

# 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.

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

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.

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.

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b) **Points are based on:**

	Win	Loss	BYE
<b>Round 1 (Round Robin)</b>	8	3	0
<b>Round 2 and 3 (Group Rounds)</b>			
<b>A Group</b>	10	5	10
<b>B Group</b>	9	4	9
<b>Crossover</b>	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 (Updated September 1st, 2023)**

1. Spares can be used *provided that 2 members of the regular curling team are attending (playing)*. Spares must play **Lead (if One Spare is required) or Lead/Second (if Two Spares are required)**. Spares must be **Female Only** and **do not need to be affiliated with Curl Manitoba / Canada. or CCC. Fees will not be collected for Mb/Can Affiliation or CCCWWL.**

***If a Spare should become a Regular Team Member during the season they would be required to pay the Special Events Fee to CCCWWL.***

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**RULES OF PLAY - Updated March 6th # 11 Bell Ringing @ 1:45**

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 **Delivery T-Line** at the time of the bell, that end is deemed to have been completed and the next end in play.

*\*\*So 6<sup>th</sup> end is considered completed and the 7<sup>th</sup> end has technically started. Even though the last rock of the 6<sup>th</sup> end is still travelling down the ice when the bell went and points have not yet been counted. The rule means the 6<sup>th</sup> end is complete (because the rock crossed the delivery T-Line line). That would then mean the teams would play two more ends (the 7<sup>th</sup> and the 8<sup>th</sup>)*

12. All rules not covered shall be governed by the rules of the MCA Rules of Curling for General Play.