

## UNIVERSITY LEAGUE RULES & FORMAT

1. All University 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. This buzzer will also determine the doubles board winner for the evening. Buzzer goes at 9:25pm (1 hour and 40 minutes after the scheduled 7:45 pm start 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 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. In round 1 will be divided into 2 pools. Teams will play a round robin against all other teams in your pool, plus a cross-over game. In round 2, teams will be divided into 3 pools based on aggregate standings (A, B, and C). Teams will play a round robin against all others in their pool. The league will end with a grudge match based on aggregate standings (the first ranked team will play the second ranked team, and so on).
5. Each team is asked to complete a 4-Player Shoot-Out before the end of the first round. Scoring for the shoot-out will be as follows: 1 point = 12-foot, 2 points = 8-foot, 3 points = 4-foot, 4 points = button, and 5 points = covering the pin. Two players will sweep and one will hold the broom. This will be used for tie-breakers when a head-to-head record is not available.
6. The following Point System will apply to all league games throughout the season: 2-Points (Win), 1-Point (Shoot-Out Loss), 0-Points (Loss).
7. Two regular team members must be present to constitute a legal rink (this can include a registered 5<sup>th</sup> member), or the game must be forfeited. Spares can play the position of the player they are replacing or lower.
8. If a game cannot be played at the scheduled time, the team cancelling should notify the opposing team and the Saville Centre. A game can be rescheduled if there is a convenient time for both teams when the ice is available. 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, 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.