APCC league rules



Summary for the web site

Competitions are league based, two points for a win and one each for a peel.

Tie breaks based on ends won, then shots scored.

If a player arrives late, the penalty is 1 shot for each 10 minutes up to a maximum of 3 shots

Full Rules

General

- APCC Competitions will be run generally to the Rules of the Game, as published by the Royal Caledonian Curling Club, modified or supplemented by these Rules of Competition.
- 2. The Committee shall decide the format of the club competitions, in the light of the number of members playing and availability of ice. The club competition will usually consist of separate "autumn league" and "spring league" competitions, each played as a double round robin.
- 3. Unless otherwise stated by the Committee, all games shall be ten ends or the bell, whichever comes first

Scoring

- 4. Two points will be awarded for a win and one for a peel in each match.
- 5. At the conclusion of each league, ranking will be based on the number of points scored.
- 6. In the event of a tie on points, the ranking will be determined by the number of ends won, then total shots scored, then ends difference, then shots difference. If a tie still remains, the result(s) between the tied teams will be used. If a tie still remains, then one representative from each of the tied teams will play a single draw shot, with sweeping allowed.
- 7. Team Skips will be responsible for ensuring that one scorecard, containing the competition name, the date of the game, the names of all players and the correct sequence of scoring with final score, is completed, signed by both skips, and placed in the receptacle provided on the Ice Rink notice board. If a scorecard is not correctly completed, at the Committee's discretion both sides may be recorded as having lost, by 6 shots, with no ends scored

Late arrivals

- 8. If only three players of team are present at the scheduled start time for a game, the game shall start at the scheduled time (with the lead and second players playing three stones each and the third player playing two stones). One shot shall be awarded to the opposing team for each complete period of ten minutes from the scheduled start time, until the player arrives, up to a maximum of three shots after thirty minutes. If both teams have only three players at the scheduled start time, the game shall start as scheduled, with no additional shots awarded initially to either team. If the fourth player for one team then arrives, one shot shall be awarded to that team for every complete period of ten minutes that elapses from the time of arrival of that player, until the arrival of the fourth player from the other team, up to a maximum of three shots after thirty minutes.
- 9. If a team has less than 3 players present at the scheduled start time, the opposing team may at the Committee's discretion be awarded the game, and for the purposes of tie break, shall be awarded 6 shots and 5 ends. A scorecard should be completed, recording who was present, and explaining the circumstances. Nevertheless, the Committee recommends the "spirit of curling" should apply and skips should endeavour to play a meaningful match by reallocating those players present between teams.

Subs

- 10. Teams may use any number of different players through the course of the competition, but in each game at least two of the named team members (including "allocated subs" where nominated) should play. If, prior to the game, it becomes apparent that this will not be possible, skips should endeavour to rearrange the game (and inform the Match Secretary accordingly) bearing in mind the Curl Aberdeen rules on cancelling/rearranging ice.
- 11. The Committee recommends a sub should not play higher up the team than the player they are replacing. The Committee recommends that a sub should not skip if a substitute skip is required the team's 3rd should skip in this case the sub may play at 3. Nevertheless, the Committee recommends the "spirit of curling" should apply and skips may agree that to play a meaningful match the playing order can be rearranged