



Pembina Curling Club

Rules of play

(Revised March 2009)

The Pembina Curling Club Men's Leagues follow the Rules of Curling as published and revised from time to time by the Canadian Curling Association. A copy of these rules is available (as of this writing) at the following Internet Web Address.

[http://www.curling.ca/userfiles/The%20General%20Rules%20of%20Play%202008-2010\(1\).pdf](http://www.curling.ca/userfiles/The%20General%20Rules%20of%20Play%202008-2010(1).pdf)

The following guideline for the Rules of Play at the Pembina Curling Club is published by the Pembina Men's Curling Club and supersedes any contradicting rules of the CCA, MCA or WCF.

Teams

Teams will consist of four registered players with membership paid in full before the first game on the season. Additional players may be registered and are eligible to play any position during the regular season or the playoffs providing their membership has been paid in full.

To compete, a team must have a minimum of three players with two of the players being registered members of the team.

When necessary, spares may be used but should be selected from registered club members where possible. All spares must play lead in the case of one spare or lead and second in the case of two spares (failing to comply will result in a forfeited game).

Spare rule for Club Championship

- Spares must be members or associate members of the Pembina Curling Club
- Spares must not be members of any team participating in the Club Championship (members of teams eliminated may spare)
- No spares are allowed in the semi-final and final games

Spare rule for Consolation and Last Chance Events

Spares must be registered members or associate member of the Pembina Curling Club.



Pembina Curling Club **Rules of Play**

Games

All games are to start promptly on time

Early draw 6:50 Monday
 7:00 Tuesday and Thursday
 7:05 Wednesday
Late draw 9:15 all nights

Teams are asked to be at their sheet and ready to start at the time of the bell.

All games will be eight ends or 1 hour and 45 minute bell. In the case of the bell, teams will finish the end being played and one more. An end is considered complete when the last rock of the end crosses the first tee line.

All games must be played when scheduled. If a game cannot be played when scheduled, the defaulting team may attempt to reschedule the game provided it is completed and marked before the end of the round otherwise it must be recorded a loss.

An exception to the above rule may occur if three or more registered players of a team are playing in an MCA, CCA or WCF championship and cannot play a game. In this case, both teams will receive a win. This does not apply to events leading to a Championship such as Zone Playdowns or Berth Bonspiels etc. or championships that are not official championships of the before mentioned organizations.

No game shall end in a tie. All ties will be broken by curling extra ends.

Wins not posted by the end of the round will be considered as a loss for both teams by the Draw Committee.



Pembina Curling Club **Rules of Play**

Season

The season shall consist of three rounds of five games with a fourth round of five games played to determine Group winners.

At the beginning of the season, the Draw Committee will seed the Teams based on the team performance in the previous year or, for teams that are new to the Pembina Curling Club, at the bottom of the last square in order of receipt of membership.

At the end of each round the win/loss record for each team will be calculated based on the points shown below and teams will be repositioned based on total points.

In cases of a tie in rounds 1, 2 and 3, the team that was higher at the beginning of the round will remain the higher placed team.

Points:

Points for Round 1:

Group A	Win 20 points	Loss 10 points
Group B	Win 17 points	Loss 7 points

Points for Rounds 2 – 3 – 4:

Group A1	Win 20 points	Loss 10 points
Group A2	Win 19 points	Loss 9 points
Group B1	Win 18 points	Loss 8 points
Group B2	Win 17 points	Loss 7 points

Aggregate Winners will be determined for each night league, Monday, Tuesday, Wednesday and Thursday by Total Points accumulated during Rounds 1, 2, 3 and 4. In the case of a tie the team with the most wins will be Aggregate Winner. In the case where two or more teams are tied in both points and wins a play off will take place to decide a winner.

At the end of Round 4, Group Winners will be declared based on most wins in Round 4.

In the case of a two way tie the winner will be the team that won the game between the two tied teams. In the case of a three way tie, the winner will be the team that has beaten both teams in Round 4 or if a winner cannot be declared then a playoff will take place as setup by the Draw Master



Pembina Curling Club **Rules of Play**

Playoffs

All teams are entered in the playoffs, and each team from each night will be entered as a separate entity. If your team does not wish to participate in the playoff, please inform the Draw Master prior to the end of the fourth round so that the draw can be adjusted accordingly.

All games must be played when scheduled; there will be no changes to the draw.

There will be three different championship event playoffs

Club Championship

Consolation Championship

Last Chance Championship

The Club Championship shall consist of the following:

Monday: top two teams

Tuesday top four teams

Wednesday top two teams

Thursday top four teams

And the next four teams with the highest total points.

In the event of ties a playoff will be scheduled to determine the team to enter into the Club Championship.

The Club Champion shall be declared through a double knockout format.

The Consolation Championship shall consist of the next 32 teams by points that did not qualify for the Club Championship.

The Consolation Championship will be a single knockout event

The Last Chance Championship shall consist of the remaining teams by points that did not qualify for the other championships.

The Last Chance Championship will be a single knockout event.

See rules regarding spares during the playoffs under Teams