

SHAMROCK

CURLING LEAGUE

Welcome to the 2018/2019 Curling Season!

Vancouver Curling Club
4575 Clancy Loranger Way
Vancouver, BC

Club Executive

President - - Brett Ballah
Vice President - - Pat Patterson
Chairman - - Brian Bishop
Secretary - - Peter Lee
Treasurer - - Paul Keelan
Collection - - Dwayne Wright

Schedule

Below are the Sundays for each month. Dates marked in red are no-play dates and green are play dates.

<u>Sept.</u>	<u>Oct.</u>	<u>Nov.</u>	<u>Dec.</u>	<u>Jan.</u>	<u>Feb.</u>	<u>Mar.</u>	<u>Apr.</u>
	7 th	4 th	2 nd	6 th	3 rd	3 rd	7 th
	14 th	11 th	9 th	13 th	10 th	10 th	
	21 st	18 th	16 th	20 th	17 th	17 th	
23 rd	28 th	25 th	23 rd	27 th	24 th	24 th	
30 th			30 th			31 st	

Banquet - To Be Announced

Curling Fees

Each curler will pay **\$300.00** for the full season. This includes a membership in the Vancouver Curling Club, Registration in the Provincial association and G.S.T.

Waivers are due before you get on the ice **September 23rd 2018**.

This season FULL PAYMENT is due by **October 21st 2018**.

Curlers with outstanding dues will not be eligible to curl the rest of the season, the Playoffs, the Skins post-season or attend the Banquet.

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League Play

This season, the Shamrock League will consist of nine teams.

The Regular Season will be divided into 2 halves, each consisting of a 9 Week Round Robin.

All regular season games are ten ends. Games will begin at **09:00** and you **must** be off the ice by **11:30**. The bell will ring at **11:05** and after the end is finished, one additional end will be allowed to finish the game.

No exceptions!

Regular curlers may play in any position during regular season games. A team must have a minimum total of regular members **-2** (i.e. four man team = 2, three man team = 1) or that team will default. Regular players may only play for the team to which they were drawn. 'Shamrock' spares will take precedence over other spares in play and position.

Teams with only **2** regular players can ask other teams that have a spare player to release that player to their team to prevent a forfeit. If the release is not granted then a forfeit will result.

Spares are limited to playing Lead, Second, or Third sequentially, beginning at Lead to fill out a team. All available spares shall be used for Regular Season play.

In the event of only three curlers on a team, the front end will throw three rocks each.

Skips must be present for 75% of all games or they risk demotion for the next season.

No games will be postponed or played in advance of scheduled time for any League game. The executive may be required to make accommodations at the request of V.C.C.

The Shamrock league curls under the C.C.A. rules: **5 Rock Free Guard Zone**.

A team will receive 2 points for a win, 1 point for a tie and zero points for a loss.

Postseason

The top four aggregate teams over the 18 games of the Regular Season will move into the Page Playoff event, seeded by the current standings. If any teams are tied for total points, the win/loss record between those teams will determine their positions. If they remain tied, we will revert back to the latest point in the season where one of the teams was ahead.

If the **top two** teams are tied after the Regular season and the games between them were split, then the first Page Playoff game will decide the Aggregate Champion.

If a game is tied at the end of regulation time or ten ends, the teams will throw one rock each for a button draw. Due to time issues, a rock which stops in the playing area will beat a rock which does not stop in play.

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Play off event (Page Playoff)

Week 1:

Team #1 plays Team #2 (Winner will advance to the Final, loser will play in the Semi-Final)

Team #3 plays Team #4 (Winner will advance to the Semi-Final, loser will play in the Bronze game)

Week 2:

Winner of the Semi-Final will advance to the Final. Loser of the Semi-Final will play in the Bronze game which is played on the same date as the Final.

Week 3:

The Final and Semi-Final games will be played to determine the League Playoff Champion and Bronze game winner.

Coincidental with the playoff event will be a three week Skins format tournament of all the remaining teams (#5 to #9 in the aggregate standings) seeded by their total points standing.

There will be two skins games per day. Each game will be four ends in length. The team finishing with the highest point total will be the Skins Playoff Champion.

Playoff teams must have at least **two** regular curlers. Spares who have played at least five games this season will have priority for the playoffs.

In the event of a tie game, a team button draw is thrown as a last resort tie-breaker.

Prizes

Awards for the League Champions, Playoff teams and the Skins winner will be presented at the banquet. The awards will be determined by the executive at season's end.

A League award will be presented at season's end in remembrance of Jack Bishop, an exemplary sportsman. A player for each position will be selected through a ballot vote by all members that combine playing skill, outstanding spirit and a will to improve those around him.

Win A Prize!!

We will continue with a **50/50** draw each week.

The **Shamrock Pick 4** will be run for each regular season draw with a **50/50** payout split by all winners.

Good Luck and Good Curling!