

SUNDAY OPEN LEAGUE – GENERAL INFORMATION

Sunday Open Draw

Round Robin (13 weeks): The season starts with Round Robin play so each team gets a chance to play every team at least once.

Weighted Round Robin (5 week): Games will continue with the game results (wins/losses) added to the results from the regular round robin. Teams will find themselves primarily matched up against teams from either the top or the bottom based on how they finished in the round robin.

Playoff Round (4 weeks): The Sunday Open uses a single elimination tournament format. We use a 16 team model where those playing teams 15 and 16 are given an advance. The two teams facing off against the advance will play an exhibition game that will not count to determine the eventual playoff winner.

Website / Standings

- The Sunday Open has its own website at <http://members.shaw.ca/vccsundayopen/>
- The Schedule with results and League Standings should be updated in a timely fashion

Sunday Open General Rules

- We must be off the ice by 8:45 - the bell is just a reminder.
- Games that are tied at the end of regulation remain ties.
- The Sunday Open plays with the 5 Rock Rule
- Spares can play any position but can't throw last stones (they can call game).
- You must have 2 members of your team playing to register a win
- You register 3 points for a Win, 1 points for a Loss, 2 points for a Tie, 0 points for a Default

Sunday Open Clock Policy

We have 2 hours of contracted time from the Club and we are to be off the ice at the end of those two hours. As such, the clock rule that we use in the Sunday Open, is that we should try and honour our two hour time-commitment on the ice.

Procedurally **the skips should discuss amongst themselves how many more ends they will have after the 5th end** (will they have time for 1 or 2). As a more competitive league we acknowledge that you need to know how many more ends you are playing as it affects how you will call the last ends in a close game.

If two are decided on then they should play those two and play responsibly (at a proper pace). If you go over a small amount over time to get the second end in then its ok as long as you aren't making a habit of it (we are talking a few (up to 5) minutes (should try and be in the skip stones when clock goes off)). No one curls after us on Sunday so we have more leeway than most leagues but officially we do not have permission to go overtime each week as it would put the league organizers and certain members of our league in an awkward position (we traditionally have a number of Board Members in the league).

Default Rule

It is the responsibility of the defaulting team to contact the members of the opposition to let them know they will not be in attendance. The Team Reps have a contact list for all League Members so they can track the opposition down. If a member of the oppositions shows up then a default will be registered.

If enough notice is given such that no one on the opposition is inconvenienced, then a loss will be given.

If a team defaults 2 or more times in a season they may not be asked to return the following season.

Tie Breakers going into the Weighted Round Robin

1. Direct Head-to-Head
2. If a Team has defaults they lose any tie breaker
3. Most wins (if two teams have same number of points but one has more wins than the other teams (team has same number of points though because of more ties than losses) the team with the wins finishes ahead).
4. Comparison of how they perform versus the top team in the standings working down the standings list.

Tie Breakers for Playoffs

1. Direct Head-to-Head in the Weighted Round Robin
2. Direct Head-to-Head in the Round Robin
3. If a Team has defaults they lose any tie breaker
4. Most Wins
5. Comparison of how they perform versus the top team in the standings working down the standings list.
- * Everyone makes the playoffs and seeding hasn't historically had a big impact on eventual winners

Playoff Rules

- The higher seeded team gets the hammer and choice of stones.
- During the regular season spares can play any position but skip (can call the game though). In the playoffs spares can play no higher than second position. Spares must play one of the front-end positions (lead or second).
- You must have 2 members of your team playing to register a win.
- No ties ... draw to the button ... only throwing team may sweep ... must have a piece of the rings to register the win.
- For the # 1/2 Final Game, if both teams agree to play on a different sheet, they have the right to switch ice with any game as long as they inform that sheet before the teams enter the ice.

VCC Club Championships

The winner of the Sunday Open Playoffs will be offered our spot in the VCC Club Championship. If the Sunday Open is granted an additional spot / or if the winner is not available to play the spot will be awarded based on the final standings in the playoffs.

<http://members.shaw.ca/vccsundayopen/>