

# Tuesday Night Mixed League 2021/2022

This is a mixed league and teams normally consist of two males and two females. The convenor seeds returning teams using the previous year's point totals while new teams/players are seeded into the divisions at the convenor's discretion.

## League Format:

- The 2021/22 league consists of 18 teams divided into 3 divisions of 6 teams. There will be 1 5-night round, 3 4-night rounds and a playoff round of 5 nights. Draw times are either 7:00pm or 9:00pm. 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 divisions will be reorganized and teams 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
A	16	12	8
B	14	11	7
C	12	9	6

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 still 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 7 p.m. draw, do not begin a new end once the clock is showing 8:50 or later at the conclusion of the current end. For the 9 PM draw, do not begin a new end once the clock is showing 11:01 or later at the conclusion of the current end. The current end will be considered over when the final rock delivered from the Skip with hammer has crossed the near tee line.

### **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. Additionally, you may use other club members or non club members as a spare as per the Granite Club Spare Policy.

### **Byes:**

- There are no byes this season.

### **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 7:00pm games.

### **Playoffs and Prize Night:**

- Following the fourth round, there will be a 5-night playoff round robin in each division.
- Prizes are awarded based on playoff results. Prizes will be given out after the Playoff Finals on Tuesday, April 26th.

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

First Round:	Oct 26, Nov 2, 9, 16, 23
Second Round:	Nov 30, Dec 7, 14, 21
Third Round:	Feb 1, 8, 15, 22
Fourth Round:	Mar 1, 8, 15, 22
Playoffs	Mar 29, Apr 5, 12, 19, 26

### **Convenors:**

- Steve and Katie Hitchman, [steverhitchman@gmail.com](mailto:steverhitchman@gmail.com), 519-570-4611