

HIGH SCHOOLS JUNIOR CURLING LEAGUE

The Junior League is an Exhibition League for novice curlers and does not lead to Provincials.

The Junior League is a round robin format with the top team (s) from each pool advancing to playoffs. Round robin games - 6 end games; semi-final and Championship game - 8 end game

NEW for 2012: Tie breaker if teams tied after round robin play – This Rock Measurement replaces the old tie breaker of PF/PA.

To be completed on Feb. 14. from 6:00 – 6:10 p.m. at OT and 5:50 to 6:00 p.m. at JP.

breaker format: (spreadsheet on scoring will be provided to teams with schedule)

All players throw two rocks with sweepers to the house. Points are scored as:

1 point = rock touching any part of the 12 foot circle

2 points = rock touching any part of the 8 foot circle

3 points = rock touching any part of the 4 foot circle

4 points = rock touching any part of the button

5 points = rock on the button

Maximum score per team is 40 points (2 rocks X 5 points/rock X 4 players).

The opposing team's skip tallies the scoring for the other team's players.

The skip who's team is throwing signs off on the form once the total points are tallied. The score sheets for both teams are to be sent to the Athletics Office.

Round robin – Default (1 point per end) Final score in a defaulted game will be 6 – 0

Should a team be late for their match, one point per ten minutes is awarded to the opposing team. Late arriving team will throw first rock. If a team is thirty minutes late the game is defaulted.

Game should be completed by time indicated. Once the bell rings, teams must finish off that end and play one more end (end is finished once the score is established). If the game is tied thereafter teams will play an extra end. If the game is still tied after the extra end refer to tie breaker below. You will play a maximum of 6 ends (round robin) or 8 ends (semi and final) unless tie breaker required.

? Mixed Teams – male/female players can throw in any order, does not have to be alternating male/female.

? The Free Guard Zone Rule will be used in the Junior tournament.

? Schools at the respective rinks may be asked to monitor hog line violations or any other violations which may come into question.

? Teams must have a coach, teacher sponsor or designate to be at all games.

Substitution Modification: (Jr. League only) Lead and/or second substitutions may be made between ends by using the non-playing team member(s). In the case of illness or accident during a game the non-playing team member shall go in as a playing member (throwing rocks in place of the injured or ill player). Only players listed as substitutes will be eligible to play.

Tie Breaker if still tied after extra end:

- coin toss to determine which team throws first; Each team will designate which player will throw.

- after the first team designate makes his/her throw, the shot will be measured; second team designate then makes his/her throw and once again the shot is measured;

- teams will be allowed to position a broom in the house and to sweep their own rock;

- there is no sweeping of the rock by the opposing team;

NOTE: In Championship Game – in the event there is a tie at the end of play an extra end or ends will be played.

PLAYOFFS: (round robin tie breaker)

If there is a tie between teams at the end of the round robin, the tie will be broken as follows:

- 2 teams tied, game between tied teams decides

- 3 or more teams tied, games between the tied teams (win/loss record against tied teams only)

- if still tied, the tie will be decided by team rock measurement determined after night 2.

TIME OUTS – 6 end games (adopted 2010)

Each team is permitted to take two (2) one minute time outs per game. The time out must be taken when the team is in possession of the rock in the hack. This time out may be called by the skip or coach. Players are requested to remain on the ice.

TIME OUTS – 8 end games

A three (3) minute timeout (maximum) will be permitted upon completion of the 4th end and each team is permitted to take two (2) one minute time outs per game. This time out must be taken when the team is in possession of the rock in the hack. This time out may be called by the skip or coach. Players are requested to remain on the ice.

Eligibility as per ASAA Policy. Teams must provide their eligibility rosters to the respective Athletics Office prior to their first game. Jr. teams can be comprised of boys, girls, mixed, grades 10, 11 or 12.

Winning Team responsible for calling in game score to the Athletics Night Line: 989 – 3005 or 429 – 8343.