

DAY MENS' FIXED LEAGUE

(As of September 2022)

1. League Description

- 1.1. Day Mens' Fixed League is available to eligible men who are paid up members registered to curl during the day and have signed the Club's waiver.
- 1.2. Players may sign up with a complete team or they may sign up as individuals looking to be placed on a team.
- 1.3. The teams retain the same players and compete as a team throughout the year. However, there could be exceptions such as for medical reasons, death, player moving out of the area, etc. Spares are to replace regular team members on an occasional basis and are discussed below.
- 1.4. Ontario Curling Association (OCA) rules apply except as modified by Club rules or these Guidelines.

2. Format

- 2.1. The format and schedule will be a round robin of games in a draw.
- 2.2. A draw preference is 8 teams. However, based on entries, there could be various group combinations such as 8-8-6, 8-8-7, 9-9 etc. The ideal is to not have byes nor split schedules.
- 2.3. At the end of the round robin, teams are regrouped for subsequent rounds.
- 2.4. Playoff is scheduled after the completion of all the season's round robins.
- 2.5. Games are 8 ends for the round robin, subject to Club time policies.
- 2.6. A team can, win, lose or tie. There is neither extra end nor skips rocks except where a winner is required and is mandated by the rules e.g. the playoffs.
- 2.7. Points are awarded as follows. The number of draws depends upon the number of teams.

	Win	Tie	Loss
Draw A	10	7	5
Draw B	9	6	4
Draw C	8	5	3

3. League Entry

- 3.1. At the beginning of the season, teams are classified as returning if the team includes the skip and 1 other player or all 3 of the other players.
- 3.2. Returning Teams with 2 members paid on, or before, a deadline set by the Board of Directors, will be guaranteed an entry in the league.
- 3.3. New teams will be considered after that date on a first come/first served basis.
- 3.4. Signed up teams must have at least 3 eligible members identified as having paid Club fees
- 3.5. It is the fixed team's prerogative and responsibility to supply a full team.
- 3.6. No players, including spares, are eligible to play until they have paid their fees.

4. Timing and Scheduling

- 4.1. Scheduling is determined by the number of teams and the Club's Ice Allocation Schedule.
- 4.2. Play is normally on Mondays at times specified in the master ice allocation. At the beginning of season, games start either late September, or early October and usually end in April.
- 4.3. The schedule can be interrupted for various reasons such as: dates on which holidays fall, play downs, internal and external bonspiels, inclement weather etc.
- 4.4. Timing is rotational within the round and between rounds. A draw that plays at the first time period in the last game will play at the 2nd time period for their 1st game of the next round.

5. Team Ranking

5.1. First Round Team Placement

- a) Returning teams will be ranked according to the total accumulated points earned during the previous season into one of the available draws.
- b) Should returning teams be tied in accumulated points refer to the rule regarding TIES.
- c) New teams will be ranked following the placement of all returning teams.
- d) New teams maybe placed by taking into consideration the competitiveness of the players involved. The Coordinator and Match Chairman will decide. However, no team will be dropped to a lower draw due to such a placement.

5.2. Subsequent rounds team placement during the curling season

- a) Placement determination in the following rounds shall be by points earned in the previous completed round (wins, losses, ties).
- b) **TIES** - Teams with the same points earned in a round and between teams who played each other in that round i) the results (W/L) of their game will be used to determine which team will be ranked higher. **If teams** with the same

round points tied their match or if the teams are from different draws, ii) the team with the higher original ranking will be ranked higher. **If the above** does not resolve the issue, then iii) the coordinator may use a coin toss.

5.3. Accumulated Season Points are to:

- a) Determine the Grand Aggregate winner for the season (Scott Brewster Trophy).
- b) Rank Teams for the following season.
- c) Determine placement for the year end playoff round.

Note: The above are subject to the rule regarding TIES

6. Teams (spares, default of games)

- 6.1. A team must have two regular players for an official game; else the team is in default. Spare(s) may augment a team and will throw the first rocks each end, otherwise may play any position.
- 6.2. For the purpose of points, a defaulting team will be awarded a loss and the non-defaulting team a win. In the interests of good sportsmanship, it is hoped that a game may be rescheduled.
- 6.3. Any team playing with ineligible players is in default.

7. Communications

- 7.1. At the beginning of each round and the playoffs, the Coordinator will provide each player with a list of team members, the ranking of teams, and a schedule for the round.
- 7.2. Copies will be posted on the Club's website and/or the Day Men's Bulletin Board.
- 7.3. It is the responsibility of each team to enter their results on the completion of their game.
- 7.4. Coordinator will referee disputes arising with regards to play or the rules. His decision is final.
- 7.5. A report is prepared for the Day Men's Annual General Meeting (AGM).

8. Playoff Rules

- 8.1. Teams will be assigned to a draw (A, B or C) based on the total points earned during the full season.
- 8.2. The Playoff is a single knockout event.
- 8.3. Teams will play down to determine a winner in each draw. Then the B draw winner will play against the C draw winner. The winner of that game will play against the A draw winner to determine the recipient of the Al Goffin Trophy.
- 8.4. If times permits, there may be a Consolation Round, using the same format.
- 8.5. Ties will be broken by Skips throwing to the button with the skip's team sweeping. The rock must be in, or touch the rings, to count.
- 8.6. The club time rule and these league rules are to be observed.
- 8.7. A team must have at least two permanent members playing.
- 8.8. Teams enter the games results on the draw schedule and note who and when they play next.

9. Provincial Mens' Club Championship (Note: Prior to 2022, it was previously known as the "Travelers". Yearly sponsorship and title may change. Refer to the OCA website for the official yearly title)

- 9.1. In the event that the Club's 2 Mens' Divisions decide to enter a team in the Provincial Men's Club Championship, the Day Mens' representative in the play down against the Evening Men, normally will be the Grand Aggregate winner.
- 9.2. The Match Chairman will discuss this with the other division's representative.
- 9.3. If that team is not available, then the Grand Aggregate results, next in line i.e. 2nd place team and so on, will be used to determine a League representative.

10. Changes to Guidelines

- 10.1. Changes to these Guidelines can only be made by the Day Men's AGM.
- 10.2. In some cases, the AGM may delegate to the Match Chairman and/or the Coordinator the right to examine and to make a specific change