



# **Whitby Curling Club Ladies Section**

## **Format and Rules of Play**

January 2012

# Revision History

1. Jan 2011 – Section 2.4 Rovers – included new WCC policy effective Dec 2010 regarding player replacement for teams with individuals playing in OCA events. The change includes new wording specifying that a default cannot result.
2. Jan 2012 – Section 2.5 Latecomers and Forfeits – changed title of section from ‘Latecomers’ to ‘Latecomers and Forfeits’ so that it’s obvious where forfeits are discussed.
3. Jan 2012 – Section 2.6 Defaults – clarified that a default would occur In the event that a team cannot play a game as per the schedule.
4. Jan 2012 – Section 3.1 Format – clarified that the Games Committee will determine how the A and B divisions are set up during the season in the event that there are less than 12 teams.
5. Jan 2012 – Section 3.5 Latecomers and Forfeits - changed title of section from ‘Latecomers’ to ‘Latecomers and Forfeits’. To complete discussion of forfeits, the awarding of points for both teams involved in a forfeited game and that forfeits cannot occur during the playoffs, have been included.
6. Jan 2012 – Section 3.6 Defaults – this section has been added for the Tuesday league rules and it includes the following rule as voted by the membership: “If, after every attempt is made to come to a mutually acceptable day and time for a make-up game, teams are unable to come to an agreement, no points will be awarded to either team.”
7. Jan 2012 – Section 3.8 Round Robin Format, Rules and Scoring – the discussion of forfeits has been moved to Section 3.5 Latecomers and Forfeits
8. Jan 2012 – Section 3.9.2 Skins Play Scoring – removed discussion of how points are awarded to teams involved in a forfeit and moved it to Section 3.5 Latecomers and Forfeits.

## Contents

1	Introduction.....	4
2	Monday and Thursday Rated League Format and Rules.....	4
2.1	Format.....	4
2.2	Time.....	4
2.3	Team.....	4
2.4	Rovers.....	5
2.5	Latecomers and Forfeits.....	5
2.6	Defaults.....	6
2.7	Byes.....	6
2.8	Scoring.....	6
2.9	Weather.....	7
2.10	OCA Rules.....	7
3	TUESDAY LADIES SKIP'S CHOICE CURLING.....	7
3.1	Format.....	7
3.2	Time.....	7
3.3	Team.....	7
3.4	Rovers.....	8
3.5	Latecomers and Forfeits.....	8
3.6	Defaults.....	8
3.7	Bye.....	9
3.8	Round Robin Format, Rules and Scoring.....	9
3.9	Skins Format, Rules and Scoring.....	10
3.9.1	Skins Rules of Play.....	10
3.9.2	Skins Play Scoring.....	10
3.10	Playoff Format, Rules and Scoring.....	11
3.11	Trophies.....	12
3.12	Weather.....	12
3.13	OCA Rules.....	13

# **1 Introduction**

This document outlines the format and rules of play for both the Whitby Curling Club (WCC) Ladies Section rated league and team entry/skip's choice league. The rated league plays on Mondays and Thursdays while the team entry league plays on Tuesdays. As the format and rules differ for each league, they will be documented in two separate sections.

The owner of this document is the Vice Chair of the WCC Ladies Executive. All proposals for changes must be presented in writing to the Ladies Executive who in turn will assess and determine the requirement to present the change(s) to the membership for a vote.

## **2 Monday and Thursday Rated League Format and Rules**

### ***2.1 Format***

There will be three draws over the season with approximately seven games per draw. At the end of each draw the team that has accumulated the most points will be the trophy winner. The trophy winner will be given a pin and a prize. Second and third place teams will also be awarded prizes.

The games committee will make up the teams for Monday and Thursday curling. The committee will post the schedules in the ladies locker room.

The Free Guard Zone (FGZ) applies for all games. A game will consist of a minimum of six completed ends. In the event both skips agree to terminate after six ends, only the number of ends played is recorded. The winning team is not awarded the ends not played.

### ***2.2 Time***

The game starts at 1:00PM.

Each team is expected to keep the games moving to play within the two hour time period. The buzzer will sound at 2:35pm. Once that occurs, teams are to finish the end that they are playing and play one more end. An end has begun if the first rock is in motion. In the event that the buzzer does not sound, both teams are expected to monitor the time and agree on completion of the game such that no new end will be started after 2:50pm. Only the time displayed on the clock in the curling rink will be used.

### ***2.3 Team***

A team consists of four players, but it may play with three players, provided two members are regular members of the team. With a team of three, two players throw three stones each, leaving two for the skip.

## **2.4 Rovers**

A rover must be a lady member of the WCC that is in good standing. She may be a full member or she may be a social member. A social member may play up to three games in the curling season.

A rover will play lead position and each member of the team will move up a position accordingly with the exception of the following:

- a) If both the skip and the vice are absent, one rover may play skip position and the other will follow the rover rule (conflicts will be resolved by the Games Committee).
- b) If the lead is a brand new curler (less than one year curling experience) she does not have to move up.

Each player is responsible for arranging her own rover and notifying her skip. If the skip is unable to curl please notify the vice.

The Games Committee under certain circumstances can provide a permanent replacement, but the original member cannot return for that draw.

In fairness to the team, if a member is going to be away for more than 50% of the draw, she should consider being a rover or sharing the position with another curler. This should be discussed with the Games Committee.

In the event that a team member is participating in an Ontario Curling Association (OCA) event, it is WCC policy to allow a player of the same or a lower rating to replace the OCA participant. This policy is in place so that a member's team will not be adversely affected while she is representing the club at an OCA event. The policy states that "*Anyone curling in any OCA competition will be exempted from regular play and cannot default. Curlers may replace themselves with substitutes of equal or lower rating to the position*" i.e., If a vice is missing, the position may be replaced by a vice or a second but not by a skip. The lead and second would not have to move up a position but would remain in their normal positions.

## **2.5 Latecomers and Forfeits**

OCA rules will apply for latecomers and it states in Section 5 Teams rule 5(a) that: "A team that commences a game with three players and expect the fourth player to join the team, the fourth player may enter an end already in progress providing they are able to deliver a stone within the team's established delivery rotation." This also means that the fourth player may not enter the game to sweep if she cannot deliver at least one stone within the established rotation.

If unable to ice a team at the scheduled time, a score of one point and the end will be lost for every 15 minutes with a limit of one half hour. Therefore the non-

offending team receives a score of one point and the end. Additionally, one end of the game is considered completed. If the play has not started after 30 minutes the non-offending team is declared winner by forfeit. Reference 2.8 Scoring for scoring a forfeited game.

## **2.6 Defaults**

In the event that a team cannot play a game as per the schedule, the team should notify the Games Convenor with a reason for the potential default. Under unusual circumstances in which a game might have to be defaulted, a decision regarding another spare may be made at the discretion of the Games Committee.

## **2.7 Byes**

When a team is assigned a bye in the schedule, it does not play a game on that date. This usually occurs as a result of an odd number of teams in the draw and therefore not all teams will play the same number of games. A bye will not penalize a team. Scoring is done as follows: total accumulated points divided by the number of games played times the number of games in the draw. For example: 60 points, divided by six games played, times seven games in the draw = 70 points.

## **2.8 Scoring**

Each game is scored as follows:

- a) Ten points for a win
- b) Five points for a tie
- c) One point for each end scored
- d) Half a point per blank end
- e) 14 points for a team winning by default or forfeit
- f) Zero to the team who defaults or forfeits a game

In the event that there are byes in the schedule, scoring is adjusted as discussed in section 2.7.

The accumulated points for each team are posted on the ladies section bulletin board in the ladies locker room. In the event that teams are tied in points, the tie will be broken as follows:

- a) Determine if tied teams played each other; the winner of game will move ahead of loser to break tie; if tie still not broken, then
- b) Determine total ends won by each team(s); rank team(s) in decreasing order of ends to break tie; if tie still not broken, then
- c) Determine differential (total 'points for' versus total 'points against'); rank team(s) in decreasing order of differential to break tie

## ***2.9 Weather***

In case of extreme weather conditions any decision regarding the playing of games will be made by 11am. The Games committee in agreement with the WCC will determine whether the games will be played. The games committee will notify the skips who will in turn notify their respective team members.

## ***2.10 OCA Rules***

Except for the aforementioned in-house rules O.C.A. rules apply.

# **3 TUESDAY LADIES SKIP'S CHOICE CURLING**

## ***3.1 Format***

The regular curling season will consist of one regular 12 team round robin draw and a skins play draw. The round robin games are eight ends. At the end of the first draw, the top six teams will play in the A division and the following six teams will play in the B division for the skins draw. The Games committee will determine how the divisions are set up in the event that there are less than 12 teams.

Total points for the two draws will determine whether the teams enter the playoffs in the A or B divisions.

The Free Guard Zone (FGZ) applies for all games.

## ***3.2 Time***

The game starts at 1:00PM.

Each team is expected to keep the games moving to play within the two hour time period. The buzzer will sound at 2:35pm. Once that occurs teams are to finish the end that they are playing and play one more end. An end has begun if the first rock is in motion. In the event that the buzzer does not sound, both teams are expected to monitor the time and agree on completion of the game such that no new end will be started at 2:50pm. Only the time displayed on the clock in the curling rink will be used.

## ***3.3 Team***

A team will consist of four players of any rating but may play with three if necessary. When playing with three players, the lead and second will throw three rocks and the skip will throw the last two rocks.

Any team wishing to have 5 players must declare their 5 person team at the beginning of the curling season. Additionally, each person on the team must pay the full amount towards the league's prizes to be eligible for a prize and to have their name on the applicable trophy.

### **3.4 Rovers**

A rover must be a lady member of the W.C.C that is in good standing. She may be a full member or she may be a social member. A social member may play up to three games in the curling season.

Rovers of any rating may be substituted in any position. Any number may be obtained for regular season play (up to and including the fifth player as required). In the playoffs, at least two of the original members must participate.

The WCC policy discussed in section 2.4 above, regarding replacement of team members participating in OCA events, does not apply to the Tuesday team entry league as it is not a rated league.

### **3.5 Latecomers and Forfeits**

OCA rules will apply for latecomers and it states in Section 5 Teams rule 5(a) that: "A team that commences a game with three players and expect the fourth player to join the team, the fourth player may enter an end already in progress providing they are able to deliver a stone within the team's established delivery rotation." This also means that the fourth player may not enter the game to sweep if she cannot deliver at least one stone within the established rotation.

If unable to ice a team at the scheduled time, a score of one point or one skin (if skins format) and the end will be lost for every 15 minutes with a limit of one half hour. Therefore the non-offending team receives a score of one point or one skin (if skins format) and the end. Additionally, one end of the game is considered completed. If the play has not started after 30 minutes the non-offending team is declared winner by forfeit. A 'forfeit' can only occur due to unforeseen circumstances. This applies to all games played in the round robin, skins and playoff formats. The team winning as a result of a forfeit game is awarded one point for the win and four ends. The team that forfeit gets zero for the loss and zero for the number of ends.

During the playoffs, all games must be played and therefore forfeits will not be permitted. A make-up game must be played before the end of the draw.

### **3.6 Defaults**

In the event that a team cannot play a game as per the schedule, the team must notify the opposing team. Every attempt will be made to play a make-up game so that there is no default. The make-up game must be played before the end of the draw (ice to be arranged with the club manager). If, after every attempt is made to come to a mutually acceptable day and time for a make-up game, teams are unable to come to an agreement, no points will be awarded to either team. This applies to the round robin, skins and playoff draws. During the playoffs, all

games must be played and therefore defaults will not be permitted. A make-up game must be played before the end of the draw.

### **3.7 Bye**

When a team is assigned a bye in the schedule, it does not play a game on that date. This usually occurs as a result of an odd number of teams in the draw and therefore not all teams will play the same number of games. A bye will not penalize a team. Scoring is done as follows: total accumulated points divided by the number of games played times the number of games in the draw. For example: 60 points, divided by six games played, times seven games in the draw = 70 points.

### **3.8 Round Robin Format, Rules and Scoring**

There must be a winner in each game. The winner is appointed 1 point on the score board posted in the ladies locker room. The loser is appointed a zero for the game. Although each game is only appointed one point for the win, both teams must record their final score and number of ends won. This information will be important in determining placement of teams for the skins and playoff formats and for resolving any ties in accumulated team points.

A game will consist of a minimum of six completed ends. In the event both skips agree to terminate the game after six ends only the number of ends played will be recorded. The winning team is not awarded the ends not played.

In the event there is a tie game after end of regulation play, the tie must be broken by a draw to the button with sweeping. The team closest to the button is awarded the win.

At the end of the draw the games committee will review the score sheet to determine that the accumulated points have been correctly recorded. The committee will then rank each team in order of accumulated points to determine two divisions of teams for the skins format draw. In the event that teams are tied in points, the ties will be broken as follows:

- a) Determine if tied teams played each other; the winner of game will move ahead of loser to break tie; if tie still not broken, then
- b) Determine total ends won by each team(s); rank team(s) in decreasing order of ends to break tie; if tie still not broken, then
- c) Determine differential (total 'points for' versus total 'points against'); rank team(s) in decreasing order of differential to break tie

### ***3.9 Skins Format, Rules and Scoring***

For the skins draw there will be two divisions. Each team will be ranked in order of accumulated points after the round robin play as discussed in section 3.7 above. Assuming that there are 12 teams, the A division will comprise the top six teams while the B division will comprise the next six teams. The Games committee will determine how the divisions are set up in the event that there are less than 12 teams.

The format for skins play is as follows:

- a) All games are seven ends.
- b) Free guard zone rule applies.

Once the draw is completed the accumulated points for each team is reviewed by the games committee. The games committee will add these points to the points from the first draw of round robin play. The teams will then be ranked in order of total points from both draws to determine the two divisions for the final playoffs. In the event that teams are tied in points, only games from the round robin play will be used to break the ties as described in section 3.7 above.

#### ***3.9.1 Skins Rules of Play***

- a) Each end will be referred to as a skin.
- b) A coin flip will determine the hammer and the stone colour.
- c) If a team has the hammer, you must have at least two stones counting to take the skin.
- d) If a team does not have the hammer, you must steal at least one rock to take the skin.
- e) If the team with the hammer only counts one point or the end is blanked, the skin is carried over and added to the value of the next skin.
- f) After a skin is taken by a team, the hammer belongs to the other team for the next end (same as when you win the end in a regular game, the other team gets the hammer).
- g) The hammer will also turn over to the opposing team if the end is blanked or the team with the hammer only counts one stone for the end.
- h) If a skin is not earned in the seventh end (or the last end of the competition) each team shall designate one player to draw to the house, with sweeping and choice of target permitted. The skin (and carry over if applicable) shall be awarded to the team drawing closest to the button.

#### ***3.9.2 Skins Play Scoring***

Each end of play will be scored as follows:

End 1 – 1 point  
End 2 – 1 point  
End 3 – 2 points  
End 4 – 2 points  
End 5 – 2 points  
End 6 – 4 points  
End 7 – 5 points

### ***3.10 Playoff Format, Rules and Scoring***

For the playoffs there will be two divisions playing a round robin format. Each team will be ranked in order of accumulated points totalled from both the round robin and skins draws. Assuming that there are 12 teams, the A division will comprise the top six teams while the B division will comprise the next six teams. The Games committee will determine how the divisions are set up in the event that there are less than 12 teams.

There must be a winner in each game. The winner is appointed 1 point on the score board posted in the ladies locker room. The loser is appointed a zero for the game. Although each game is only appointed one point for the win, both teams must record their final score and number of ends won. This information will be important for resolving any ties in accumulated points and in determining trophy winners.

All games must be played and therefore defaults or forfeits will not be permitted. A make-up game must be played before the end of the draw.

A minimum of six ends must be completed. Both skips must agree in order to terminate the game after six ends. The winning team is not awarded the ends not played.

In the event there is a tie game after end of regulation play, the tie must be broken by a full end played towards the glass.

Once the playoff draw is completed the accumulated points for each team is reviewed by the games committee. The trophy winner for each of A and B division is determined by these points. In the event there is a tie(s) for first place, the tie(s) must be broken as follows:

- a) If two teams are tied for first place they shall play a tie-breaker to determine the champion. This game shall take place on the day designated as the awards luncheon. It shall be played prior to the luncheon so as to provide the league the opportunity to view this championship game.

- b) In the event that there is a three-way tie, a draw to the button (with sweeping) on the last day of the round robin after the completion of the games, shall determine which team will be in the #1 position for the final game and which two teams will play off to meet the #1 team in the championship game. The #2 and #3 teams shall play their game prior to the luncheon date at a mutually convenient time arranged with the club manager.
- c) In the event of a four-way tie, a draw to the button as in b) will determine places one through four. The team in the #1 spot will play the team in the #4 spot and the team in #2 spot will play the team in the #3 spot prior to the luncheon date at a mutually convenient time arranged with the club manager. The winners of the two games will play the morning of the luncheon in the championship game.

### ***3.11 Trophies***

The Manager's Trophy is awarded to the team that accumulates the most points over the entire season. A team must play the whole season to be eligible.

The R.J.Winters Services Trophy is awarded to the winner of the A division during the round robin playoff draw.

The Munro Trophy is awarded to the winner of the B division during the round robin playoff draw.

During the awards ceremony, the Manager's trophy is awarded first. Pins are presented to each team member. The manager may also at this time present an award/gift or he/she may make this presentation at the yearend closing dinner. No wine is presented to the team.

The winner of the R J Winters Services trophy is presented next with each winning team member receiving a pin and a pick of a bottle of wine from the prize table. The presentation of the Sharon Munro trophy to the B division winner follows with each team member receiving a pin and a pick of a bottle of wine from the prize table. The presentations then continue with the second place team in A division receiving their wine followed by the remaining A division teams and then the remaining B division teams, in descending order of points.

### ***3.12 Weather***

In case of extreme weather conditions any decision regarding the playing of games will be made by 11am. The Games committee in agreement with the

WCC will determine whether the games will be played. The games committee will notify the skips who will in turn notify their respective team members.

### ***3.13 OCA Rules***

Except for the aforementioned in-house rules, O.C.A rules apply.