIONSHIP PLAQUE AWARDS

8.1 Plaques are presented at the Wind-Up party as follows:

- a) Winning teams will be awarded a plaque with the registered team names (Spares names are not included on a league plaque).
- b) Wednesday First Half Winners receive the Dan & Barb Scrivens Plaque.
- c) Friday First Half winners receive the Jim & Kay Robertson Plaque.
- d) Wednesday Second Half winners receive the Ed & Phyllis Dean Plaque.
- e) Friday second Half winners receive the Dan & Barb Scrivens Plaque.
- f) The Executive will appoint a photographer to take photographs of each winning team for display in our league display case.