

Tuesday Night Mixed League 2019/2020

This is a mixed league and teams normally consist of two males and two females. After registration is complete the convener may create teams with a 3-1 gender split at his discretion. This team format becomes a sanctioned team format for this team for the current mixed league's season. The convener seeds returning teams using the previous year's point totals while new teams/players are seeded into the four divisions at the convener's discretion.

League Format:

- The 2019/20 league consists of 30 teams divided into 2 divisions of 8 teams and 2 of 7. There will be 3 7-night rounds, a playoff round of 4 nights, plus a "fun night" on Tuesday Oct 1st. Draw times will alternate between the 7:00pm and 9:00pm time slots with the occasional 5:30pm draw. All games will be a maximum of 8 ends.
- Teams will accumulate points from wins, ties, losses and byes (See point system below). At the end of each round, all teams will be reorganized and seeded based on their accumulated point totals with carry over points being halved. Ties are not broken and are recorded as a tie.
- A team must have at least three players to play an official game, of which two players must be registered on that team. An team must also have at least one male and one female to play an official game.
- The point system will be as follows:

Division	Win	Tie	Loss	Bye
A	16	12	8	0
B	14	11	7	0
C	12	9	6	0
D	10	8	5	0

If teams are tied in total points at the end of a round ties will be broken using these rules:

1. Head to head result.
2. Team in higher division wins.
3. Shootout score.
4. Coin toss.

Shootout:

- The shootout should be completed in the first round.
- Shootout Instructions:
Each team member will throw one rock, with sweeping. Rocks stay in play until all 4 rocks have been delivered. Points for shootout: 5 touch pin, 4 touch button, 3 touch 4', 2 touch 8', 1 touch 12'.

Five-Rock Rule:

- No opponent's rock resting in the free-guard zone may be removed from play until after the fifth rock has been thrown.

Defaults:

- Default with notification. Loss points. This default occurs when the defaulting team notifies their opponent by email thus giving the non-offending team time to decide not to go out to the curling rink.
- Default without notification. 0 points. This default happens when the offending team is a no show for a scheduled game, resulting with the non-offending team at the club without an opportunity to play a game.
- A team may choose to play with more than 2 non-registered members. This is a default situation and they will score loss points.
- A team may choose to play with a 3-0 or 4-0 gender mix. This is a default situation and they will score loss points.

Late Start/End of Game:

- Players should be ready to play 10 minutes before their game start time. You should begin play before your scheduled start time if your sheet is ready!
- The penalty for a late start: after 10 minutes, the non-offending team will count one for the first end AND have the hammer to start the second. This repeats at the 20 minute mark. After 30 minutes, the game is defaulted by the offending team.
- For the 5:30 and 7 p.m. draw, do not begin a new end if there are less than 10 minutes remaining (the clock must read 6:49/8:49 respectively or earlier to begin another end). For the 9 PM draw no end will begin once 11:01 is showing on the clock. The final end will be considered underway once the final rock of the Skip with hammer crosses the delivering tee line in the current end.

Throwing Sequence:

- Any gender may skip. A 2M-2F player team's chosen throwing sequence for a game must alternate gender. A team playing with 3 players may throw in their normal throwing sequence.
- Teams with 3-1 gender split may throw in any gender sequence except when substitutions make them a 2-2 gender split team.
- The throwing sequence must remain unchanged for the duration of the game.

Substitution:

- Spares must play at or lower than the position of the curler they are replacing. A spare of the matching gender is encouraged although is not mandatory during the regular season except no official team may use spares that result in a 3-0 or 4-0 gender split. During the playoffs only matching gender spares are allowed. Please use the Spare List for your substitutions or ask a curler from those teams with a bye that night. Additionally, you may use other club members or non club members as a spare as per the Granite Club Spare Policy.

Byes:

- There are four or six byes each week. Bye requests are to be submitted by email and are granted on a first come first serve basis.

Ice Maintenance - Sweeping (Mopping) the Ice:

- Mopping, pebbling and then nipping the ice before each game is time consuming and the ice crew could use help with the mopping as they rush to prepare the ice between draws. For this reason, one member of the losing team is asked to sweep their ice after the 5:30pm game and the 7pm games.

Playoffs and Prize Night:

- Following the third round, there are four nights set aside for playoffs.
- Prizes are awarded based on playoff results. Prizes will be given out after the Playoff Finals on Tuesday, April 10th.

Curling Dates for this Season: (always subject to change)

Fun Night:	Oct 1
First Round:	Oct 8, 15, 22, 29, Nov 5, 12, 19
Second Round:	Nov 26, Dec 3, 10, 17, Jan 7, 14, 21
Third Round:	Jan 28, Feb 4, 11, 18, 25 Mar 3, 10
Fourth Round:	Mar 17, 24, 31, Apr 7

Apr 14 will be used if we have a snow day.

Note: No curling on Dec 24,31

Convenors:

- Steve and Katie Hitchman, stevehitchman@gmail.com, 519-570-4611