



2012 Winter League Rules

Basic 2 Draw Etiquette:

Teams playing in the Early Draw must be there 30 minutes before game time to help set up the ice. The quicker we set up, the quicker we can play. Teams in the Later Draw will help take off the stones and other items. (Including stones not used)

Stones on the ice: We are asking that at least one person from each team is there to help put the stones on the ice. Please stay off the ice while the Zamboni is resurfacing the ice. You are only allowed to put the stones out along the wall...No one is to be below the Red Goal Line.

After the second draw, each team is asked to put away their own stones, as well as other items, i.e. Hacks, Score Boards, etc.

For the 2 Draw System to work efficiently, and so the Later Draw gets started on time or even earlier, some basic game Etiquette must be followed:

- Start the First Game on time, or even earlier. Be early and ready to play!
- Get into the hack and be ready to throw your stone after the player in front of you has thrown theirs. Don't wait for them to be done sweeping.
- Sweepers, after you're done, move out of the way of the next team's shot. Be ready for your team's next shot by moving down the ice quickly.
- Skips, be ready after your opponent's play. Be ready to call your shot.
- Please be respectful of the time you are taking to call your shot. We are on a time limit!
- The Losing team from the early draw will sweep their lane after the game. The Winning team will record the score and reset the score board and stones.

Game Format

- Each draw will have 2 hours to complete their game.
- There will be a bell to start the Draw (and time), Please be at the rink early. Some nights we may be able to start the Draw early.
- With 25 minutes to go in the Draw, a bell will ring. All teams will complete the End they are in, and play one more end. (Unless the final End is the eighth End).
- If the first stone of the 7th End has not been thrown when the bell is rung, finish that END only.
- If the game is tied after the Last End is complete, the Skips will determine if there is enough time for either a:
 1. Full 8 stone End, if there is more than 15 mins left in the time slot. **or**
 2. 4 Stone End if there is at least 7 mins before the end of the time slot. **or**
 3. Skips will each throw one stone and the closest to the button wins. It must be in play. Stone will be measured and removed before the opposing Skip's stone is thrown. (Correct side of the Hog Line and not out of the back of the house). Sweeper can be used.

Substitutes:

All teams are encouraged to use a substitute when a team is missing a player(s). This will encourage those who have shown interest in playing to try out the game, and in turn maybe join the club at a future date.

If a player needs a substitute, they must contact their skip ASAP. **Skips/Teams are responsible for arranging their own Subs.** Teams can use the Sub Request on the Member's Site to send an email to the Sub List asking for available Subs. Subs interested in filling the Sub Request will respond directly back to the Skip/Team that is requesting a Sub.

All Subs must fill out a waiver and emergency contact form (or have one on file with the Club) prior to stepping on the ice at game time. A game fee of \$25 (\$15 for members) is due prior to game time.

Substitutes must throw either at the 1st or 2nd position only. They can skip, but have to throw as outlined before.

Playoffs:

Top 4 teams from each Division will play for Championship.
The 6 Other teams will play for no higher the 5th Place.

During Play Offs:

The highest seeded Skip will have first choice of sheet to play on.
Teams will then flip; Winner will get choice of Hammer or Stone color.

Utica Tie Breaker System for the OC Curling Club:

Ties in the standings will be decided in the following order:

1. Head to Head match-up results.
2. Points from the Utica Tie-Breaker System.
3. Total Points scores for the season.

If 3 or more teams are tied:

1. Determine the Win-Loss record between all teams involved.
 - If all teams are still tied, 1st Total Points, 2nd Head to Head.
2. Once that has been determined, then head to head standing will be factored for the teams that are still tied.
3. Points will be factored only if there is no Head to Head winner.
4. Total Points scored for the season will be the last factor.

9 Points for a win

1 Point for each "End" won

.5 Points for a "Blank" end.

For a forfeit, the score will be recorded 1-0 for the winner.

The winner will be given 13.5 total points for the game.