

ANTLER'S CURLING CLUB

2023 - 2024 CURLING SEASON

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FORWARD

The Board of Directors would like to extend a welcome all new and returning members to the Antlers Curling Club. We wish you good curling and fellowship throughout the 2023 – 2024 curling season.

Prior to the opening draw each curler that has provided an email address will receive A copy of the schedule for the season along with team members for that day.

The Antler booklet containing the contents described above will be posted on the Antlers website.

As well a copy of the schedule and booklet will be posted on the Antlers' section of the bulletin board.

ICE SCHEDULES

The team numbers shown on the TEAM LISTINGS are allotted by random draw at the beginning of the first round. Team numbers for rounds two and three are allotted according to points and are displayed on the ICE SCHEDULE posted on the bulletin board.

ROSTER

Due to privacy concerns rosters will not be distributed. The president, treasurer, drawmaster will have master lists of the membership. Members may request information if required.

BOARD OF DIRECTORS

President – Tim Will

Past President - Bob Pattie

Secretary - TBA

Treasurer - Hart Kapitoler

First Vice President - Harold Shuster **Food Services**

Second Vice President - TBA

Third Vice President – TBA

Membership - Bryan Crandell

DRAWMASTER -Wayne Young

Interclub – TBA

Trustees: TBA

Nominating Committee: Bob Pattie

ANTLERS CURLING CLUB

A. INSTRUCTIONS FOR THREE ROUNDS – REVISED October 2022

- 1 All teams will be assigned a number by random draw for Round One.
- 2 For a 12 team group Round 1 will consist of a round robin format of 10 games. Wins are worth 3 points, loss 0 points. At the end of round 1, teams will be split into two groups based on points. Wins are worth 5 points in rounds 2 and 3. A group will consist of 6 teams and B group will consist of 6 teams. At the end of round 2, teams will again be split based on total points. A will consist of 6 teams and B will consist of 6 teams
- 3 For a 7 team group Round 1 will consist of a round robin format of 7 games. Because of the odd number of teams, byes are scheduled in each round. In round 1, wins are worth 3 points, bye worth 2 points loss 0 points. Rounds 2 and 3 wins are worth 5 points with a bye worth 4 points Round 2 will consist of a round robin format of 6 games. Round 3 will consist of a round robin format of 7 games. At the end of Round 3, the top 4 teams in points will make up A group and the rest will make up B group.
4. **Skips are responsible for marking their win/loss on the score sheet. Any result left blank will be recorded as a loss at the end of the round.**

B. Group Winners, Playoffs, Prizes (Revised April 2021)

1. Upon completion of Round Three, the team with the highest number of accumulated points in either Group “A” or Group “B” during Rounds One, Two and Three will be declared the Aggregate Winner for the day i.e. Monday or Wednesday. In the event there are multiple winners, the Winner will be determined by which team won over the other in the final round. If this process does not declare the Winner, playoff games will be scheduled. In the event that the same skip is a winner on two days, he will choose which team he will skip. In the event a player is on an Aggregate winner of two days, the team that he will play for shall be determined by “the flip of a coin” between the two skips. The other team has the choice of any curler, not involved in the Aggregate playoff, to play in any position they want. (See rule #3 re spares)
2. The Club Championship playoff will consist of the Aggregate winner of each day and the runners up from each day in a crossover format for each game. (Monday 1 vs Wednesday 2, Wednesday 1 vs Monday 2). The final will be the two winners from the crossover games.
3. Upon completion of Round Three, the team in Group “A” with the most number of wins and the team in Group “B” with the most number of wins during Round 3, excluding the Aggregate Winner, will be declared the Group “B” winner, will be declared the Group “B” Winner. **THE AGGREGATE WINNER CANNOT BE A GROUP WINNER**
4. A team must have at least TWO REGULAR members to compete in any season end playoff games. Spares may be chosen from any day represented in the club playdowns. Group playoff spares must be chosen from that day involved in the playoff (or any Associate). Spares may play no higher than third position.

5. Prizes will be awarded as follows:
 - Club Champions (Playoff winner)
 - Aggregate Winners (Teams with the most number of accumulated points during Rounds One, Two and Three on Monday, and Wednesday
 - Group Winners (Winners of group “A” and Group “B” for each day).
6. The Club Champion team is engraved on the Club Championship trophy. The Aggregate group winners are engraved on the trophy for each day. Exception: The “A” Group winner of the day of the Club Champion will be engraved on that day trophy In addition each of the winning teams will receive a cash award for each team member. The Club Champion will receive both Club Champion and Aggregate cash awards for each team member

City of Winnipeg Playoff Representation

The Club Champions of the current season represent the Antlers the following year at the City of Winnipeg Club playoffs provided that at least 3 members of the team are available, otherwise the runner up will represent the club.

ANTLERS CURLING CLUB RULES AND REGULATIONS FOR CURLING

1. Skips may use players in any position; not necessarily as listed on the draw. This includes spares.
2. When a spare is required: In the event a rink (team) is aware that it will be short player(s) the skip may recruit, **in advance**, a spare player from the Associate list of members (see note below); and/or list his (skips) name on the spare board as requiring a spare in order to ensure a full team. In this way, if insufficient spares are available from the spare board, the game can be played with three players and not defaulted.
NOTE: Should no Associates be available, regular members may be used as substitutes in order to prevent a game from being defaulted.
Spares may NOT be recruited on the day of the game.
3. Associate members will be given preference in the draw for the assignment of spares, and, when all Associate members have been accommodated, regular members will be accommodated. In interpreting this rule, 5th man members are considered regular members (for their chosen day(s)) as are Associate members who have agreed to curl regularly under #4 above.
4. All spares will be drawn from the spare board in accordance with the established procedure (by lot) and no rink (team) may select a spare from the spare board prior to the draw.
5. Skips listed on the spare board as requiring two (2) players will receive priority for the award of one (1) spare.
6. Games commence at 10:00 a.m. A bell will ring one hour and forty five minutes (1:45) after the start time and games will continue until the completion of the end in progress when the bell rings, PLUS one more end. **An end begins when the last rock of the previous end has crossed the back line of the house from which the stone is delivered.**

7. Subject to the constraints above, all games shall consist of eight (8) ends of play. **If the game is tied after eight ends, teams will play a mini end consisting of each player on each team throwing one rock. If neither team scores, the winner will be decided by skips rocks. If the majority of players wish to conclude the game before the conclusion of eight ends of play, the game may be concluded.**
8. Because of the time required for the assignment of spares, players are requested to list their names on the spare board at least ten (10) minutes before game time.
9. That the members of the Antlers Curling Club using a stick for delivery of a curling stone follow the rule as outlined in the Canadian Curling Association. **Start with the rock touching the center line and proceed on a straight line to the broom releasing the stone prior to the near hog line.**
- 10..In order to encourage future membership, a guest may be invited to spare on a one time basis free of charge. After that, they may curl at the per game rate of \$8.00 or join as an associate.
- 11.The five rock guard rule shall be in effect.

REVISED AT THE ANNUAL GENERAL MEETING – APRIL 2017

Antlers Website

The Antlers website may be accessed directly using <https://dlccantlers.weebly.com>
Once the site appears, click on MENU in the upper left corner and choose a topic.

The siite may also be accessed through the main Deer Lodge website
www.deerlodgecurling.ca

Click on leagues, click on daytime leagues, choose Antlers which will then directs to our website.

OUR website contains the Antler Booklet (containing rules and regulations of play and prize determination), schedules and updated standings for each day during the season.
Keep in touch by viewing our website.