

SATURDAY MIXED LEAGUE RULES & FORMAT

1. All 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 8:40 pm for this league (1 hour, 40 minutes after the scheduled 7:00 pm starting time).
2. 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, and like any other shot two team members may brush, and one must hold the broom. The other team may not brush behind the T-line however. The team scoring the last point will throw the first draw, which should be measured immediately after it comes to a stop.
3. The following Point System will apply to all league games throughout the season: 2-Points (Win), 1-Point (Shoot-Out Loss), 0-Points (Loss).
4. Round 1 will be a 7-Game Round Robin against each of the other teams in your pool. In Round 2, teams will be divided into 2 pools based on aggregate standings. Teams will play a 3-Game Round Robin against each other team in their pool.
5. 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 minimum score. A record sheet will be included in your team package.
6. 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. Teams may play with 3 players as long as proper mixed order is followed.
7. If a game cannot be played at the scheduled time, the team canceling can attempt to find a convenient time for both teams to re-schedule, as long as the game is played prior to the start of the last scheduled game of that 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). Please contact your opposition and the SCSC when a game is cancelled.
8. Except where noted above, 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.