



LEAGUE RULES

SATURDAY FUN LEAGUE

1. GENERAL

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

2. TEAM ROSTERS

Teams in Saturday Fun League (SFL) are allowed to have up to 6 official roster players on their team. Teams can be composed of any combination of males and/or females. 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, e-mail addresses, year of birth and postal codes for 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 registered online (through Curling i/o) prior to the start of the season. Any official roster changes must be submitted prior to January 15 to be applicable for the playoffs. Roster change submission requests after January 15 due to COVID or other 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; SFL draw time is 1:00 PM.

5. END OF GAME / TIES

All games are a maximum of six 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 SFL is scheduled for 2:20 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, in the Leagues Binder and online. It is the responsibility of the winning Vice-Skip (the “third”) to post the results of their game. The Office is responsible for managing the Standings for this league. Game results are to be recorded on the iPad provided at the Club. If there is a “swept-draw” tie-breaker then the game should be reported as a TIE, with the winning team entering 2 points and the losing team 1 point.

Points toward the League Standings shall be awarded 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 Office (admin@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 2:30 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 thirteen games. 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) for a 3-week playoff. The top four seeded teams will play in Pool A, the next 4 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. 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.

What is a League Ambassador? The League Ambassador is in place to act as a proxy for the General Manager. If an issue arises during a game and the Manager is not available, the league player would take the issue to the League Ambassador to relay to the General Manager. If there's a rules clarification needed, the Ambassador can assist or direct the players to the Leagues Binder.

The Shamrock is a club focused on community, inclusivity and fun! The League Ambassadors embody these principles and help to ensure the league play runs smoothly.

LEAGUE ORGANIZER: Gavin Morton – info@shamrockcurling.ca