



# LEAGUE RULES – 2022-23: THURSDAY MEN’S LEAGUE

## 1. GENERAL:

Unless otherwise noted, Curling Canada’s [Rules of Curling for General Play 2022-26](#) will apply.

## 2. TEAM ROSTERS

Teams in Thursday Men’s League (THM) are allowed to have up to 6 official roster players on their team. Team members must identify as male. A game may be played with only three persons. All team captains are expected to provide the Shamrock with complete roster information including full names and e-mail addresses of all roster players prior to the start of the season. Players cannot be a roster member of two different teams within the League but players can play as a Substitute on another team within the League.

## 3. SUBSTITUTES

A substitute is any player who is not on the team’s official roster of 6 players. Substitutes can be brought in from outside the club or can be a designated sub on a team’s official roster. Any team using a substitute illegally will automatically forfeit the game in dispute. Rules for substitutions are as follows:

### a) Regular League Games:

Teams may use up to three (3) substitution players, provided the following conditions are met:

- i. At least one member from the team’s official roster must be curling in the game.
- ii. Substitutes may play any position except skip (see CCA Rules article 6: Skips)
- iii. Substitutes shall not throw last stones in the delivery rotation.

### b) Club Playoffs:

Teams may use up to two (2) substitution players, provided the following conditions are met:

- i. At least two members from the team’s official roster must be curling in the game.
- ii. Substitutes cannot be on a team that is still competing in this league’s playoffs.
- iii. Substitutes must follow the specified delivery rotation:
  - One Substitute: Must play Lead position
  - Two Substitutes: Must play Lead, and Second position

### c) Final Team Rosters:

Official team rosters must be sent to the Shamrock ([info@shamrockcurling.ca](mailto:info@shamrockcurling.ca)) prior to the start of the season. Any official roster changes must be submitted prior to January 15, 2023 to be applicable for the playoffs. Roster change submission requests after January 15 due to COVID Health considerations will be dealt with on a case-by-case scenario.

## 4. START OF THE GAME:

Games are to *start promptly* at the scheduled time; THM draw time is 8:45 PM.

## 5. END OF GAME / TIES:

All games are a maximum of eight ends.

- **Buzzer rule for end of game:** If / when you hear the buzzer, this means that you may finish the end that you are presently in and play one more end at an efficient pace. An end is considered complete when the score from the previous end has been declared, therefore, a new end begins once that score is declared. The buzzer time for THM is scheduled for 10:35 PM.

Ties after regulation ends have been played will be settled by a “swept draw”.

- **Swept-draw:** Each team will throw one swept rock and the rock that is closer to the button wins. The team that would have had hammer had another end been played decides which team will throw the swept-draw first. Rocks must be in the house to count. Opposing team rocks cannot be swept, otherwise it will be an auto-forfeit. *It is recommended to use the measuring device to measure the first rock thrown if it's thought that the second rock will be in a close position as well; photos on a phone can be hard to interpret which stone is closer.*

## 6. POSTING RESULTS:

Draw and result sheets are posted on Leagues Board and in the Leagues Binder. It is the responsibility of the winning Vice-Skip (the “third”) to post the results of their game on the draw sheet after the game (in the Leagues Binder). The results of a game can also be e-mailed to Britney at the Shamrock ([britney@shamrockcurling.ca](mailto:britney@shamrockcurling.ca)). Britney is responsible for updating the Standings for this league. If using the binder then the winning team should be circled. If there is a “swept-draw” tie-breaker then both teams should be circled and a star should be placed next to the winning team. Points toward the League Standings shall be as follows:

WIN (in regulation play):	3 POINTS
WIN (in swept-draw):	2 POINTS
LOSS (in swept-draw):	1 POINT
LOSS (in regulation play):	0 POINTS

## 7. FORFEITS:

Any team unable to attend a scheduled game is expected to inform the Shamrock ([info@shamrockcurling.ca](mailto:info@shamrockcurling.ca)) of the forfeiture at least one hour before the start of the scheduled game. If a team fails to notify the Shamrock in advance, then the violating team will lose 2 points in the standings. There will be no “make-up” games allowed for forfeited games. The opposing team of a forfeited game may use the scheduled sheet of ice for practice until 10:35 PM.

## 8. TIE BREAKER RULES FOR STANDINGS:

“Tie-breaker” rules for end-of-game play can be found above at Rule #5.

In the event of a tie between teams in the standings, the following criteria shall be used to determine standings order:

- 1) Head-to-head results between all tied teams (in terms of total points)
- 2) A “swept draw.”

## 9. LEAGUE FORMAT

Regular Season league play will consist of Round Robin play in which each team will play one another at least once. At the end of the Regular Season teams will be grouped into pools for the League Playoffs.

## 10. LEAGUE PLAYOFFS

**a) Format:** All teams qualify for the playoffs. On the basis of Regular Season play teams will be grouped into 3 pools (A, B, and C). The top six seeded teams will play in Pool A, the next 6 seeds will play in Pool B, and the final 4 teams will play in Pool C. The Playoffs will consist of Round Robin play between teams within their pool. The team with the most points within their respective pool wins that pool. The winner of Pool A will be the League Champion. Tie-Breaker rules for games will follow Rule #5 and Tie-Breaker rules for pool standings will follow Rule #8.

**b) Playoff Hammer:** The team with the better seeding position should receive first hammer throughout the playoff schedule (e.g., the team with seeding position #2 should receive first hammer in a game against the team with seeding position #4). It is the responsibility of the team with the better seeding position to institute this playoff hammer rule.

## 11. PLAYDOWNS FOR MEN'S "AB Curling Club Champions" REPRESENTATIVE

The top 4 teams in the Men's standings after round robin play is complete will Playdown to represent the Shamrock in the Curling Alberta Club Champions. Head-to-head match-ups in the Playoff games will be used to determine Playdown Representative.

**12. QUESTIONS:** Any league questions or concerns should be directed toward the **League Organizer**. If the Organizer is unavailable then the **League Ambassadors** will function as a proxy and will relay concerns.

**LEAGUE ORGANIZER:** Gavin Morton – [gavin@shamrockcurling.ca](mailto:gavin@shamrockcurling.ca) / 780-932-2948

**LEAGUE AMBASSADOR:** Chris McTavish

