

Monday Novice League – Playoff Format – 2025 version

Background:

- 16 teams
- 4 weeks
- The Overall Winner (of Pool A in the Cypress Division) gets the opportunity to represent the league in the President’s Cup in April.
- ALL teams play every week, and ALL teams will compete in a final (Gold or Bronze) in their Divisional Pool on the final day.

Format

- 4-game playoff format
- Teams will be placed into Divisions (Cypress and Seymour) based on standings following the final round-robin.
 - Top 8 teams play in the Cypress (higher) Division (i.e. 1st place team in Group A = 1st Seed down to 4th place team in Group B = 8th seed).
 - The bottom 8 teams play in the Seymour (lower) Division (i.e. 1st place team in Group C = 1st Seed down to 4th place team in Group D = 8th seed).
 - Round One (“Placement Round”) – determines which Pool (A or B) teams will go into for the Divisional Finals.
 - Winning teams go into Pool A, and losing teams go into Pool B for their Divisions
 - Teams then play the remaining games to determine which teams will be in the Gold and Bronze games for their Pool.
 - Round Two = Quarterfinals
 - Round Three = Semi-finals
 - Round Four = Medal finals
- The winner of each game will be the team with the highest score at the end of the game.
- **In the event that:**

a. A team has less than 2 of their regular players available to play 15 minutes after the scheduled start time for the game	○ The game will be considered a forfeit, and the non-forfeiting team will be credited with the win. Teams may still complete a “friendly” game if they wish.
b. The score is tied at the end of the available time (and there is not enough time to complete another end)	<ul style="list-style-type: none"> ○ Time permitting, teams will engage in a “2-rock, closest to the pin” shootout to determine the winner. (see notes below). ○ If this is not possible, the winner will be the team with the highest seed at the start of the Placement Round.

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c. A final end is started but cannot be completed in time	○ The score from the previous end will be deemed the final score.
d. A game is started but, due to unexpected circumstances, needs to be stopped before being completed	○ If at least 4 ends have been completed, the final score will be the score as of the last fully completed end. ○ If less than 4 ends have been completed, the game will be deemed as “not played,” and the situation will be reviewed by VCC Management.
e. Circumstances result in games being cancelled for a particular night	○ The Finals format will be adjusted, and all teams will be notified of any changes.

“2-rock, closest to the pin” instructions

- A coin toss will determine which team will go first
- Teams will take turns throwing a rock each until both teams have thrown their two rocks
- Any regular player on the team can throw the rocks for their team, and different players can throw rocks. **Spares are not allowed to throw rocks for this competition.**
- Sweeping is allowed but only by the throwing team.
- After each rock is thrown, the distance from the button will be measured using the laser measuring tool and recorded. The rock will then be removed to allow a clear path for the next thrower.
- If a stone stops outside of the house or goes out of play, the “distance to the pin” will be recorded as 366cm (i.e. the distance from the pin to the outside edge of the rings).
- The distances for the team’s two rocks will be added together to provide a final total. **The winner will be the team with the lowest combined total distance after throwing their two rocks.**
- In the event of a draw, each team will each throw an additional rock, with the closest rock being the winner. This will continue until a winner is determined.

***Finally, the above is subject to change
at the discretion of the Vancouver Curling Club management.***