

HUSKY OIL WOMEN'S MAJOR LEAGUE

PLAYING REGULATIONS – 2009

DRESS CODE:

1. All teams must wear matching tops and bottoms with the team's sponsor crest/logo displayed on the back of the tops.
2. The Husky Oil logo must appear on the sleeve (shoulder) of the throwing arm.
3. If team jackets are removed, solid coloured shirts of the same colour are permitted.

RULES:

1. CCA Rules of General Play will apply unless otherwise stated.
2. Teams play a round robin schedule. There will be no preplayed or postponed games.
3. All games are **eight (8) ends** to a **maximum of two (2) hours and 15 minutes** (includes any pre-game slides/warm-up). It is expected that a **minimum of 7 ends** is to be played or teams will be subjected to a slow play infraction. Offending teams may appeal the infraction prior to the next game.
4. Ties are to be broken by an extra end provided that there are **at least 15 minutes** of playing time remaining. If there are less than 15 minutes remaining, each player throws one rock, alternating with the opposition for a total of 4 rocks per team. Shoot-out towards glass. Scoring: **5 points** = *covering the pin*, **4 points** = *any part of button*, **3 points** = *any part of the 4 foot circle*, **2 points** = *any part of the 8 foot* and **1 point** = *any part of the 12 foot*. If there is still a tie at the end of 4 rocks, skip rocks are to be thrown to break the tie. Team sweepers are allowed. No sweeping by opposition team behind t-line. Teams agree on points.
5. Last rock advantage and choice of colour are predetermined according to the schedule except for the first game in which choice will be decided by a coin toss.
6. Substitute players are to be associate members of the league. All spares must pay \$25.00 in spares fees before they are eligible to play. If a spare player does not play in a game during the season, she will be eligible for a \$25.00 refund from the league. If the spare accepts the \$25.00 refund, all major league points are forfeited for the next year.
7. It is the team's responsibility to pay its spare for the win. Teams must hand in a spare sheet to the Commissioner prior to the game. Teams are paid \$100.00 per win at the end of the season.
8. You may substitute any number of players for any game.
9. A substitute player may not be a member of a regular major league team. Substitute players must either replace a missing player on the team or play lead.

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10. All teams must start a game with a least three players. If after two completed ends, a fourth player is still absent and no associate member is available, a non-associate player may be used and the team will receive a reduced payout.
11. If a fourth player cannot start by the completion of the second end, the game is defaulted and the team will be fined. Extenuating circumstances may exist at which time the Commissioner will make a ruling.
12. Each team is allowed no more than two major sponsors recognized in signage and in the media.
13. If a team representative/designate fails to attend a mandatory league meeting, a fine shall be levied against that team.
14. Teams set up only their rocks.
15. Inappropriate conduct according to the CCA Curlers Code of Ethics and Fair Play or failure to meet Husky Oil League regulations will subject the offending player(s) to a fine.
16. Teams or individual players will be informed of fines on the same day the infraction has occurred. Fines will be levied by the Commissioner. A team or individual player receiving five infractions will meet with the Commissioner and Executive.
17. All fines must be paid to the Commissioner before the start of the next scheduled game.
18. Each draw a random game may be timed for slow play.
19. Standings in regular season play are posted/displayed weekly. In the event of ties in standings, placement shall be determined by (1) who beat who, (2) points scored for, (3) points against.
20. No executive member shall be contacted on game day regarding issues concerning the major league – please direct inquiries to the Commissioner.
21. No practice time is allowed. If your sheet is available early, slides are permitted but not the throwing of stones on any sheet.
22. All games will start at scheduled time or as soon as the sheet is available.
23. There will be no score cards. At the end of the game, both 3rds must attest the game with the commissioner by signing off the commissioner's scorecard.

Tie Breakers for Playoffs

There will be no practice time and games will follow the same format as in round robin play. A coin toss will determine last rock advantage or rock colour. Teams will be ranked according to the following criteria and in the order listed (based on our playing regulations):

- Who beat who - if there is no clear order, then...
- Points scored for - team who scored most points during round robin play; failing that...
- Points scored against - team who had the least points scored against them during round robin play.

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Tie breaker format will be determined using WCO Tie Breaker Chart for 4 Qualifiers.

2007 season saw one clear qualifier and 5 teams tied for 3 spots. We used win/lose record for the 4 teams. One of the teams beat the other 4 so was awarded 2nd spot in the round robin. The other 4 teams will play a sudden death tie breaker (seeding according to previous ranking) 1 vs. 4 and 2 vs. 3. Winners of the games would advance and it was determined that we would use who beat who in round robin play to ascertain final standing i.e. who would be 3rd and who would be 4th. This makes a big difference in seeding in the semi – finals.

PLAYOFFS

1. The playoffs will consist of the top four, round robin winners to determine the two qualifiers who will proceed to the championship.
2. All four qualifiers will receive playoff money as per schedule.
3. The top four teams qualify for next season provided they have at least three (3) returning players.
4. Last rock or choice of colour in semi-finals and finals will be awarded to the team with the higher round robin standing, therefore Teams 1 and 2 will have the choice of last rock OR rock colour in semi-final.
5. The draw will be 1 vs. 4 and 2 vs. 3.
6. All playoff games are 8 ends and ties are will be decided by an extra end.