

2016-17 Wednesday Open Choose Your Own Rink LEAGUE RULES

1. All games will be **8 ends** played using the **Four-Rock Free Guard Zone Rule** .

2. Game Start and Finish Times will be regulated by the **BUZZER TIMING SYSTEM**. All games shall start promptly at 4:30. The buzzer will ring at 6:10 indicating time to finish the current end plus 1 more end (unless a team concedes the remaining ends). Example – You are playing the 6th end of your game when the bell rings. You may complete the 6th end and play the 7th end. You do not play an 8th end.

When does the end conclude and the next end officially begin?

An end concludes and the next end is deemed to have started when the last moving rock of the end comes to rest or goes out of play.

Example – The bell rings while you are clearing the rocks after the 6th end of play, or waiting to measure to determine the score. You may then play both the 7th end, which is deemed to have started (see above), and the 8th end. If the last rock was still moving when the bell rang, you play the 7th end only.

3. Ties shall be broken as follows:

by each team throwing a single rock thrown towards the glass. Normal sweeping rules apply. The stone, in the house, closest to the pin will determine the winner. Should both stones fail to reach, or remain in the house, both stones shall be thrown again. If a league chooses to break ties in games played during the season, the following tie-breaker system will be used.

- Each team will throw a single draw shot towards the glass. The shot can be delivered by any member of the team that curled in the game. It does not have to be the skip.
- A second member of the team must hold the broom at the non-delivering end. Any member of the team is eligible to hold the broom. It does not have to be the vice.
- The remaining one or two members of the team can sweep under normal curling rules.
- Once the rock is delivered, normal sweeping rules apply. All four members of the delivering team may sweep if they feel the need. One member of the opposition may sweep once the rock reaches the far tee-line. The opposition player must be either the skip or vice. The front end players are not allowed to sweep the opposition stone.
- The stone, in the house, closest to the pin will determine the winner. Should neither stone reach, or remain in, the rings, or if both stones cover the pin so that it cannot be measured, both stones shall be thrown again. In these cases, the exact same line-up and order must be used.

4. Teams may start the game with 3 players with the first 2 players throwing 3 rocks each.

5. Sparring is “wide open” to encourage the game to be played as scheduled. One, two, three or four players may spare **provided they are all members of the Dixie Curling Club**. Teams are encouraged to look at the spare list to find spares.
6. **Teams must record their win/loss outcome and point spread after each game. Games with scores not recorded by the end of that particular draw shall be counted as a default loss for both teams.**
7. **No points are awarded for unplayed ends due to time restrictions. However, if the remaining ends are conceded, the winning team will be rewarded ½ point for every end conceded to be added to score differential.** ie. “Team A” wins 8 to 2 after 5 ends. “Team B” concedes the remaining 3 ends. “Team A” will record WIN, +7 1/2 pts (6pts for differential + 3 ends x 1/2pt for conceded ends). “Team B” will record LOSS – 7 1/2 pts.
8. Only win/loss outcome (determined as described above) shall be recorded for games ending in a tie. Score differential is not recorded.
9. A Grand Aggregate winner will be determined on the basis of a team’s overall regular season performance. This performance is assessed on the basis of total points calculated as follows:
- **Win** in A Division shall count as **10 points plus score differential**
 - **Win** in B Division shall count as **9 points plus score differential**
 - **Win** in C Division shall count as **8 points plus score differential**
 - **Default win** in A Division shall count as **10 points plus 3 points differential**
 - **Default win** in B Division shall count as **9 points plus 3 points differential**
 - **Default win** in C Division shall count as **8 points plus 3 points differential**
 - **Tie-Break Win** shall count as **10 points with no differential**
 - **Loss** shall count as **5 points minus score differential**
 - **Default loss** shall count as **0 points minus 3 points differential**
 - **Tie-Break Loss** shall count as **5 points with no differential**
10. All teams will qualify for the end-of-season play-offs.