

GENERAL RULES FOR CLUB COMPETITION – MEN’S

Revised December 2016

MEN’S LADDER

1. GENERAL

The Men’s Ladder is an annual competition consisting of up to five leagues. The skips move from league to league each year based on their team’s performance. Teams are formed for each league by a skip’s draft from the pool of curlers who have signed-up for that league. A chairman who is a member of the Men’s Committee coordinates sign-ups and drafts. The chairman also establishes the schedule and maintains the score sheet, which accumulates the game scores as posted by the vice-skips.

All medal contests, including the Ladder, shall be played under the supervision of the Men’s Committee. Decisions of the Men’s Committee shall be final. Except in rules of judgment, the Committee shall be guided by, and all contests played under, the Rules and Regulations of the Grand National Curling Club of America.

2. THE SCHEDULE

(a) All scheduled matches must be played on or prior to the scheduled date. Postponement of games is positively forbidden. When it is desired to play a game prior to the scheduled date, the skips involved must clear the date and time with Ladder Chairman.

(b) The Ladder Chairman shall post the schedule of all games on the bulletin board in the men’s locker room and deliver a copy to each skip. It shall be the duty of each skip to notify his players of the dates on which they are to play. All games shall be 8 ends and will employ the free guard zone.

(c) Upon conclusion of the schedule, the team with the most wins shall be the medal winner in that competition. In the event of a tie(s), the winner shall be determined by a playoff(s).

(d) League Standings

1) Upon the conclusion of the league schedule, standings in the league will be determined by total win-loss record. The team with the most wins shall be the winner of that league.

2) If total win-loss record is insufficient to uniquely rank teams, ties will be resolved as follows to determine a preliminary standing:

2.1) If **two** teams are tied, the head to head record of the teams will be used to resolve the tie. The winner of the game(s) in which they played each other during regular league play will be ranked higher than the losing team.

2.2) If two teams are still tied after examining their head to head record, resolve the tie as follows:

2.2.1) Examine the head-to-head record of each team against all teams with better records.

2.2.2) If the teams are still tied after applying 2.2.1, eliminate the lowest ranked team of the teams examined in 2.2.1 and reapply 2.2.1. Continue eliminating teams until the tie is broken.

2.2.3) If the teams are still tied after applying 2.2.2, resolve the tie as follows:

2.2.3.1) Examine the head-to-head record of each team against all teams with lesser records.

2.2.3.2) If the teams are still tied after applying 2.2.3.1, eliminate the team(s) from 2.2.3.1 with the lowest ranking and reapply 2.2.3.1. Continue eliminating teams until the tie is broken..

2.3) If **more than two** teams are tied, resolve the tie as follows:

2.3.1) The record of each team against all other teams in the group that is tied will be used to determine the playoff order.

- 2.3.2) For remaining teams with the same record that are still tied after applying 2.3.1, ties will be resolved by head-to-head record against all other teams within the group of teams that are still tied.
 - 2.3.3) For remaining teams with the same record that are still tied after applying 2.3.2, ties will be resolved by examining their record against all teams with better records.
 - 2.3.4) If teams are still tied after applying 2.3.3, eliminate the lowest ranked team of the teams examined in 2.3.3 and reapply 2.3.3. Continue eliminating teams until the tie is broken.
 - 2.3.5) If the teams are still tied after applying 2.3.4, resolve the tie as follow:
 - 2.3.5.1) Examine the head-to-head record of each team against all teams with lesser records.
 - 2.3.5.2) If the teams are still tied after applying 2.3.5.1, eliminate the team(s) from 2.3.5.1 with the lowest ranking and reapply 2.3.5.1. Continue eliminating teams until the tie is broken.
- 3) Once preliminary standings have been determined using 2 above, any ties for **first place**, regardless of how many teams are tied, will be resolved by playoff game(s).
- 3.1) If **two** teams are tied for first place, the winner of the playoff game will be ranked first, and the loser ranked second.
 - 3.2) If **three** teams are tied for first, the highest ranked team in the preliminary standings gets a bye. The other two teams play each other. The loser of that game is ranked third. The winner of that game plays the team with the bye. The winner of the final playoff game is the winner of the league, and the loser is ranked second.
 - 3.3) If **four** teams are tied for first, in the first playoff game, the team ranked #1 plays the team ranked #4, and team #2 plays team #3. Winners of those games meet in a final playoff. The winner of the final playoff game is the winner of the league, and the loser is ranked second. The losers of the first playoff game are ranked according to how they were relative to each other at the beginning of the playoffs.
- (e) Conceding games
- 1) No league game may be conceded before all 16 rocks of the sixth end have been played.
 - 2) Only the team behind in score may concede a game.
 - 3) Only the skip may concede a game. A skip may concede only when his team is delivering. The Men's Committee recommends that a skip consult with his team before conceding.

(f) Merit Ratings of the skips in regular scheduled competitions are as follows: 1. Sims Medal, 2. Allen Cup, 3. Tom Garber Medal, 4. Rink Medal, 5. Ross Medal

3. ELIGIBLE PLAYERS

Any member shall be eligible to play lead, second or third position in any competition. Any member shall be eligible to skip in any competition except another skip in the same competition or a skip in a competition that is lower than his merit rating (i.e. a Sims Skip could not substitute as skip in any of the other competitions, an Allen skip could substitute as skip in the Sims, but not in the Tom Garber or Rink, etc.). In the case where a skip in a higher competition substitutes for a skip in a lower level, the substituting player must play in another position (typically third) and move an eligible team member into the skip position for that game.

Skips should endeavor to select for their substitutes, curlers of equal skill and curling experience to the player being replaced. The Men's Committee will group the eligible players into relative levels, any substitute for any player must be from an equal or lower group. Let honor and good sportsmanship prevail at all times. Substitution shall be limited to two (2) players. A minimum of two (2) players from the regular team must be present and ready to play or the game must be

declared a forfeit. It should be noted that the “equal or lower group” applies to the person being replaced, even if the sub plays in a different position.

REGARDING THIS SUBSTITUTION RULE:

- 1) Each skip is responsible for assuring that his team is in compliance with the substitution rules.
- 2) If, for any reason, a skip believes he must use a substitute who is not in compliance with the substitution rules, he must request special consideration (in advance) from the Men’s Committee (to be coordinated by the Ladder Chair).
- 3) In the event that a substitute has been used who is not in compliance with the rules the game will be forfeited.
- 4) It should be expected that any ruling by the Men's Committee will be in strict accordance with the letter of the substitution rule.

4. PROGRESSION OF SKIPS

Movement of all Skips shall be in accordance with the following table except as noted in (a) through (j) below:

SIMS, ALLEN, TOM GARBER, RINK & ROSS
(Based on 12 teams in all competitions)

Competition	Up	Remain	Down
Sims	0	8	4
Allen	4	4	4
Tom Garber	4	4	4
Rink	4	4	4
Ross	4	0	

(a) A skip who was entitled to move up from a league (other than the lowest ranked) may elect to remain in his current competition. Similarly, a skip who is entitled to remain in a league may voluntarily move down one level in place of the highest-ranking skip who would have otherwise moved down. A skip wishing to move down more than one level requires prior approval by the Men’s Committee. All such requests (stay in previous level, move down one level or move down more than one level) must be made in writing to the Ladder Chair by December 1 of the current curling season.

(b) If additional skips are needed because of dropouts in a half season (fall/spring), skips that would have dropped down shall fill the vacancies. In the case where a competition is the lowest ranking competition for the half season, skips shall fill the vacancies from the highest competition in the previous half season. A skip in the lowest competition for a season who would drop down to the next lower competition must compete in that competition or drop out of the ladder.

(c) I a skip, who was entitled to move up and does not either because he (1) chooses to remain on his previous night or (2) drops out of the ladder, shall be replaced by the next highest ranked skip from his previous night. This is intended to assure that a minimum of four skips have the opportunity to move up.

(d) In the event that the Ross Competition does not take place, then 0 Skips will remain in the Rink Competition.

(e) If the number of teams is decreased to 11 from 12, then the number of remaining skips shall be decreased by one except for either the Rink or Ross Medal, which shall remain unchanged.

(f) If the number of teams is increased to 12 from 11, then the number of remaining skips shall be increased by one except for either the Rink or Ross, which shall remain unchanged.

(g) Any Skip dropping out via the Rink or Ross shall be ineligible to skip during the following year unless no other eligible member is willing to skip. (This does not prevent these individuals from acting as substitute skips during the year.)

(h) Each skip must skip no less than 50% of his games in order to qualify for progression to the next higher medal play or maintain his position. If a skip proves to be in violation of this rule, he will automatically be dropped to the next lower medal play and the next qualified skip will move up.

(i) Each team must field four players in no less than 50% of their games in order for the skip to qualify for progression to the next higher medal play or maintain his position. If a team proves to be in violation of this rule, the skip will automatically be dropped to the next lower medal play and the next qualified skip will move up. If a team permanently loses a player for any reason, the skip should attempt to find another player of equal ranking as a permanent team member. If the skip is unable to replace the lost player, he should notify the Men's Committee immediately.

(j) A former skip, who previously has retired from skipping for any reason and who wishes to resume skipping, shall be placed as follows:

If during his last year of skipping, his merit rating at the end of the season entitled him to be a Sims, Allen, or Tom Garber Skip, he shall resume skipping as a Tom Garber Skip if there are open vacancies available. If not, he shall resume Skipping in the Rink Competition.

If his merit rating entitled him to be a Rink or Ross Skip, he shall resume as a Rink or Ross skip. The former Skip must notify the Ladder Chairman in writing by November 15th of his intent to resume skipping.

If there are more returning skips than openings, the following shall determine the priority for filling the available openings:

- (1) Continuous Membership including Resident, Resident Senior and Non-Resident >40 (longest current uninterrupted membership)
- (2) Club seniority (most total years of membership credit as defined below)
- (3) Most recent ranking (e.g., third in Sims has priority over winner of Allen)

(k) Curlers wishing to enter the ladder will begin in the lowest level of the competition (i.e., Ross or Rink). Curlers will be given priority to enter the ladder based on years of membership in the club as follows:

<u>Membership type</u>	<u>Credit toward entering ladder</u>
Resident (full dues paying)	One year per year of membership
Resident Senior	One year per year of membership
Non-Resident >40	One year per year of membership
Non-Resident >100	No credit
Associate	One year per year of membership
Special (Oct. – Dec. only)	One half year per year of membership
First year	One year
Plate Glass Plus	No credit
Junior	No credit
Little Rockers	No credit
Plate Glass	No credit
House	No credit

5. CONDUCT OF GAMES

(a) All games must begin on time as scheduled

(b) When two or more games are scheduled to be played on the same ice in succession, no end shall be started after 15 minutes prior to the time at which the next game is scheduled to begin, except in the case of a tie when an extra end may be played. This rule must be strictly enforced for the benefit of the second shift players.

(c) A team may start a game with three men to avoid a penalty. A 2nd or 3rd is not required to sweep for the lead stones or be on the ice; however they must be on the ice shed and read to curl before the lead would need to throw his third stone. If not, then in this case the lead shall throw three stones, and the second three stones. The missing player would wait until the next end to join his team.

(d) All games and teams shall be treated equally in the selection of ice.

(e) Vice Skips shall post game scores on the men's scoreboard immediately following each game and shall indicate any substitute skip in the column provided on the score sheet. A three-person team shall be similarly indicated in the column provided on the score sheet.

(f) The skip must deliver the last two stones each end and hold the broom for all other shots. At the beginning of each game, the skip may assign any teammate to be vice-skip for that game. The vice-skip is to be in the house and hold the broom for the skip's shots throughout that game.

6. PENALTIES

(a) Each team is to be prepared to play when the bell is rung for start of play. A team not prepared to begin will be penalized one point and one end after 15 minutes and another after 30 minutes. After 45 minutes the game will be forfeited. If "last rock" for the first end was pre-established, that order shall be maintained for the first end actually played. If "last rock" would have been determined by a coin toss, the penalized team shall throw first.

In the event that both teams are equally guilty, one dead end shall be scored for each fifteen-minute period of tardiness. If neither team is ready after 45 minutes, the game shall be declared "no contest" and each team shall receive a loss and minus 5 points.

In the event a skip notifies an opposing skip of his inability to field a legal team at the appointed time, and the game cannot be played prior to the appointed time, the game shall be declared a forfeit and the score posted 5-0. There must be no exceptions made in the enforcement of the rules listed above.

(b) Protest: Anyone wishing to protest the outcome of any game involving an infraction of the above rules shall make a formal protest to the Men's Committee within seventy-two hours of the game in question. In such case, the decision of the Men's Committee shall be final.

7. DRAFT ORDER

(a) Teams for all ladder competitions shall be determined by a draft by the skips. The draft for the Sims shall be held first, followed in order by the Allen, Tom Garber, Rink and Ross drafts.

(b) The order of selection of thirds shall be determined by the prior year's results with the lowest ranking skip choosing first. The order of selection of seconds shall be the reverse of the selection of thirds and the selection of leads shall be in the same order as thirds.

(c) Former skips returning to the Tom Garber, Rink or Ross shall be placed in the draft order immediately ahead of skips moving down from the next higher competition.

(d) Any eligible skip that chooses not to move up to the next higher level (as described in 4 (a)) shall count as a remaining skip but shall have last draft of thirds, even after those dropping down from the next higher level. This option is only available in leagues where skips remain from year to year. In the Ross (or Rink if there is no Ross) all skips must either move up or drop out.

(e) A skip who voluntarily moves down (as described in 4(a)) shall draft as the highest ranking of the skips who moved down.

8. DRAFT POOL

Every eligible Club member who signs up before the posted deadline is guaranteed participation in at least one league. Members are expected to be available for more than one league but may sign up for only one league with the approval of the Men's Committee. In that case, the member becomes a "must pick" for the single league for which he is available. A member who has signed up for two nights and is not selected for the first league drafted becomes a "must pick" in the second league.

It is recognized that many members of the Club prefer to curl in more than one league, even though the guarantee only applies to one. It is desirable to avoid the situation where some curlers are chosen for three or four leagues while others are selected only once. Therefore, in a league that has enough participants for the number of skips assigned to that league, no member of the Club shall be picked for a third or fourth league if there are other members of the Club who have requested two leagues and have not been picked or made a "must pick" for two leagues. Note that this cannot apply to the Sims or Allen since they are the first two drafts.

CHARBONNEAU

1. GENERAL

The Charbonneau is an annual competition consisting of two or three leagues. The event chairman is a member of the Men's Committee. Teams are formed for each league by the chairman from the pool of curlers who have signed-up for the leagues. The chairman also establishes the schedule and maintains the score sheet, which accumulates the game scores as posted by the vice-skips. The schedule is generally formed by pairing the two top teams from a league, the next two, and so on although the chairmen may make some modification to this formula.

All medal contests, including the Charbonneau, shall be played under the supervision of the Men's Committee. Decisions of the Men's Committee shall be final. Except in rules of judgment, the Committee shall be guided by, and all contests played under, the Rules and Regulations of the Grand National Curling Club of America.

2. THE SCHEDULE

(a) All scheduled matches must be played on or prior to the scheduled date. Postponement of games is positively forbidden. When it is desired to play a game prior to the scheduled date, the skips involved must clear the date and time with Charbonneau Chairman.

(b) The Chairman shall post the schedule of all games weekly on the bulletin board in the men's locker room. All games shall be 8 ends and will employ the free guard zone.

3. ELIGIBLE PLAYERS

(a) Prior to the playoffs, any member shall be eligible to play any position in any league. Skips should endeavor to select for their substitutes, curlers of equal skill and curling experience to the player being replaced. Let honor and good sportsmanship prevail at all times.

(b) Substitution shall be limited to two (2) players. A minimum of two (2) players from the regular team must be present and ready to play or the game must be declared a forfeit.

4. CONDUCT OF GAMES

(a) All games must begin on time as scheduled

(b) When two or more games are scheduled to be played on the same ice in succession, no end shall be started after 15 minutes prior to the time at which the next game is scheduled to begin, except in the case of a tie when an extra end may be played. This rule must be strictly enforced for the benefit of the second shift players.

(c) A team may play with three (3) men to avoid a penalty, in which case the lead shall throw three (3) stones, and the second three (3) stones also.

(d) All games and teams shall be treated equally in the selection of ice.

(e) Vice Skips shall post their points won on the men's scoreboard immediately following each game.

5. PENALTIES

(a) Each team is to be prepared to play when the bell is rung for start of play. A team not prepared to begin will be penalized one point and one end after 15 minutes and another after 30 minutes. After 45 minutes the game will be forfeited.

In the event that both teams are equally guilty, one dead end shall be scored for each fifteen-minute period of tardiness. If neither team is ready after 45 minutes, the game shall be declared "no contest" and each team shall receive a no points.

In the event a skip notifies an opposing skip of his inability to field a legal team at the appointed time, and the game cannot be played prior to the appointed time, the game shall be declared a forfeit. There must be no exceptions made in the enforcement of the rules listed above.

(b) Protest: A skip wishing to protest the outcome of any game involving an infraction of the above rules shall make a formal protest to the Men's Committee within seventy-two hours of the game in question. In such case, the decision of the Men's Committee shall be final.

6. PLAYOFFS

(a) Upon conclusion of the regular season schedule, a 4-team playoff will be held. If there are three leagues, the team with the most points from each of the three leagues (league winners), along with the highest-scoring second place team (wildcard), shall enter a four-way playoff. Each playoff game must be played on or before the date scheduled in the Club Calendar. The highest scoring of the three league winners shall play the second place team (wildcard) in the first round unless they are from the same league. In that case, the highest scoring team shall play the lowest scoring league winner in the first game. If there are two leagues, the two league winners and the two runners-up will play with the winner of the first night playing the runner-up from the second and vice versa in the first round. The winner of the playoff shall be the Charbonneau Medal winner.

(b) The final team position in each league shall be determined by points accumulated from each game as follows:

- Winning game 5 points
- Ends won 1 point each
- Ends blanked ½ points each
- Stones scored ¼ point each

Tie games shall be resolved by an extra end but no points shall be won for that end itself or any stones scored in that end. The winner of a forfeited game shall be given a credit of 11 1/4 points and the loser none.

Ties for first place within any league shall be broken by a playoff. Ties for the highest second place (fourth team into the playoffs) shall also be broken by a playoff. Ties among league winners, which only affect seeding in the playoffs, shall be broken by a coin toss.

(c) Playoff substitutions shall be chosen from Charbonneau teams not in the playoffs and must have played at the same or lower position. For example, a substitute for a skip may have played any position during the season. A substitute for third must have played either third, second or lead. A substitute for second must have played either second or lead and a substitute for lead must have played lead. A curler who played on more than one night during the season is eligible to substitute in the playoffs according to either position he played. That is, if he played lead one night and second another, he is allowed (as a lead) to substitute in any position.

(d) Since curlers may play on more than one night, it is possible that someone may be on more than one playoff team. In that case:

- (1) He will play for the team where he is in the highest ranked position. For example if he plays third for one team and second for another, he will play in his third position and get a substitute at second for the other team.
- (2) If he plays the same position for both teams, he will play for the team with the highest number of points and get a substitute for the other team.
- (3) In the unlikely case that he plays the same position for two teams that are tied in total points, he will play for the team in the following priority: Wednesday winner, Tuesday winner, Monday winner, Wildcard.

MURRAY CLUB CHAMPIONSHIP

1. GENERAL

This is a competitive, in-house bonspiel to determine the Men's Club Championship. The highest ranked teams at the completion of the bonspiel receive invitations to the next Mitchell Invitational Bonspiel. The skip of the winning team (Utica 1) has the responsibility to chair the Murray Bonspiel the following year.

2. SCHEDULE

The Murray is generally held the second full weekend in December. The UCC Board of Directors through the Scheduling Committee determines the exact dates.

3. ELIGIBLE PLAYERS

(a) All curling men with the following memberships are eligible to participate in the Murray:

- Honorary Non-Resident > 40
- Resident Non-Resident > 100
- Senior Resident Trial
- Associate Fall-only

Other memberships (Special, Plate Glass Plus, Wheelchair, Junior, Little Rockers, Plate Glass, Spring-only and Supporter) do not include eligibility for this event.

(b) Any substitute, not part of the original team, must be drawn from non-participants. A curler from a previously eliminated team may substitute but retains his status as member of his original team.

(c) Curlers are not required to be available for the Mitchell Bonspiel to participate in the Murray.

4. CONDUCT OF GAMES

(a) All games leading up to the finals shall be 8 ends. The finals of the first event (Murray Championship) must be 10 ends. Finals of other events are planned as 10 ends but may be shortened to 8 ends by agreement of the skips involved. Shortening in this manner is indicated by "hanging" the first two ends and playing ends 3 through 10.

(b) Each team must have four players available at the beginning of the spiel. After the bonspiel has begun, play with three players (only possible in the event of injury or illness) must be approved by the Men's Committee.

(c) Ties are played off with a full extra end.

(d) Thirds shall measure stones and post scores after each end. Thirds may jointly agree to have any experienced curler measure stones.

(e) Thirds shall report the results of each game to the event chair or his designee immediately after the completion of the game.

(f) The skip shall define his team line-up at the beginning of each game. Changes in the line-up may be made between games.

5. RANKING OF TEAMS

The bonspiel consists of four events and each team is guaranteed three games. All teams initially enter the 1st or "A" event. First round losers drop to the 2nd or "B" event. Second round losers drop to the 3rd or "C" event. Losers of the "A" event semifinals drop to the 4th or "D" event. The team rankings are:

- (1) "A" winner (no losses)
- (2) "A" runner-up (1 loss)
- (3) "B" winner (1 loss)
- (4) "C" winner (1 or 2 losses)

- (5) "D" winner (1 loss)
- (6) Non-winner drawn randomly
- (7) "D" runner-up (2 losses)
- (8) "B" runner-up (2 losses)
- (9) "C" runner-up (2 or 3 losses)
- (10) "B" semifinal loser
- (11) "B" semifinal loser
- (12) "C" semifinal loser
- (13) "C" semifinal loser

Assuming that the Mitchell Bonspiel will invite 36 teams, six teams from Utica will be invited. The skips of the top six ranked teams are issued these invitations to the Mitchell Bonspiel. This group includes all teams with one or fewer losses along with a team selected randomly. For a team to be eligible to play in the Mitchell, at least one of the following must be true:

- (1) the skip and at least one other team member must play, or
- (2) if the skip is not available, all three other team members must play.

If any of the top six teams is not eligible to play in the Mitchell the next highest ranked eligible team will be invited.

6. PENALTIES

Each team is to be prepared to play when the bell is rung for start of play. A team not prepared to begin will be penalized one point and one end after 15 minutes and another after 30 minutes. After 45 minutes the game will be forfeited.