

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 from each pool advancing to playoffs. Each game will consist of a maximum of six (6) ends with the Championship Game consisting of eight (8) ends. In the Junior League, B does not have to beat A twice. - single round robin within your pool

- round robin games – six end games
- semi-final and Championship game – eight end game

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. 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.

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 on the eligibility list 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:

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 ration 1st, points for/against 2nd)
- if still tied, total points for/points against ratio in the total round

A three (3) minute timeout (maximum) will be permitted upon completion of the 4th end (3rd in 6 end games) 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.

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

Teams must provide their eligibility rosters to the respective Athletics Office prior to their first game.

Eligibility Requirements:

(As this is an exhibition league, teams can be comprised of boys, girls, mixed, grades 10, 11 or 12)

- student must be under 19 as of September 1 of the current school year
- student must be a bona fide student registered in a minimum of 800 instructional minutes per week
- student is allowed three consecutive years of eligibility from year of entry into grade 10

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

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

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

Results will be posted on Metro website: www.telusplanet.net/public/metroedm