

AABHN PLAYING REGULATIONS

BOYS AND GIRLS CURLING

All coaches must be familiar with the content of the AABHN Constitution.

1. **Start Date** - November 1
2. **Length of Season** – November 1 to OFSAA

3. **Eligibility**

All players must meet the eligibility criteria as outlined in Article 12 in the AABHN Constitution

4. **Eligibility Lists**

a) **Submission**

A completed and correct OFSAA Hub eligibility lists must be submitted to the convenor and Athletic Coordinators one week prior to the start of the regular season for each District. The names of all potential players and coaches, and managers and/or others affiliated with a team must be included on the OFSAA Hub eligibility list. Each eligibility list is to clearly identify the head coach

5. **Regular Season Competition:**

Bonspiel Format

- a) Shall take place over two (2) or three (3) bonspiel days. If there are 3 teams in a pool, teams shall complete three (3) round robin rounds. (6 reg season games) If there are 4 teams in a pool, teams shall complete two (2) round robin rounds. (6 reg season games)
- b) Teams shall be divided into pools for preliminary play and each pool shall play a round robin series against the other teams in the pool. Pools will be divided by geographic region to minimize travel. The number of pools and number of teams in each pool shall vary according to the number of entries in the AABHN league. See below:

Number of Teams	Number of Pools
4 or less	1
5-8	2
9-11	3
12 or greater	4

c) **Playoffs Competition:**

- i) If there is one (1) pool with four (4) teams, the semi-final play will be decided by regular season standing. If there is one (1) pool with three (3) teams, the top two finishers of the regular season standings will compete in the final.

- ii) If there are two (2) pools, the top two (2) teams in each pool shall advance to semi-final play;
- iii) If there are three (3) pools, the top (1) team in each pool will advance to semi-final play and the top (1) third place teams with the next best record shall advance to the semi-final play.
- iv) If there are four (4) pools, the top two (2) teams in each pool shall advance to the quarter-final play.
- v) In Semi Finals (with one (1), two (2) or three (3) pools); Pool A #1 shall meet Pool B#2 (Game A). Pool B #1 shall meet Pool A #2 (Game B). Winners of the Semi-Finals shall play in the Gold Medal Game.
- vi) In quarter finals with four (4) pools; Pool A #1 shall meet Pool B#2 (Game A). Pool B #1 shall meet Pool A #2 (Game B); Pool C #1 shall meet Pool D #2 (Game C); Pool D #1 shall meet Pool C #2 (Game D).
- vii) In the Semi Finals (with four (4) pools) the winner of Game A will play the Winner of Game D and the winner of Game B will play the winner of Game C. Winners of the Semi-Finals shall play in the Gold Medal Game.
- viii) For all semi final and gold medal games, the higher seeded team will choose their color of rocks and practice first. If both teams are seeded the same, a minimum of (thirty) 30 minutes prior to the match, the opposing vices will meet behind the glass of their designated sheets to toss for choice of rock colour. The winner of the toss will choose colour and practice first. The loser of the toss will practice second.
- ix) In the event of a tie at the conclusion of a game, an extra end towards the home end shall be played until such a time as a winner is declared. If the game goes into extra ends, there shall be a three (3) minute break for consultation between coach and curlers at the end of the eighth end. Each team may call one 60-second time-out during each extra end. Time-outs shall not be carried forward to the extra end(s) or from one extra end to another.

6. Entry:

- a) Entries shall be accepted from AABHN designated schools only.
- b) Each school must have their AELS list submitted to AABHN executive and league convenors prior to their school's first match
- c) A team may consist of five (5) players any four (4) of whom may be designated to play in a game. All five (5) curlers must be listed on the teams' AELS list. Every team must have four (4) players available to start the competition.
- d) Each team may register a maximum of seven (7) participants, which includes players and team personnel. Only registered participants may represent the school and/or attend league and playoff activities.

7. Expenses:

- a) Those schools having entries in the regular season will split regular season costs evenly.

- b) All schools making playoffs will pay based on a per game cost basis.
- c) Costs for finals will be split evenly amongst all league participating teams if Gate is collected at the door.
- d) Schools are responsible for paying for their own practice time.

8. Eligibility:

a) Team/School Eligibility

To represent a school in any activity coordinated by the Federation, a school/team must:

- i) Conduct a 'bona fide' school curling program consisting of a minimum of eight (8) weekly practices/games, during the current school season (December – March) under the supervision of a teacher as certified by the school principal.
- ii) Teams must have at least three (3) of the original team members who competed in the regular season (participated in at least two (2) matches) to participate in the league playoff structure.
- iii) A player is deemed to have participated if they are registered on a game sheet.

9. Rules and Officials:

- a) The rules governing play shall be that of the Canadian Curling Association .
- b) All games including playoffs shall be six (6) ends. Ties are not broken during league play.
- c) Last rock
 - i) If there are two round robin rounds – teams will alternate throwing last rock. Convenor will determine a schedule and designate a first team listing to throw last rock
 - j) If there are three round robin rounds – teams will alternate throwing last rock for the first two contests. For the third match, a coin toss will decide which team throws last rock.
- d) If a team is not on the ice and ready to curl within five (5) minutes of the official start time, that team shall lose one point (one end) will be awarded to their opponents. If a team is not on the ice and ready to curl within twenty (20) minutes of the official start time, the team shall lose two (2) points (ends). The late team will throw the first stone of the next end. If a team is not on the ice within thirty (30) minutes of the official start time, they will default the game. Exception will be made for weather or other extenuating circumstances beyond the players' or coach's control.
- e) Points shall be awarded as follows:
 - a. Win – 4 points
 - b. Tie – 2 points
 - c. Loss – 1 point
 - d. Default Loss – 0 points
- f) If a team defaults, the score is recorded as 6-0. If a team does not have enough players – they may form a team of extras from other teams, but the score shall be 6-0 regardless of the outcome.

- g) Score sheets must be completed for all games and results sent to the Convenor from the coach of the team that threw last in the first end.
- h) When the opposition team is throwing, the opposition skip and vice, that are behind the house are stationary holding their broom still. Sweepers must stand stationary and quiet between the hog lines.
- i) When the end is over, players are to quickly remove the rocks from play. Skips are to move to the other and begin play. Time is not to be spent organizing stones, only moving the rocks to the appropriate side. The lead who is to throw first is to quickly find their stone and get ready to throw.
- j) After the opposition delivers their rock, the next player to throw, except the skip, is to promptly find their stone and be ready to throw when the call is made.

- k) **Tie Breaking Procedures**
 - i) If two (2) teams are tied for a playoff position the winner of the game in pool play between the tied teams shall receive the position;
 - ii) If three (3) teams are tied and one team has defeated all other tied teams during pool play, it shall receive the position.
 - iii) If three (3) teams are tied and all have the same head-to-head record, +/- will be used with the highest + receiving the top position.
 - iv) If there are any additional ties, a coin flip will determine standing. **Timeouts**
 - i) A maximum of five (5) minutes consultation between the coach and curlers be allowed on the ice only, at the completion of the fourth end.
 - ii) In addition, two (2) one-minute time outs (i.e. one time out of one minute) may be called at any time while your team is in control of the house. The team that called the time out may access the playing surface.
 - iii) Coaches must wear appropriate footwear to access the ice surface.
 - iv) The team that did not call the time out may confer with the coach but may not access the playing surface.
 - v) The Fair Play timeout rule shall be in effect.