

# Huntington Hills Men's Curling Club Rules

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Revised – Sep 2022

## 1. Eligibility and Registration of Teams

- a. All registered curlers must hold a valid Huntington Hills Community Association Membership (\$25) & Curling Alberta Individual Curler Fee (\$13)
- b. Curlers must be registered by the deadline set each year
- c. The only exception being for replacement curlers. A replacement curler is defined as a curler replacing any team member on a permanent basis any time during scheduled league play. A replacement curler must hold a valid Huntington Hills Community Association Membership and must be registered with the league
- d. Curlers must have all dues paid by the fees deadline – Nov 1st of the new season. Any curler who has not paid will not be allowed onto the ice
- e. Teams may consist of more than four (4) players, but ALL players on the team must be registered prior to league play and must have all dues paid by the fee deadline
- f. The Huntington Hills Men's Curling Club Executive reserves the right to refuse or replace teams who reschedule or default an unacceptable number of schedule games

## 2. Huntington Hills Men's Curling Club Executive

- a. The Executive shall be responsible for the running of the league within the Huntington Hills Curling Club
- b. Board Members shall be nominated and voted on each curling season
- c. Board Member Roles & Responsibilities:
  - i. President – Main point of contact between Huntington Hills Men's club and the Huntington Hills Curling Club. Responsible for league communication
  - ii. Vice President – Support for the President. Handling of events
  - iii. Secretary – handle minutes and paperwork for meetings, assist with league communication
  - iv. Drawmaster – Handles registration and draws for league play and playoffs
  - v. Treasurer – Responsible for managing league finances, collection of fees and balancing with curling club
- d. Men's Spiel Team – each season a team shall taken on the responsibility of organising the annual men's spiel
- e. Meetings & Communication
  - i. Throughout the season board communication with the league will be through e-mail. Each team should ensure they have at least 1 player to be the main point of contact

- ii. Any further meetings involving the full league membership will be organised as needed should larger issues need to be discussed

### **3. Rules of Play for League Games**

- a. A Team must consist of at least three (3) players, two (2) of which must be registered members of that team
- b. Any non-registered member of the team is classified as a spare. Spares are restricted to throwing lead or second stones. Spares may hold the broom
- c. Games must start on time. Teams will be penalized one (1) point and one (1) end for the first ten (10) minute delay, and lose last rock advantage. The game will be forfeited after a further ten (10) minute delay
- d. All league games are eight (8) ends unless curtailed by the bell rule.
- e. All teams should endeavour to complete all eight (8) ends within the time allotted
- f. Bell Rule – the bell will sound 1 hour & 55 minutes following the draw start. Following the bell:
  - i. Complete the end you are playing
  - ii. An end is considered finished and the next end starts at the instant the first rock thrown crosses the nearest back line
- g. All league games ending in a tie will be scored as a tie (No Tie Breakers)
- h. Rules (a) to (g) are Huntington Hills Men's Curling Club rules governing the Huntington Hills Men's Curling Club league play. All other rules of play are in accordance with the Canadian Curling Association rules
- i. Any and all infractions of the above rules must be brought to the attention of the opposing skip at the time the infraction is noted and prior to completion of the game. Problems that are not resolved during the time of play must be reported to the draw master or a member of the executive for review and final ruling

### **4. Qualifications & Rules of play for Club Championship**

- a. The following is based on a full league with 32 teams playing within four (4) divisions A to D on both Tuesday and Thursday evenings
  - i. Should there be less than 32 teams on either night, then the Drawmaster shall adjust the league and playoff set-up accordingly and communicate this to the league
- b. The top team in all divisions for the 1st & 2nd go-rounds will qualify for the playoffs. The Top 2 teams in all divisions for the final go-round will qualify for the playoffs
- c. A Championship
  - i. 8 teams from Divisions A & B will be seeded 1-8 for a single knockout on both nights
  - ii. 8 teams are winners & runners up from 2nd & 3rd go-round from both divisions
  - iii. Winner of Tuesday knockout plays Winner of Thursday for Club Championship
  - iv. Winner represents club at City Championship and Dominions in following season

- d. B Championship
  - i. 8 teams from Divisions C & D will be seeded 1-8 for a single knockout on both nights
  - ii. 8 teams are winners & runners up from 2nd & 3rd go-round from both divisions
  - iii. Winner of Tuesday knockout plays Winner of Thursday for B Championship
- e. You must win or be runner up in your division to qualify for the playoffs. Should your team already be qualified, the next team in the standings for that go-round shall qualify. If you qualify for the A event after previously qualifying for the B event your team would play in the A event and the next team in the C division would qualify.
- f. Seeding is based on total year points. In the 1<sup>st</sup> round seed 1 plays seed 8, seed 2 plays seed 7 etc. Following the 1st round, teams will be reseeded for semi-finals, top remaining seed to play bottom remaining seed
- g. All games in the playoffs are eight (8) ends
  - i. If tied after eight (8) ends play one (1) extra end
  - ii. If there is no result following the extra end, teams shall select one (1) player to throw one (1) stone to draw the button (Sweepers allowed). The team who draws their stone closest claims the win
  - iii. For the A & B Championship Final multiple extra ends shall be used to decide a winner if necessary
- h. For all games except the final game, the higher seed shall receive the hammer in the first end. The A & B Championship finals shall use a coin toss to determine hammer

#### **5. Spare Rules for Club Championship**

- a. All Spares in the playoffs must be drawn from non-playoff playing Men's league members and spares can only play lead or second.
- b. Teams with 3 or more registered players that play together on Tuesday AND Thursday shall be considered the "same" team
  - i. Drawmaster shall endeavour to arrange, within reason, draw-times during playoffs to allow these teams to not forfeit due to both their scheduled games being at the same time
  - ii. If both teams reach a Championship Final they can choose which team shall win the Club Championship. A game can still be played with multiple spares used in either team
- c. Teams with 2 or less registered players that play both nights shall follow the spare policy should their draw times be scheduled the same

#### **6. Seeding & Tie Breaker Rules**

- a. To determine placing within division following completion of a go-round
  - i. Points earned during go-round
  - ii. Win-Loss record between tied teams during go-round
  - iii. Totals wins in go-round
  - iv. Total points earned to date

- v. Win-Loss record between tied teams during season
- vi. If for a playoff spot then coin toss**
- vii. If not for a playoff spot then position is tied – any cash prizes would be shared
- b. To determine division seeding during re-seeding between go-rounds
  - i. Points earned to date
  - ii. Further tie breakers only required should teams be still tied AND it is to decide a spot in a higher division (Otherwise Alphabetical seeding sufficient)
    - 1. If teams were in different divisions – team from higher division places higher
    - 2. If teams have played each other during go-round - Win-Loss record between tied teams during go-round
    - 3. Win-Loss records between teams for season
    - 4. Total wins to date
    - 5. Coin Toss
- c. To determine seeding for Club Championships
  - i. Total Points earned during season
  - ii. Win-Loss record between tied teams during season
  - iii. If teams were in different divisions in 3<sup>rd</sup> go-round – team from higher division places higher
  - iv. Total wins
  - v. Coin Toss

## **7. Grand Aggregate Winner**

- a. One Grand Aggregate winner will be awarded for the Tuesday league and one will be awarded for the Thursday league
- b. The team with the most wins for the season will be the winner
- c. Tie Breaker Rules:
  - i. Win-loss record against each other
  - ii. Points for the season
  - iii. If still tied aggregate is shared

## **8. Huntington Hills Curling Club – Natures Bounty Championship Eligibility Rules (Formerly Dominions)**

- a. Men's prior seasons Championship winning team will be eligible to participate in the current season Travelers Club Southern Playdowns provided:
  - i. team must meet all Travellers Championships eligibility rules – Full rules here – <http://www.curling.ca/2015travelers/about/eligibility-requirements/>
  - ii. in addition at least 3 members of the team must compete in the Men's or Ladies league within the same team during the current season (i.e. the season following their championship win)

- iii. Should a Championship winning team become in-eligible or chooses not to play within the Travelers Playdowns then the prior season Championship Runner-up will be declared the Huntington Hills representative
  - 1. If neither the Championship team or Runner-up decides to take the berth, then the losing Semi-finalists will play-off to determine the representative (this may be possible during regular league play)