

INTERCLUB LEAGUE INFORMATION & RULES

2019-2020 Season – Updated 4.25.19

Entries

- ❖ Entry Fee equals \$50 per player or \$200 for team of four.
- Note: Teams of five or more can be entered in which case entry fee would be \$50 more per player. Example: Team of five would be \$250 and so on.
- ❖ All team entries to be entered online (www.torontocurling.com under Youth Leagues Tab) by Monday, October 28th. Can enter temporary names if don't have all names finalized.
- ❖ Teams should send in chosen team name along with entry. Example: Dixie Ice Hawks. Names will be reviewed for appropriateness.
- ❖ 100% of entry fees will be spent on the Interclub curlers in the form of after game snacks and all finals day costs including trophies, prizes for all participating curlers, pizza etc.
- ❖ Note: Prizes for finals day will be per player so number of prizes for any team will fluctuate based on number of paid players on team
- ❖ The TCA Youth Leagues operate on a volunteer basis and the clubs that comprise the TCA generously donate their ice to facilitate the operation of the leagues. Teams representing clubs from across the Toronto area are expected to communicate with their club and request that the league have access to at least one draw during the season as way of club sponsoring their team.

Team Composition:

- ❖ Team members must all be registered members of same club (same as CURLON req'ts)
- ❖ Players in Interclub are generally younger, but there are no age restrictions other than players cannot be older than 18 by the 30th of the June prior to start of the season as per current CurlOn U18 rules
- ❖ No gender restrictions, so teams can be comprised of all male, all female or any mixture

Spares:

- ❖ For regular season games, spares should be from same club as team whenever possible. Flexibility allowed where needed though for last minute player cancellations.
- ❖ For finals day, spares need to be from same club as team. Regular team members (on registered team list and played at least five regular season games), must throw skip and vice stones and skip the game on finals day.
- ❖ A team can play with three players, but teams are encouraged to field a complete team.

Substituting:

- ❖ Many teams in Interclub have 5 players. In order to make the league as flexible as possible for the players and coaches, unlimited substituting is allowed during a game to share time amongst the 5 players.
- ❖ Positions of players may be changed when a player is substituted

Timing:

- ❖ There will be approx. 10 games during season plus a finals day
- Games are scheduled to be eight ends and be played in two hours.
- If ice is being used following the game, then no end to start later than 15 minutes prior to scheduled conclusion of the game.
- If ice is not being used following the game, then no end to start later than 15 minutes after scheduled conclusion of the game.
- ❖ For purposes of timing, an end is considered finished and the next end started when the final rock of an end comes to rest
- ❖ Teams are encouraged to be at curling venue in ample time to get changed, have off ice warm-up and be ready to go on ice five minutes before scheduled game time
- ❖ For opening day, please arrive 30 minutes early for announcements and rules review
- ❖ Warm-up slides are encouraged, but no practice rocks are to be thrown before games
- ❖ If a team is late in arriving, non-offending team is awarded one point and first end after first ten minutes that team is late. Non-offending team is awarded additional point and end for each additional 15 minutes opposition is late. After 45 minutes, game is considered a default. Non-offending team also maintains last rock when game is finally started.

Re-Schedules:

- ❖ Considering unlimited spares and schedule available before season, all attempts should be made to play games on scheduled day/time. From experience, it is much, much easier to get 2 or 3 spares for a game then cancelling booked ice, finding new ice and re-scheduling eight players to day/time that works for everyone.
- ❖ Where a re-scheduled game is necessary, teams should make their own arrangements for ice time between two teams playing. Onus is on team initiating re-schedule to be accommodating on location and date/time.
- ❖ Note that games can only be re-scheduled two weeks or more before scheduled game dates unless for emergency unforeseen circumstances. This is only fair to the clubs donating the ice so they will have time to rent out or put to another use. Default to team cancelling within this window will be assigned (again, unless exceptional circumstances).
- ❖ When two teams from same club play each other, they are to do so at scheduled club. Important part of Interclub is to have kids experience ice conditions at other clubs. Also, it would be bad form for teams not to show up and use ice that was reserved and donated for their use by other clubs and could potentially affect the leagues ability to obtain ice in future.
- ❖ Weather: If games are not officially cancelled by league organizer due to weather, coaches can still choose to re-schedule their games for driving concerns by contacting opposing team early enough to prevent them from attending, and copy league organizer. If opposing team not reached and they attend game, then they will be awarded default win.

Finals Day

- ❖ There will be two finals day's events if enough teams to justify so all teams will get to participate
- Finals Day 1 – Will compromise top 24 teams from regular season
- Finals Day 2 if necessary – Will compromise balance of teams from regular season

- ❖ A team that cannot make a certain finals day will be possibly accommodated on other Finals Day date. Will be looked at on case by case basis.
- ❖ Both Finals Days will be two game events with pizza at break
- ❖ Teams will play in an event with four other teams of similar seasons rankings
- ❖ Top four teams from regular season will play in A event for Championship trophy
- ❖ If three divisions, then top four teams determined as top team from each division, plus best 2nd place record amongst all divisions
- ❖ For championship game in A event on finals day, if ice not used after game, then one full end played to determine winner. If still no winner then draw button. If ice is used after game, then go straight to draw button rule. For all non championship games draw the button to break ties.
 - *Sweepers Allowed * Can sweep opponents rock after T
 - *Anyone can throw * Whomever won last end throws 1st

Scoring and Rankings:

The following points will be awarded for each game played:

Win	5 pts	Tie	3 pts
Loss	1 pt	Default	0 pts

For regional rankings, any ties at season end will be broken by the following in order:

1. Head to Head Games * Note if three or more teams tie, this is only used if one team beats all other teams that are tied or if one team loses to all teams tied with. All other combinations, move to 2 or 3 or 4 below.
 2. Number of Wins
 3. Number of ends won
 4. Draw to button or coin flip
- ❖ If game ends in a tie when time expires that is fine and tie does not need to be broken
 - ❖ Only first six ends count towards determining season rankings if tie breaker needed between teams. Seventh/Eighth end are played just for win or loss.
 - ❖ All ends not played due to time deadline do not count for either team
 - ❖ If a default win, the winning team will be awarded 5 pts for a win and four ends
 - ❖ It is highly encouraged that all games go at least six ends. However, a game may be conceded at any time and all ends (to end 6) not played will be awarded to winning team.
 - ❖ Why play at least six ends?
 - 1) Ends taken (first six) will count towards year end ranking tie breakers (score does not matter)
 - 2) The goal of the league is to get playing experience for the teams, so maximize the opportunity
 - ❖ Updated league standings available on TCA website. Both coaches are responsible for emailing in scores to designated scoring convenor. If no scores sent in, then both teams awarded 0 pts.

Timeouts (Regular Season and Finals Day):

- ❖ There are two one minute timeouts allowed for each team during game. Please notify other coach when going out and try to keep timeout as short as possible to maximize playing time for players. Timeouts should not exceed one minute.
- ❖ Timeouts need to be signaled by player on ice, but coach can indicate to team that they would like a timeout. Very important that coach or anyone else cannot bang on glass, yell, go out to ice etc. to request a timeout as this disturbs other teams playing and spectators.
- ❖ If coach signals for a timeout and players see coach and do not signal for timeout but change their call, that team will be charged with a timeout as if one was taken.
- ❖ If end could potentially be last end of game due to time clock, any timeout taken will extend clock for game end time by 2 minutes. (Eliminates situation where team calling a timeout causes the game to end in that end by doing so)
- ❖ No fourth end break

Snacks/Drinks:

- ❖ To help promote sportsmanship/curling tradition, teams are expected to sit with their opponents after the games.
- ❖ Snacks after games are chips or something of that nature and will always be supplied to the curlers free of charge at each table.
- ❖ If club can absorb the snacks cost then that will help to keep the league costs minimized. If not, then the clubs can send bill to TCA to cover munchies cost for games hosted at their club and they will be re-imbursed.
- ❖ Drinks after games are pop, juice, hot chocolate etc.. Many clubs supply the drinks for free. If not supplied for free, the curlers will purchase their own drinks if they desire one. Curlers are not required to purchase for their opposition. Clubs are not to bill TCA for drinks.

Other notes:

- ❖ Appropriate dress is recommended for all clubs and is enforced at selected clubs. A list of club rules will be provided to everyone before season and is posted on TCA site
- ❖ All spectators, in addition to coaches and parents are expected to refrain from any form of coaching from behind the glass. Potential default for flagrant or repeated violations of this rule.
- ❖ Sportsmanship in curling is one of the important aspects the young curlers will learn from this league. The hope is that all coaches and parents will act in a way to set a good example for the curlers in this regard.
- ❖ TCA Interclub league teams are essentially sponsored by their respective clubs. We ask that all teams respect this and that they thank the many clubs that are good enough to donate their ice so that this league can operate.
- ❖ In regards to brooms, since Interclub is only an introductory competitive league, we will not be requiring players to use the WCF approved brush pads/fabric for their brooms. However, we will follow other related rules such that no hair brooms to be allowed, player must only use one broom during the game and inserts must be taken out of the Hardline brooms and fabric inverted on those like prior years (unless have the Hardline Tour Elite covers which are fine as they are).
- ❖ Five Rock Rule will be in place