

2018/2019 Waterloo Brewing Co. Wednesday Men's Club Championship

Welcome to a new season of curling at the K-W Granite Club. We have dropped back to 30 teams which means less 5 p.m. games all around. League information will be sent out by email. The convener sends out weekly updates plus schedule, standings and extremely valuable information! The update is also available on the club website at kwgranite.com. Skips check with your teammates to ensure they are receiving the updates. Contact information below.

Brian Belfry

Cell: **519-575-0493**

E-mail: **brian.belfry@gmail.com**

Sponsor

Waterloo Brewing Co returns as our sponsor. Pour the boar! Waterloo Brewing Co. is also the K-W Granite lounge's main supplier. I enjoy the barbecue chips because we don't stock sour cream and onion. Waterloo Brewing's Radler is a refreshing post game libation. Landshark and the radler are both on tap! Cheers!

Rules

Standard CCA rules of curling apply. Please note the following:

- All games are eight (8) ends.
- For regular season, ties will stand
- Five rock rule free guard zone is now in place
- If a rock in the FGZ is knocked out of play either directly OR indirectly all stones are replaced.
- Hog line rule: Rocks must be **clearly** released before the near hog line, even with sticks! Please abide.
- Late start: After FIVE minutes, the non-offending team will count a point and an end and will receive last-rock advantage. After 10 minutes, another point and end. After another 10 minutes another point and end. At 30 minutes, a default will be declared in favour of the non-offending team.
- BE READY TO PLAY AT LEAST FIVE MINUTES BEFORE YOUR REGULAR GAME TIME.** Not arrive, ready to play! If your ice is ready (scoreboard numbers down) start as soon as both teams are available. The first rock is expected to be **THROWN** at 7 p.m. and 9 p.m. so get your slides in **BEFORE**. Otherwise stretch in the lounge and start. One slide is good enough, there's no cash at stake.
- Please make every effort to keep your games moving quickly. **For the 5 and 7 p.m. draw**, do not begin a new end if there are less than 10 minutes remaining when the last rock of the previous end is thrown. **(The clock must read 6:49 or 8:49 or earlier as the final rock of the previous {hopefully seventh} end is thrown).** There will be no deadline to finish the 9 p.m. game. **TIP: Do the coin toss in the lounge!**

The regular season of curling begins September 26 and runs for 21 weeks ending Feb 27. That's three rounds at seven (7) weeks each. Dates for all three rounds are as follows (subject to change due to unforeseen circumstances):

Round One: Sept. 26, Oct. 3, 10, 17, 24, Oct. 31, Nov. 7

Round Two: Nov. 14, 28, Dec. 5, 12, 19, Jan. 2, 9

Round Three: Jan. 16, 23, 30 Feb. 6, 13, 20, 27

Playoffs

Preliminary games in playoffs may fall on other days than Wednesdays!!!

After that, playoffs will continue Wednesdays for both consolation and men's club championship.

I have an extra date this year so will be working on the playoff structure throughout the season to work on something that favours my team.

March 7, 14, 21, 28 April 3, April 10

Important non-dates

Note that there is no curling on the following Wednesdays:

- November 22 due to the Home Hardware Bonspiel
- December 27 Christmas break

Teams are seeded into four flights. There are two divisions of seven teams and two of nine teams. Initial seeding was at the convener's discretion. The convener takes into consideration last year's final standings and knowledge of teams entering into the league. Points will be awarded in the regular season based on the following table:

Division	Win	Tie	Loss
A	10	7.5	5
B	9	6.5	4
C	8	5.5	3
D	7	4.5	2

Teams with a bye will receive no (0) points.

Defaulting teams giving less than 24 hours notice of absence receive no (0) points. Defaulting but giving more than 24 hours notice and the defaulting team will receive loss points.

Promotion/relegation

At the end of each round some teams will be promoted or relegated based on their standings within the division for that particular draw. The top three in D will swap with the bottom three in C; the top two in C will swap with bottom two in B, the top two in B will swap with bottom two in A.

For **TWO** teams. ties will broken in this order: head-to-head, most wins, total points overall, draw to the button points.

For **THREE OR MORE** teams tied: most wins, head-to-head, total points overall, draw to the button points.

- ❑ **Draw to the button:** During the first round, if your game ends before your allotted time on the ice is up please have each member of the team draw the button (with sweeping). Score 1 for 12-foot, 2 for eight-foot, 3 for four-foot, 4 for button, 5 for pin. Email me your score. **IF AFTER FOUR WEEKS YOU HAVE NOT HAD THE OPPORTUNITY PLEASE DO THE DRAW AFTER A 9 PM GAME.**

Spares

Open substitution is allowed during the regular season. **Wednesday limited members can spare unlimited on Wednesdays**. Please refer to the club spare policy for all other instances. **Non-members or members without PLAYING PRIVILEGES CANNOT PLAY IN PLAYOFF GAMES**. In all cases, there must be at least two regular members to be considered a valid team. In other words, three spares will be considered a default. Rules for sparing change during playoffs. A separate note will be sent out at that time.

Playoffs

The team seeded first in the playoffs (most points in the regular season) will be presented with the **Grand Aggregate** award and prizes. The top 8 teams, decided by total aggregate points after the third round, will compete for the **Club Championship** in a double-knockout draw. The remaining 24 teams will compete in the **Club Consolation**. Rules for the playoffs will be communicated in detail prior to the start of the playoffs. Playoffs will begin in March.

PLEASE NOTE: DURING PLAYOFFS TEAMS MAY BE REQUIRED TO PLAY BACK TO BACK GAMES AND/OR MAY HAVE TO PLAY ON ANOTHER DAY BESIDES WEDNESDAY, SUCH AS NOTED ABOVE.