

Competition Policy - "Case of the Mondays" Night League

This policy serves several purposes:

- Sets the expectation for teams and individual curlers as to their competition responsibilities in a league.
- Gives everyone a fair opportunity to play.
- Promotes league and club growth.
- Minimizes the number of games that are not played.
- Promotes the Spirit of Curling.
- Facilitates consistent guidelines across our various leagues.

Formation of Teams

- Curlers are encouraged to form their own teams. Teams can be formed with more than 4 players if the team wants to rotate or share a spot. If more than 4 players are listed for a team, all players listed are part of that team in regards to the subbing policy.
- PghCC will pair players together when they have signed up as less than a full team. PghCC reserves the right to add players to any team that does not consist of 4 full team members.
- When forming teams, PghCC will take into account, as provided by curlers during registration, pairing preferences, throw order preferences, experience, personalities, known absences, and to some extent balancing the talent amongst the teams that are being put together by PghCC.
- The first priority of PghCC in putting teams together is ensuring that games are played by maximizing the chance that teams will have at least 3 people for any given game. Competition level is a secondary consideration.
- For doubles, while mixed gender is not strictly enforced, it should be a general principle to have as many mixed teams as registration allows for.

Game Tie-breaker

In the event of a tie after 8 ends, a draw to the button (also known as the "skip rock") will be used to determine the winner. The following rules apply:

- The team that scored in the 8th end must throw first.
- Any player on the team may throw the tie-breaker draw.
- Defensive sweeping is not permitted during the draw.

- The draw must land within the house to be eligible for measurement; if the stone is outside the house, it will be considered "out of play."
- If both teams miss their initial draw attempts, a second round will be held, with a different player from each team throwing the next skip rocks.

Playoffs

- For leagues that have playoffs, team record will determine seeding. In case of ties, head-to-head among the tied teams will determine seeding. If that does not break the tie, the seeding will be determined randomly. Seeding is only used for determining the playoff matchups.
- Playoff games, for leagues that have them, will have the team with the better record from the regular season have the choice of hammer or color as if they won the coin flip. In case the teams have the same winning percentage, a coin flip will occur as usual. Note that seeding is not used, just the team records.

Subbing/Sparing

Subbing is crucial to ensuring games are not forfeited and that league members can count on having a game when they show up. Teams are responsible for finding substitutes but may ask PghCC for assistance if they cannot secure a sub. A sub list for each league is available, consisting of those with availability to sub.

Substitution Rules:

1. Eligible Positions:

Subs are permitted to play only in the lead, second, or vice positions and are not allowed to play in the skip position, meaning they cannot throw the last two stones. However, if the opposing team agrees, a substitute may be allowed to skip, in the spirit of curling.

2. Sub Requirements:

Subs must be a club member or a member of another curling club.

There is no limit to the number of subs a team can have; however, the following limits apply:

- For a 4-person or 5-person team, a maximum of 2 subs may be used per game.
- For a 3-person team, a maximum of 1 sub may be used per game. If more than 1 sub is needed, the game will be considered a forfeit, unless both teams agree to do a makeup match and notify the drawmaster.
- All teams should always aim to field a 4-person team for each game. This is essential to ensure games are played, especially in the event of a last-minute absence.

3. Priority for Subbing:

Teams with relatives/partners should be particularly diligent in ensuring games are played with at least 3 players.

In the case where PghCC assigns subs because teams have not secured their own, PghCC will:

- Prioritize assigning subs to teams that requested assistance ahead of time.
- Give higher priority to members of teams on a bye-week who wish to sub for playoff games or any other games.
- Honor subs secured by teams so long as the bye-team has been prioritized
- In social leagues, subs may be commandeered from 4 player teams to make viable games for other sheets.

4. Subbing in Competitive Situations:

PghCC will make the best effort to fill teams with subs of similar curling skills, though not guaranteed. PghCC reserves the right to fill teams with subs even if the team did not request them.

Playoff Subs/Spares:

Priority

- During playoffs, league members from teams not involved in the playoffs should have sub priority.
- Subs should make minimal impact on games determining a league championship.

Late Curlers

- All curlers are expected to be on the ice and ready to curl at the posted draw time.
- There is no penalty if a team can be fielded within 5 minutes of the draw time, but if the game is delayed by any team after 5 minutes, then the non-offending team receives one point and will have the choice of first or second stone. After 15 minutes, it's an additional point for the non-offending team and the choice of first or second stone. After 30 minutes, the game will be forfeit and the win will go to the non-offending team.
- As long as you have at least 2 players, the game can begin. When the late teammate arrives, they will join in if their team has not thrown their third stone (unless that player is throwing lead). Otherwise, that late player will have to wait until the start of the new end.
- The other team may waive any penalties or allow the late player to curl earlier at their discretion and within the Spirit of Curling.