

Charleswood Curling Club Wednesday Women's League (CCCWWL) Policies, Prizes & Rules of Play

The Policies & Procedures may be altered when approved by at least two-thirds of the Regular Members present at a Special Called General Meeting or at the Annual Windup. Prior notice of any proposed changes is not necessary.

CCCWWL is run by a fun group of Volunteers ("The Crew") and anyone who would like can join. The Crew is always looking for individual members (Crew Advisors (CA) to help out with social activities, Ice & Draw, etc. Meetings (Virtual) are held on an "as if & when required" basis. If you have an idea for CCCWWL and would like to bring it forward let the League Representative and a Zoom Invitation will be sent for you to join a meeting! Any issues brought forward will be discussed, approved or voted on by members if necessary.

For returning Teams to hold their spot(s) for the Upcoming season a May 1st deposit (based on 25% of CCC Ice Contract) will be required. CCCWWL will advise Members of the deposit amount which is based on CCC Board Budget Approvals. Remainder of Fees can be paid on the first night beginning of Season or Post dated cheques will be accepted at the prior year's Windup.

The Crew suggests each Team have 2 Contact person(s) dedicated for any communications coming from CCC / CCCWWL.

Spares wanting to attend the Windup will be required to pay the Special Events Fee currently if wanting to attend the Windup or if not are required to have paid the Canada & Manitoba affiliation Fee (see Fees Schedule).

Openings for Teams are accepted on a first come first serve basis (completed Registration & Deposit).

See the CCC - CCCWWL website for the Fee Schedule.

DRAW AND PRIZES

1. CCCWWL is guaranteed ice one year in advance. (Agreed October 18, 1972.)
2. **Procedure for draw:**
 - a) Team position on draw is determined by drawing skip names. The curling season begins with a round robin where each team plays each other once. In the event of an odd number of teams a BYE will be introduced.
 - b) Then teams are divided into A and B groups according to point standing. For an odd number of teams Ice and Draw will look for a natural split (i.e. a large point difference) to determine which group the BYE will be in. If there is not a natural split a coin flip will decide. A second round consisting of five (5) games is played within each group - 4 games within the same group and 1 crossover game against the team ranked the same in the other group - i.e. A1 vs B1, A2 vs B2 etc.
 - c) A and B teams are regrouped according to total points accumulated in first and second rounds. The BYE is placed in the group that did not have it in Round 2. A third round (the prize round) of five (5) games will be played within each group - 4 games within the same group and 1 crossover game against the team ranked the same in the other group For Example: . A1 vs B1, A2 vs B2 etc.
 - d) In the event there are fewer than 9 teams in the league the Executive shall determine the league structure for that season.
3. **Prizes:**
 - a) Prizes will be awarded to winners of **Grand Aggregate \$250, Group A \$150 and Group B \$100**. Three (3) separate winners will be declared, the winner of Grand Aggregate cannot be declared a Group winner.

Charleswood Curling Club Wednesday Women's League (CCCWWL)

Policies, Prizes & Rules of Play

All regular members of a winning team receive prizes, including teams with more than four (4) players. Names of winners will be engraved on trophies, where trophies are available.

b) **Points are based on:**

	Win	Loss	BYE
Round 1 (Round Robin)	8	3	0
Round 2 and 3 (Group Rounds)			
A Group	10	5	10
B Group	9	4	9
Crossover	10	5	10

Note:

There will be **NO TIES**; "*Skips Rocks*" will be thrown to determine the winner.

Defaulted games are awarded win-loss points as if the game had been played with the defaulting team receiving a loss and the non-defaulting team receiving a win.

c) **Grand Aggregate** is determined by total points in all three rounds.

- (i) If there is a tie (total points after three rounds), the Grand Aggregate winner will be declared on the win / loss record for the year between the teams involved.
- (ii) If no clear winner can be determined based on (i) above, a single knock-out playoff will be necessary.

d) **Prizes other than Aggregate** are awarded on basis of points obtained in third round only.

- (i) If there is a tie (total points after round 3), the winner will be declared on the win/loss record in Round 3 between the teams involved.
- (ii) If no clear winner can be determined based on (i) above, the winner will be declared based on the win/loss record in the crossover games played in Round 3 by the teams involved.
- (iii) If no clear winner can be determined based on (ii) above, a single knock-out playoff game will be necessary. If more than two teams are tied, the team having earned the greatest number of points during the year shall proceed directly to the final playoff game.

RULES GOVERNING THE USE OF SPARES

1. Spares are to be obtained from the list of paid associates and can include CCC Men's League(s) Affiliated Members (Curl Manitoba / Canada). A member needing a spare contacts the spare convenor. If the spare convenor is unable to obtain a spare from the associate list, she may, at her discretion, ask the fifth member of a team or she may ask the skip requesting a spare to bring a friend. Spares will be assigned on a rotational basis. The CA in charge of spares will inform the spare of the name of the team on which she will be playing.

**Charleswood Curling Club Wednesday Women's League
(CCCWWL)**

Policies, Prizes & Rules of Play

2. A permanent spare may be assigned by the spare convenor when the same regular member is to be away for three or more consecutive games. The choice will be a mutual agreement between the skip and the spare convenor. The minimum consecutive games for a permanent spare will be three; the maximum, as long as she is required.
3. Female spares are to play lead unless in the case of a permanent spare. Male spares from the CCC Men's Leagues can only play Lead and are unable to join CCCWWL as Regular Players.

RULES OF PLAY

1. All games (Early & Late) will consist of eight (8) Ends.
2. At least two members must be present to constitute a team. They must have at least 3 players, one of whom will be a spare; otherwise the game shall be defaulted.
- 3.. If a game is to be defaulted by a team, the opposing skip is notified of the situation, and the opposing team is credited with a win without the team going to the rink.
4. Where spares are used, the regular members of the teams must move up and the spare takes lead position. Where two spares are used, they must play lead and second position. The only exception would be in the case of a permanent spare who may play at any position on the team.
5. When playing with three players, the skip must throw two rocks and the remaining players three rocks each.
6. The third shall toss a coin for lead rock. The winner of the toss shall have last rock, and the loser first rock and the choice of colour.
7. In connection with competition where the question is raised as to whether a game is played or defaulted, it shall be understood that in all games where six ends or more have been played, the game shall be considered a played game and all games called prior to the completion of the sixth end by the Ice Committee shall be declared no contest and redrawn, the contestants to start from scratch on a new draw.
8. The third is responsible for posting of a win or loss at the completion of each game.
9. Each game must be played as scheduled or defaulted, with the exception of teams participating in MCA PlayDowns, representing **CCCWWL**.
10. In the event of any team not being able to play at the hour fixed, one end and one point shall be counted as played for each full fifteen minutes delay or fraction thereof. Game will start in the usual manner by toss of a coin.
11. The bell shall ring one (1) hour and forty-five (45) minutes after commencement of curling. At the time of the bell, the end in progress will be completed and one more end allowed (not exceeding the maximum of eight (8) ends). If the final rock has passed over the nearest hog line at the time of the bell, that end is deemed to have been completed and the next end in play.
12. All rules not covered shall be governed by the rules of the MCA Rules of Curling for General Play.