

Broomstones Curling Club President's League

Rules and Regulations

2019-2020 Season (Updated September 2019)

Introduction

League Philosophy

The purpose of the President's league is to provide Broomstones members a weekly league with the highest possible level of play. The President's League is Broomstones' most competitive league. The winner of the league will win the President's trophy, which is the defacto Broomstones club championship. Teams in this league are committed to improving their individual and team skills. Games are played quickly, fairly and always with a high degree of sportsmanship.

Team Format and Entry

The team format is "open" - any combination of men or women.

The league is limited to twenty teams. If more than 20 teams sign up, then entry into the league is based on team rank. The fourteen highest-ranked teams are automatically qualified into the league for the season, and all other teams must enter a pre-season challenge round to determine the final six teams in the league. See Challenge Round for details.

If more than thirty teams enter the league, then all teams with points are considered "signed up" and then the remaining positions are filled on a first-registered basis until 30 teams are chosen.

The twenty qualifying teams are in the league for the entire season.

Team Rank

At the conclusion of each season, the players from each team are granted the team points; ten games played is enough to earn full points. The lowest ranked team is granted 10 team points, and each team above them is granted 1.10 times as many points as the next lowest team. See Season Points for details.

Team rank is determined by adding the points of the three players with the most points on each entering team.

See Team Entry Details for clarifications.

League Time and Place

The President's League is played at Broomstones on Tuesday nights. There are draws at 6:15pm and 8:30pm.

Season Format

Brackets and Interchange

The President's League will contain 20 teams divided into 2 brackets. The top 10 ranked teams will be grouped into the "A" bracket, while the lower 10 ranked teams will be grouped into the "B" bracket.

A point system will be used to qualify teams for the play-offs and for mid-season bracket interchange.

A win in an "A" bracket game will be worth 5 points, and a win in a "B" bracket game will be worth 3 points.

A loss in an "A" bracket game will be worth 1 point.

Penalty for Forfeiting Games

All forfeits must be declared by the forfeiting team to the non-forfeiting team 24 hours prior to the scheduled start of the game.

A team which forfeits a game without such a declaration will lose 1 point.

Typical Schedules

The schedule for Presidents is a series of round robins (with interchange between brackets) followed by playoffs. Details will vary from season to season depending on the number of weeks available. Typical schedules are:

- 25 weeks: 11 week round, 11 week round, 3 week playoff
- 24 weeks: 11 week round, 5 week round, 5 week round, 3 week playoff
- 23 weeks: 10 week round, 5 week round, 5 week round, 3 week playoff
- 22 weeks: 10 week round, 5 week round, 5 week round, 2 week playoff

At the conclusion of each mid-season round, the top two teams from the B bracket are promoted to the A bracket for the next round, and the bottom two teams from the A bracket are relegated to the B bracket, with the rankings determined by end-of-round standing.

At the conclusion of the final round, teams are seeded into the playoffs as described in [Play-offs and End-of-season Ranking].

Five week round

For the five week rounds, teams are split into two A-level pools and two B-level pools and play round robins, as follows:

Red: A1, A4, A5, A8, A9

Yellow: A2, A3, A6, A7, A10

Red: B1, B4, B5, B8, B9

Yellow: B2, B3, B6, B7, B10

Ten week round

For the ten week rounds, an A bracket and B bracket are formed and each team plays eight games out of the full round robin. The games not played would be

1v6, 2v7, 3v8, 4v9, 5v10

Eleven week round

For the eleven week rounds, an A bracket and B bracket are formed and each team plays a full round robin. Since 90 games are required and only 88 are available, teams ranked 17-20 at the start of the round each play one game off-Tuesday. These games must be scheduled by the two teams involved and must be completed prior to the conclusion of the round.

In-Season Team Ranking and Tiebreakers

The following list of ranking measures is applied to teams whenever teams must be ranked during the season, starting with rule 1 and continuing down the list to each rule in the case of a tie:

1. Most season points
2. Best head-to-head record for season (highest winning percentage among tied teams)
3. Most last-round points
4. Best head-to-head record for last round
5. Lowest shootout score

When applying the tiebreakers to groups of three or more, if a tiebreaker is not definitive (i.e. splits the group into two or more sub-groups), the full set of tiebreakers is re-applied to each subgroup starting at rule 1.

These ranking rules are applied in two situations:

- to the teams in a bracket when determining the teams eligible for promotion or demotion at the conclusion of a mid-season round-robin.
- to all the teams in the league when determining playoff positions.

Shootout

Each team completes a “shootout” once a season for bragging rights and as part of the ranking tiebreakers.

The shootout is conducted as follows. Each of the four players throws one stone, and the distance to the pin from the inside running band of the stone at its final resting point is measured (to the nearest 1/4 inch if possible). The sum of the four measurements is the “shootout score.” If a stone comes to rest outside of the house, it is counted as 73 inches regardless of the actual distance to the pin.

Normal delivery rules apply (sweeping is allowed, one team member must be in the opposite house during delivery) except that the four team members can throw in any order, and any team member can “take the house” for any of the four throws.

Shootouts must be completed immediately following either the early or late draw of the league. Shootouts are generally performed by the winning team after the late draw, but can be completed after the early draw if doing so will not delay the late draw.

All shootouts must be completed by 11:59pm of the last night of the first scheduling block. Any team not completing the shootout by this time will be assigned the maximum score of 292.

Play-offs and Season Points

At the end of the last round robin the top four teams in season points will compete for the President’s trophy. The next four teams will compete for the Moore Trophy. Each of the remaining groups of four (currently called Tequila, Cheap Wine, and Moonshine) will compete for consolation events and to finalize standings for the next season.

Ties are resolved as described in In-Season Team Ranking and Tiebreakers.

The playoffs for each division will either by Page or Olympic style.

The Page style is:

- Round One: 1 vs 2 (winner to gold game, loser to semifinal), 3 vs 4 (winner to semifinal, loser to bronze game)
- Round Two: Semifinal (winner to gold game, loser to bronze)
- Round Three: Gold medal game, Bronze medal game

The Olympic style is:

- Round One: 1 vs 4 (winner to gold, loser to bronze), 2 vs 3 (winner to gold, loser to bronze)
- Round Two: Gold medal and Bronze medal games

Two week playoff format

If two weeks are available for playoffs, only the top sixteen teams complete playoff rounds. Teams ranked 17 to 20 do not play and keep their end of season rank.

In a two week schedule, all divisions play Olympic style playoffs.

Three week playoff format

In a three week schedule, the Presidents, Moore, and Tequila groups play Page playoffs, and the other groups play Olympic playoffs

The schedule will be:

- Week One: 1 v 2, 3 v 4 for Presidents, Moore, Tequila. Round One Moonshine.
- Week Two: Page semifinal for Presidents, Moore, Tequila. Round Two Moonshine, Round One Cheap Wine, Friendly between Presidents 1 and Moore 1.
- Week Three: Gold Medal games for Presidents, Moore, Tequila. Bronze medal games for Presidents, Moore, Tequila. Round Two Cheap Wine.

Season Points

“Season points” or “team points” are assigned to each qualifying team and player at the end of the season.

They are used as part of the entry qualification for the following season of President’s League.

Team Ranking

Each team will be awarded their points based in their final standing at the end of the playoffs, as follows:

- the four teams in the Presidents division are ranked 1-4
- the four teams in the Moore division are ranked 5-8
- the four teams in the Tequila division are ranked 9-12
- the four teams in the Cheap Wine division are ranked 13-16
- the four teams in the Moonshine division are ranked 17-20.

For each division holding a playoffs, the teams are ranked as follows:

- the winner of the Gold medal game
- the loser of the Gold medal game
- the winner of the Bronze medal game
- the loser of the Bronze medal game.

If no playoff is held, then the rankings from the conclusion of the regular season are used.

Point Assignment

The last place team will receive ten points. Every subsequent team will receive 1.10 times as many points as the next lower team.

Each player in the league will receive a percentage of their respective team season points according to the following table based on games played:

- 0 to 2 games: 0%
- 3 to 9 games: 10% for each game played
- 10 games or more: 100%

Unless otherwise recorded, it will be assumed that the four players listed first for each team play every game.

If a team plays with three, they are required to indicate the missing player on the notice board.

Players listed on a team may only earn points based on that teams performance. Their play as substitutes does not merit point allocation.

Points Assigned for Substituting Each Broomstones member not on a Presidents league team can earn points towards team entry for the following season.

One point is awarded for each game played.

Play on Two or More Teams If a player earns points by playing on two different teams, then that player earns points based on the team for which the most games were played. If the number of games is equal, than the points of the last team played for count.

Rules of Play

All games will be 8 ends. Ties will be decided by a full extra end. Speedy play is mandated throughout all games.

The league will follow the most recently published “USCA Rules of Curling”, which is contained in Section 1 of the “USCA Rules of Curling and Competition” published annually.

The league will adhere to the rules of curling for USCA competitions (playdowns and national championships), except as described below.

Position of Players

In this section and in the rules of curling, the terms “skip” and “vice-skip” are not equivalent to the third player and fourth player. Here is the defining rule as to the definition of “skip” and “vice-skip”:

R4. POSITION OF PLAYERS

(b) Delivering Team:

(i) The skip, or the vice-skip when it is the skip's turn to deliver, or when the skip is not on the ice, is in charge of the house.

Also note the following rule:

R3. TEAMS

(a) A team is composed of four players. Each player delivers two stones, in consecutive order in each end, while alternating with an opponent.

(b) A team declares its delivery rotation, and the skip and vice-skip positions, prior to the start of a game and maintains that rotation and those positions throughout that game subject to (d)

The delivery rotation is separately defined from who is the skip and who is the vice-skip.

Delivery Equipment

Stick delivery is allowed as described in the Rules.

Sweeping Equipment

All Presidents league players, including substitutes, must use WCF approved brushing equipment.

Players must use the same brush for sweeping the entire game, and may not swap brush heads during the game.

The penalty for using non-conforming brushing equipment is that the player may not sweep for the rest of the game.

Enforcement of Rules

President's League games are played without officiating, so skips should resolve disputes according to the rules and the spirit of curling.

Brushing equipment should be presented to the opposing team prior to the start of play so that it can be inspected for adherence to the rules.

Start of game

A team responsible for delaying the start of the game (fewer than 3 players present) must concede one point and one end for each 10 minutes that the game is delayed and also forfeit last rock on the first end played. The game will be forfeited after 30 minutes.

If both teams are equally responsible for delaying the start of a game, a blank end will be scored for each 10 minutes that the game is delayed and the game will be scored as a forfeit for both teams if both teams cannot start the game within 30 minutes of the scheduled start time.

Substitution

At least two team members must be present to begin any game, and so up to two players for any game may be substitutes.

Substitutes must be eligible to play in a league game according to Broomstones curling club rules (either as members or social members).

Regular Season and Playoffs

Substitutes must throw lead or second stones. On a three-player team, the substitute must throw lead stones.

Substitutes can be the skip or the vice-skip (see section Position of Players for definitions).

Challenge Round

No substitute in a challenge round game may be registered for any other President's league team. Once a team is eliminated during the challenge round, the players from the eliminated team are eligible to substitute in subsequent games.

In the challenge round, substitutes can throw in any delivery position (lead, second, third, or fourth) and may also assume the vice-skip or skip role.

Postponements and Forfeits

All games should be played on the dates and times scheduled. However, if both teams agree a game may be played at another time within 10 days of the original date and before the end of the round robin.

Timely Play

If clocks and timers are available for a particular draw, then President's league will employ them according to USCA rules.

Otherwise, the following timely play policy is used:

- (a) If the countdown clock is started, then this is used to decide the number of ends played. When the 100-minute timer expires prior to the start of the seventh end, the game is truncated. You should finish the end you are playing at that time, and play one additional end.
- (b) If the countdown clock was not started: at 20 minutes prior to the 2-hour mark, if the seventh end has not begun, finish the end you are playing and play one additional end.

The 7th end should be in progress by 7:55pm for games that start at 6:15pm.

The 7th end should be in progress by 10:10pm for games that start at 8:30pm.

In the case of a tie at the conclusion of a timely-play-shortened game, an extra end (or ends) is played until one team wins.

Hammer/Color Choice

In regular season and challenge round games, the winner of a coin toss gets choice of hammer or color.

In all playoff games, the higher seeded team gets choice of hammer or color.

Challenge Round

Teams and Ranking

The challenge round will be held prior to the first night of league play. The format will be double elimination if ice time permits.

The challenge rounds will follow a peer seeding process, as follows:

- All N teams in the challenge round rank all other teams with a rank from 1 (highest) to N-1 (lowest).
- Each team will have N-1 ranks. The outlier ranks will be eliminated: the top rank and the bottom rank will be removed.

The “SeedRank” is then

$$\text{SeedRank} = \text{mean}(\text{middle } N-3 \text{ seeds})$$

The teams will then be ranked in descending order of the SeedRank.

Challenge Round Format

The challenges are designed for 22, 26, or 30 teams. If teams are missing, then the higher seeds will be granted “first round byes” whenever they are scheduled to play a missing team. For example, for 24 teams, there is no C11 or C12 teams, and so C1 and C2 are granted wins in their first games.

Any game involving a missing team is a forfeit.

Challenge for 21/22 teams

1. C1 - C8 (winner in)
2. C2 - C7 (winner in)
3. C3 - C6 (winner in)
4. C4 - C5 (winner in)

Losers play round robin: top two teams are in, bottom two teams are out.

Challenge for 23/24/25/26 teams

Pool A

1. C1 - C12
6. C6 - C7
7. W1-W6 winner in (1v6)
10. L1-L6 loser out (12v7)

Pool B

2. C2 - C11
5. C5 - C8
8. W2-W5 winner in (2v5)
11. L2-L5 loser out (11v8)

Pool C

3. C3 - C10
4. C4 - C9
9. W3-W4 winner in (3v4)
12. L3-L4 loser out (10v9)

Qualifying Round

13. L7 - W12: Win-Lose A vs Lose-Win C
14. L8 - W10: Win-Lose B vs Lose-Win A.
15. L9 - W11: Win-Lose C vs Lose-Win B.

Challenge for 27/28/29/30 teams

1. C1-C16
2. C2-C15
3. C3-C14
4. C4-C13
5. C5-C12
6. C6-C11
7. C7-C10
8. C8-C9
9. W1-W8 winner in
10. W2-W7 winner in
11. W3-W6 winner in

12. W4-W5 winner in
13. L1-L8 (9v16) loser out
14. L2-L7 (10v15) loser out
15. L3-L6 (11v14) loser out
16. L4-L5 (12v13) loser out
17. L9 - W13 (8v9) loser out
18. L10 - W14 (7v10) loser out
19. L11 - W15 (6v11) loser out
20. L12 - W16 (5v12) loser out
21. W17-W20 (5v8) winner in
22. W18-W19 (6v7) winner in

Appendix

Team Entry Details

Team Entry Tiebreaker

When determining the pre-season team ranking, ties between teams with equal number of ranking points will be resolved by considering the following items in order:

- Skips points
- Vice Points
- Second Points
- Coin toss

The positions indicated in this list refer to the position of the player in the previous season (when the points were earned) rather than their position on the entering team.

Qualifications of team members

All team members must be full dues paying members of Broomstones Curling Club. All teams with three registered, dues-paying Broomstones members will be considered for entry into the league if their application is received by the deadline for the league entry.

Timing of the team rank calculation

Team rosters as of the end of league registration will be used for the purpose of calculating the entering team rank; no changes made after the league registration deadline will be included in the calculations.

In season changes to teams

The general expectation is that teams formed at the beginning of the season are expected to remaining intact and play the entire season. When a team must

make a change to their roster, the following rules apply:

- At least one original, start-of-season member from the team must remain. If this condition cannot be met, then a new team will be selected from those competing in the challenge round. The “last team” eliminated from the challenge round will be invited to join, or if no unique “last team” can be determined, a new challenge round will be held among all “last teams”.
- Fifths must be declared prior to the 10th-from-last game of the season.
- Team members cannot be changed within 10 games from the end of the season.

History of President’s League Rules Changes

- Approximately 2011. Switched to open format from single-gender-team format
- Approximately 2012. Added one point for losing a game in A bracket
- Summer 2014. Major revisions: twenty teams, new challenge round
- April 2015. Added this history section
- October 2015. Updated this history section with better dates.
- March 2016. President’s follows USCA competition rules for sweeping.
- March 2016. Update to points for fifths and substitutes policy.
- November 2016. WCF brushing equipment required.
- March 2018. Penalty for forfeited game modified.
- November 2018. Clarified rules for substitutes in challenge round and regular games. Three-player teams are allowed. All players, including substitutes, must use WCF brushing equipment.
- September 2019. Challenge round modifications to avoid re-matches.