

THURSDAY MEN'S LEAGUE RULES

1. All Thursday Men's League Games will be 8 ends in length subject to a buzzer. The buzzer signals to finish the end being played, plus one more. The end is complete when the points are determined. The buzzer will sound at 10:20 pm for this league (1 hour, 50 minutes after the scheduled 8:30 pm starting time). Please make every effort to ensure all games reach 8 ends, and keep in mind that the buzzer is meant as a tool to keep games on time and **not** as a stalling tactic.
2. In the event that your team makes a double during your game, you must bring the Doubles Board to your sheet. The board will move from sheet to sheet as various teams make doubles throughout the game. The team that has the board in their possession when the buzzer goes is the doubles board winner for the evening.
3. All ties will be broken by way of a single Draw-to-the-Button Shoot-Out. Any member of your team may throw this draw, two team members may brush, and one must hold the broom. The other team may not brush behind the T-line. The team scoring the last point will throw the first draw, which should be measured immediately after it comes to a stop.
4. The following Point System will apply to all league games throughout the season: 2-Points (Win), 1-Point (Shoot-Out Loss), 0-Points (Loss). Please make your score in the scorebook located at the Customer Service Desk.
5. Skins Week does not count in your overall standings. Match-ups are randomly determined and teams can choose to play skins (rules will be provided) or a regular game if they prefer.
6. Whenever possible, head-to-head record will be used to break ties in the standings. As a means of breaking otherwise unbreakable ties, all teams will participate in a 4-Player Shoot-Out. The shoot-out must take place prior to the end of the first round. Teams that do not submit a 4-Player Shoot-Out record will receive the maximum score. A record sheet will be included in your team package.
7. Two regular team members must be present to constitute a legal rink (this can include a registered 5th member), or the game must be forfeited. Spares must play the lowest position(s).
8. If a game cannot be played at the scheduled time, the team cancelling must notify the opposing team and the Saville Centre. A game can be rescheduled if there is a convenient time for both teams, and as long as the game is played prior to the start of the next round. If the game is not completed within this time, the team that cancelled will receive 0-Points (Loss) and the opposing team will receive 2-Points (Win).
9. Except where noted above, the Curling Canada's Rules of Curling for General Play apply. Should any situation occur that is not covered by these rules, or by the exceptions noted above, the Saville Centre's Curling Department will be responsible for the final decision.