



York Curling Club

### **Men's House Monday House League**

House league teams for all skill levels between beginner and experienced. There will be two draws during the season (Oct - Dec, Jan - Mar). Teams are formed from those who sign up for the league and new teams are formed for each draw. Games are played alternating through a 2 week schedule Monday at 6:50 PM and Monday at 9:00 PM. There will be 3 or 4 spill-over games on Wednesday evenings at 6:50 PM or 9:00 PM each week.

The skips' draw of teams is scheduled on Wednesday October 5<sup>th</sup>, 2011. You should expect a phone call from your skip after that date to inform you of your position on the team and the date and time of your first game.

Check the YCC web site for a full list of teams and schedule after that date as well. League standings will be posted on the web site during the season.

The winning team from draw 1 will play the winning team from draw 2 at the Night of Champions at the end of the season.

If you have any issues or concerns with the league, the convener is Tim Christie and can be reached via email at [tim.christie@rogers.com](mailto:tim.christie@rogers.com) or phone at home at 905-898-2110.

If you require any equipment (shoes, brushes, pants, etc.) please see the Club Manager – JoAnn Inouye and she will be happy to fit you out.

The club is always looking for volunteers. If you are interested in volunteering, contact Linda Potter.

If you are new to the sport, please review the calendar and the training opportunities available to you during the season.

**Housekeeping items:**

1. We will be sharing the ice and the lounge on Monday's with the Ladies Competitive League and Wednesday's with the Ladies House League. Please be aware of this shared situation and that they are present. You are asked to refrain from the use of offensive language. We hope that they do the same!
2. In order to provide the ice maker and his staff adequate time to prepare the ice for 9:00 pm games, we are asking that all early games begin by 6:50 pm. Regardless, the first rock shall be thrown by 7:00 pm -- teams should not wait until 7:00 pm to get to the ice.
3. The ice is ready once the hack covers are removed. If your teams are ready to play and the ice is ready, take advantage of the situation and get your game started.
4. All games should be 8 ends. For the 6:50 pm games, NO starting an end after 8:40pm and for the 9:00 pm games, NO starting an end after 11 pm. Offending teams will receive reminders. Continued slow and/or late play will result in further action by the curling committee.
5. If there is no mathematical chance of winning the game after 6 ends are complete, call the game and split the last end(s). It is the job of both vices to police themselves for the last two items.
6. Spares are the responsibility of the player needing one. If you are unable to obtain a spare, let your skip know as soon as possible. When looking for spares, check the bye team first (if applicable) and then the spare list. Let your skip know who your spare is.
7. **Spare rules** - any male club member, over the age of 16, can spare as follows:
  - If the skip, vice, or second is away: At least one player moves up, and the spare plays the lower vacated position. Anyone can spare.
  - If the lead is away: Anyone can spare as the lead.
  - If two players are away (except lead and second): At least one player moves up by at least one position. Anyone can spare in the two remaining positions.
  - If the lead and second are away: Anyone can spare as the lead and second.

NOTE: The playoff rule for spares is different. See the section below regarding playoffs.

8. Scorecards must be filled out and signed by both vices. If there is no signed scorecard for a game, both teams will be assessed zero points. A total of eight (8) ends must be shown.

NOTE: If a team concedes prior to eight ends, the unplayed ends shall be divided evenly between the two teams. No rocks shall be counted in an unfinished end, as the end shall be considered unplayed. Present the scorecards to the convener personally or put in the scorecard slot in the change-room.

9. A team must have at least 2 original members and at least 3 players to play any game, otherwise the game is defaulted.
10. A defaulted game results in a win for the non-defaulting team, as follows:  
  
Score: 8-0; Ends: 8-0; Score card must be entered and signed.
11. A team with 3 players must have the lead and second throw 3 stones each.
12. To speed up the game, players shall not set up rocks for the opposing team. The front end should have their skip's stone ready when the skip comes down to throw.
13. Etiquette remains paramount.
14. Where not in conflict with the Rules for Men's Regular Curling (House League), the Club Rules and the Laws of the Game shall prevail.

**NOTE:** regarding the standard by which the York Curling Club follows the Laws of the Game, the governing body of the Laws shall be clearly identified as the Canadian Curling Association (CCA).

### **Playoffs:**

Play for the year will consist of two draws. A playoff shall occur at the end of each draw that has a berth in the Night of Champions. Weeks 11 and 12 of each draw will be allocated for playoffs.

For each draw the Teams finishing in 1<sup>st</sup> through 4<sup>th</sup> place will playoff for a berth in the Night of Champions.

Week 11 - 1<sup>st</sup> place vs. 4<sup>th</sup> place and 2<sup>nd</sup> place vs. 3<sup>rd</sup> place.

Week 12 – the Winners will play for a berth in the Night of Champions and the Loser will play against each other.

All other teams will have games scheduled for Weeks 11 and 12. These games will be scheduled once 1<sup>st</sup> place through 4<sup>th</sup> place has been finalized.

### **League Scoring**

1. Points -
  - a. A team shall be awarded 10 points for a win and 5 points for a tie
  - b. 1 point for each end won
  - c. ¼ point for each rock
2. If teams are tied at the end of a round-robin competition, the following criteria shall be applied (in order) until the tie is broken:
  - a. Any team(s) which has clearly defeated the other team(s) during the round will be declared ahead of the other team(s)
  - b. The team(s) scoring more total ends in the round will be declared ahead of the other team(s)
  - c. The team(s) with the greater net difference in total rock count will be declared ahead of the other team(s).
3. For playoff competition, spares will be selected in accordance with the rating of the vacant position.
4. The ranking team has choice of hammer in playoff games. (That is, the coin toss does not occur during any playoff game.)
5. In playoff games, ties will be decided by 1 extra end. If a tie still exists after the extra end, the game will be decided by the skips throwing a draw closest to the button with sweepers.