

Broomstones Curling Club President's League

Rules and Regulations

Rules for 2022-2023 Season (Updated October 2022)

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1 Introduction

1.1 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.

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

1.2 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.

1.3 League Time and Place

The President’s League is played at Broomstones on Tuesday nights. There are draws at 6:15pm and 8:30pm. **Some games will also be scheduled using available ice time on alternative nights or alternate facilities as required to ensure a full and balanced schedule**

2 Rules of Play

All games will be 8 ends. Ties will be decided by a full extra end when possible. 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.

2.1 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.

2.2 Delivery Equipment

Stick delivery is allowed as described in the Rules.

2.3 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.

2.4 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.

2.5 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.

2.6 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).

2.6.1 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).

2.7 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 before the end of the round robin. If the game is not completed before the end of the round robin, both teams are assigned zero points for the game.

2.8 Timely Play

Games in Presidents league will be played according to The Broomstones Timely Play Rule

The Broomstones Timely Play Rule is determined by the league coordinators, the LSIT, and ultimately, the Board. It can be adjusted and modified before or during the season depending on the availability of a countdown timer, a clock, and other factors.

2.9 Hammer/Color Choice

In regular season 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.

Note that the winner of the 1-2 game is automatically the higher seed in the Gold medal game regardless of their original seeding at the beginning of the playoffs.

3 Season Format

3.1 Brackets and Interchange

In most cases, the league will split into either 2 or 3 brackets. The primary consideration for deciding the number of brackets will be completing full round robins for as much of the season as possible while still completing a 2-3 week playoff.

In some scenarios based on the number of teams and weeks available for the season, it might be required to use four brackets of six teams each. In that case, there will be two “C” brackets with the teams allocated as follows based on their pre-round rank:

C1: 13 16 17 20 21 24
C2: 14 15 18 19 22 23

3.2 Game Points

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

Bracket	Win Value	Loss Value	Tie Value
A	10	2	5
B	6	1	3
C	4	0	2

Whenever possible, each bracket will play the same number of games each round, which normally will be a full round-robin. However, if any team is forced to play a different number of games due to Broomstones scheduling policy and based on the size of the league, that teams' points for the round will be scaled as follows:

$$\text{Scale} = (\text{number of games in a full RR}) / (\text{number of games played})$$

3.2.1 Penalty for Forfeiting Games

If a game is forfeited with 24 notice by the forfeiting team to the non-forfeiting team 24 hours prior to the scheduled start of the game, the forfeiting team will score "loss points" and the non-forfeiting team will score "win points"

If a game is forfeited without such notice, the forfeiting team will score -1 points and the non-forfeiting team will score "win points".

3.3 Typical Schedules

The schedule for Presidents is a series of round robins (with interchange between brackets) followed by playoffs. In addition, some weeks can be designated as "fun/learning/experimental" and those weeks will not count toward the standings. Details will vary from season to season.

A typical season lasts between 24 and 27 weeks, but the number of schedulable games will typically be 20 to 24.

The priority for determining a format for a season will be as follows:

- complete at least two full round robins
- allow for 3 weeks of playoffs if possible

- allocate additional games/weeks as fun/learning/experimental or as snow/cancellation backups.

If the schedule must be shortened due to cancellations, the weeks will be eliminated in the following order:

- fun weeks
- 3-week playoffs converted to 2-week playoffs.
- 8 week session converted to 6 week (this is unlikely to happen before the start of the final 8-week session.)

3.4 In-Season Team Ranking

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. Highest winning-percentage for season
3. Lowest losing-percentage for season
4. Most last-round points
5. Highest winning-percentage for last round
6. Lowest losing-percentage for last round
7. Best (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 all the teams in the league upon completion of round robins for all divisions
- to all the teams in the league when determining playoff positions.

There is no pre-determined number of teams that get “promoted” or “relegated” at the conclusion of a round. All teams are ranked from 1 to N, and then split into the new brackets for the next round of play.

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

3.5 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.

4 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. 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 be 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

4.1 Two week playoff format

If two weeks are available for playoffs, the top sixteen teams complete playoff rounds on Tuesdays. If additional ice time is available, teams ranked 17th and below will complete in groups of four. Otherwise, these teams keep their ranks as of the conclusion of the regular season.

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

4.2 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.

4.3 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.

4.3.1 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.

If there are more than twenty teams, additional brackets of size four will be created and ranked.

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 there is insufficient ice time available, then the lower ranked brackets will not hold a playoff and their end-of-season ranking will be their end-of-regular-season rank.

4.3.2 Cancelled/Shortened Seasons

If the season is cancelled after week 10, the currently highest ranked team will be awarded the Presidents Trophy. If the season is cancelled and only nine or fewer weeks of play have occurred, no team will be declared the winner.

4.3.3 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.

4.3.3.1 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.

4.3.3.2 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, then the points of the last team played for count.

4.4 In season changes to teams

The general expectation is that teams formed at the beginning of the season are expected to remain 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 qualifying round. The “last team” eliminated from the qualifying round will be invited to join, or if no unique “last team” can be determined, a new qualifying round will be held among all “last teams”.
- Fiftths must be declared prior to the 10th-from-last *week* of the season.
- Team members cannot be changed within 10 *weeks* from the end of the season.

5 Appendix

5.1 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.

5.2 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.

6 Adjudication of Rules

The league coordinator shall have the authority to make schedule adjustments, decisions, and clarifications of these rules. Such decisions can be appealed to the Senior Vice President for Leagues, who can also refer the decision to the Board as needed.

7 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. Clarifications.
- Fall 2022. No league size limit, no qualifying round. New timing rule. Ties and extra ends.