

Women's Rules 2019-20

1. General

- 1.1. In all things, the Spirit of Curling shall prevail.
- 1.2. All medal contests, except the All-American (when not contested during an evening league time slot) are played under the supervision of the Rules Committee consisting of five (5) members, appointed by the President of the Glengarries Executive Committee not later than August 1 of each curling season. At least two members of the Rules Committee shall be current members of the Women's Schedule Committee. Decisions of the Rules Committee shall be final in all intra-club matches. However, an appeal in writing may be made to the Glengarries Executive Committee.
- 1.3. The All-American is run by the event committee according to the rules of the USWCA.
 - 1.3.1. When the All-American is run during one of the evening league time slots, the event committee will be comprised of the Rules Committee.
- 1.4. Games are played according to the current WCF Rules of Play as they have been adopted by the USCA and the GNCC.
- 1.5. No Utica Glengarries pins shall be given except in competition. Patches or other club pins may be given at any time.
- 1.6. When entering scores in the women's locker room, please enter results in 2 locations:
 - 1.6.1. On the "cross tab" sheet on the bulletin board, enter the win-loss record (W for win, L for loss)
 - 1.6.2. In the score book, enter your team number, your score, any subs on your team, and the person for whom they subbed.
 - 1.6.3. Enter scores for games played on an alternative date (games played in advance or make up games due to cancellation or postponement, see Rule 2, below) on the scorebook sheet for the *originally scheduled date*.

2. Schedule

- 2.1. Games should be played on the scheduled date.
- 2.2. If a skip knows that there will be a problem fielding a legal team well in advance of a scheduled game, she may contact the opposing skip to see if the game can be played within the two weeks prior to the scheduled date.
 - 2.2.1. Rescheduling of a game must be agreed to by the league chair and both skips. If the team who could field a legal team on the originally scheduled date does not agree to playing at an earlier date, the team requesting the schedule change will forfeit the game.
Rescheduling of games should be a rare occurrence and may happen *only* in case of unforeseen emergency that would prevent a legal team from playing. Contact the league chair who will rule on the eligibility of a game to be rescheduled.
- 2.3. Playoff games to break a tie for first place may *not* be postponed.
- 2.4. Postponement of a game must be agreed to by the league chair and both skips. If the team who could field a legal team on the originally scheduled date does not agree to a postponement, the team requesting the postponement will forfeit the game. In the Spirit of Curling, both teams should make every effort to reschedule the game.
- 2.5. Postponed games must be made up within two weeks of the original scheduled date or the week before the end of the full round robin, whichever is *earlier*.
- 2.6. If teams cannot play the makeup game by that date, the team requesting the postponement will forfeit the game. In the Spirit of Curling, both teams should make every effort to play the postponed game.

- 2.7. When scheduling makeup games, the skips involved must check with the webmasters that ice is available, and clear the date and time with the appropriate league chair.
- 2.8. If both teams that are scheduled to play each other on the scheduled date are unable to field legal teams, then the game is declared a no contest. Rules 2.2-2.8 also apply to non-contest games.
- 2.9. In case of a forfeit or non-contest, the Rules Committee suggests that the forfeiting skip(s) or their designee contact the opposing team to see if a pickup game for fun is desired or possible.

3. Players

Definitions of players in ladder leagues (Sections 10-12):

- 3.1. A remaining skip is one who has not moved up to the next higher level of the ladder, or dropped down to the next lower level of the ladder, or dropped out of the lowest rung of a ladder.
- 3.2. A new skip is one who has never skipped before in any ladder league or has never been a remaining skip.
- 3.3. A returning skip is one who has voluntarily stopped skipping for at least one year, then returns to skipping. Returning skips begin skipping in the lowest rung of the ladder.

4. Legal Teams

- 4.1. Legal Team Qualifications: only two substitutes are allowed on one team. A minimum of two (2) curlers from the regular team must be present and ready to play or the game must be declared a forfeit (see Rule 2, above).
- 4.2. If a team starts a game with three legal players, the first and second player shall deliver three stones each. If the first player has thrown her 3rd rock, the late arriving player must wait until the start of an end to begin playing.
- 4.3. In ladder leagues, skips must skip from the 4th position and throw the last two stones of each end.
- 4.4. Substitutes should be of comparable ability to the regular team member. Consult the Substitution Guidelines to determine legal subs.
 - 4.4.1. Subs must come from the same group or lower as the player being substituted for.
 - 4.4.2. Skips may not substitute at any position in their present ladder league.
 - 4.4.3. Skips may not substitute skip in any lower ladder league.
 - 4.4.4. When a substitute is needed in a playoff game, the substitute must be approved by the Scheduling Committee prior to the game.
- 4.5. The Ladies Daytime Ladder competition, when contested, will utilize the Evening Ladies Substitution Guidelines for the purpose of determining comparability.
- 4.6. In the event a substitute has been used who is not in compliance with the rule, the Rules Committee will declare that the team out of compliance will forfeit the game. No protest is needed.

5. Time Limits

- 5.1. When legal teams are available, the first rock of all games must be thrown no later than the appointed start time. For evening leagues, the appointed start time is 5:45pm, however the starting bell will be rung at 5:40pm. A legal team consists of 3 players with no more than 1 substitute, or 4 players with no more than 2 substitutes. See Rule 4, Legal Teams, for additional rules on substitution.
- 5.2. If a team fails to begin play at the appointed start time, the following takes place:
 - 5.2.1. At 5:50, one end is officially completed. The non-offending team receives one point, and will have last stone in the first end of actual play. If both teams cannot begin play at 5:50 because neither can field a legal team of 3, one end is considered completed, but no points are awarded.
 - 5.2.2. At 6:05, two ends are officially completed. The non-offending team receives one additional point, and will have last stone in the first end of actual play. If both teams

cannot begin play at 6:05 because neither can field a legal team of 3, two ends are considered completed, but no points are awarded.

- 5.2.3. At 6:20, if the game has not begun, the offending team forfeits the game. See Rule 2, above.
- 5.3. If both teams were unable to field legal teams, then the game is declared no contest.
- 5.4. *Evening Scheduled Curling*. It is expected that an 8-end game will be completed in 2 hours. At 7:30pm, if the game is not in the eighth end, finish the end in progress and play only one more end to finish the game. Add one minute to that time for every measure preceding 7:30pm¹. A tie will be played off with a full end.
- 5.5. *Daytime Scheduled Curling*. If the game is not in the eighth end by 1 hour 55 minutes after the game begins, the end in progress will be completed and one additional end will be played. A tie will be played off with a full end.

6. Conceding games

- 6.1. No league game may be conceded before all 16 rocks of the sixth end have been played.
- 6.2. Only the team behind in score may concede a game.
- 6.3. Only the skip may concede a game. A skip may concede only when her team is delivering. The Rules Committee recommends that a skip consult with her team before conceding.

7. Scoring

- 7.1. When a game has been conceded after the last rock of an end has been played, the score for that end is counted in the final score of the game.
- 7.2. When a game is conceded before the last rock of an end has been played, the end will be scored as in USCA Rule 11.h, as paraphrased below:
 - 7.2.1. If *both* teams still have stones to be delivered, no points from the conceded end are counted in the final score of the game.
 - 7.2.2. When only *one* team has delivered all of its stones:
 - 7.2.2.1. If the team *without* hammer is sitting shot rock(s), *no* points from the conceded end are counted *unless* the points are required to determine the outcome [i.e. score had been tied at the beginning of the conceded end].
 - 7.2.2.2. If the team *with* hammer is sitting shot rock(s), those points *are* counted in the final score of the game.
 - 7.2.2.3. If no stones are counting, no points from the conceded end are counted in the final score of the game.

8. Protests

- 8.1. A skip wishing to protest the outcome of any game involving an infraction of the rules must make a written protest to the Rules Committee within 72 hours (E-mail time stamp, USPS postmark, or hand-delivered) of the game in question.

9. League Standings

- 9.1. Upon the conclusion of the league schedule, standings in the league will be determined by total win-loss record. The team with the most wins shall be the winner of that league. In the event of a tie for first place, the winner shall be determined by a playoff.
- 9.2. If total win-loss record is insufficient to uniquely rank teams, ties will be resolved as follows to determine a preliminary standing:

¹ For example, if by 7:30, you had 1 measure, you finish the end you are in at 7:31 (not 7:30) and play one more. If you had 2 measures, you finish the end you are in at 7:32 and play one more.

- 9.2.1. If *two* teams are tied, the head to head record of the teams will be used to resolve the tie. The winner of the game(s) in which they played each other during league play will be ranked higher than the losing team.
- 9.2.2. If two teams are still tied after examining their head to head record (Rule 9.2.1), resolve the tie as follows:
 - 9.2.2.1. Examine the head-to-head record of each team against all teams with better records.
 - 9.2.2.2. If the teams are still tied after applying Rule 9.2.2.1, eliminate the lowest ranked team of the teams examined in 9.2.2.1 and reapply 9.2.2.1. Continue eliminating teams until the tie is broken.
 - 9.2.2.3. If the teams are still tied after applying Rule 9.2.2.2, resolve the tie as follows:
 - 9.2.2.3.1 Examine the head-to-head record of each team against all teams with lesser records.
 - 9.2.2.3.2 If the teams are still tied after applying 9.2.2.3.1, eliminate the team(s) from 9.2.2.3.1 with the lowest ranking and reapply 9.2.2.3.1. Continue eliminating teams until the tie is broken.
 - 9.2.2.4. If the teams are still tied after applying Rule 9.2.2.3, the Rules Committee will determine the final tie breaking procedure.
- 9.2.3. If *more than two* teams are tied, resolve the tie as follows:
 - 9.2.3.1. The record of each team against all other teams in the group that is tied will be used to determine the standings.
 - 9.2.3.2. For remaining teams with the same record that are still tied after applying rule 9.2.3.1, ties will be resolved by head-to-head record against all other teams within the group of teams that are still tied.
 - 9.2.3.3. For remaining teams with the same record that are still tied after applying rule 9.2.3.2, ties will be resolved by examining their record against all teams with better records.
 - 9.2.3.4. For remaining teams with the same record that are still tied after applying rule 9.2.3.3, eliminate the lowest ranked team of the teams examined in 9.2.3.3 and reapply 9.2.3.3. Continue eliminating teams until the tie is broken.
 - 9.2.3.5. For remaining teams with the same record that are still tied after applying rule 9.2.3.4, resolve the tie as follows:
 - 9.2.3.5.1 Examine the head-to-head record of each team against all teams with lesser records.
 - 9.2.3.5.2 If the teams are still tied after applying 9.2.3.5.1, eliminate the team(s) from 9.2.3.5.1 with the lowest ranking and reapply 9.2.3.5.1. Continue eliminating teams until the tie is broken.
 - 9.2.3.6. If the teams are still tied after applying Rule 9.2.3.5, the Rules Committee will determine the final tie breaking procedure.
- 9.3. Once preliminary standings have been determined using Rule 9.2, any ties for *first place*, regardless of how many teams are tied, will be resolved by playoff game(s).
 - 9.3.1. If *two* teams are tied for first place, the winner of the playoff game will be ranked first, and the loser ranked second.
 - 9.3.2. If *three* teams are tied for first, the highest ranked team in the preliminary standings gets a bye. The other two teams play each other. The loser of that game is ranked third. The winner of that game plays the team with the bye. The winner of the final playoff game is the winner of the league, and the loser is ranked second.

9.3.3. If *four* teams are tied for first, in the first playoff game, the team ranked #1 plays the team ranked #4, and team #2 plays team #3. Winners of those games meet in a final playoff. The winner of the final playoff game is the winner of the league, and the loser is ranked second. The losers of the first playoff game are ranked according to how they were relative to each other at the beginning of the playoffs.

9.4. Every effort shall be made to resolve winners of ladder leagues within one week of the last regular game of the league. Schedule is at the discretion of the league chair.

9.5. Any member of a team must curl in no less than 50% of her scheduled games in order to receive a medal.

10. Women's Leagues:

Daytime

Non-Ladder-Leagues

Mary Clark (mixed as of 2013)

Evening

Non-Ladder Leagues

Bonnie Piper (inactive as of 2017-2018 season)

Roemer

Ladder Leagues

Roemer (inactive)

Mary Clark (inactive)

Scotties (inactive)

Ladder Leagues

Glenplaidies

Mickey Haase (formerly Lambert Grant prior to 2016-17)

Calder (inactive as of 2017-2018 season)

12. Ladder Leagues

12.1. The ladder is a means for *skips* to gain experience against skips of similar skill and experience. New skips begin in the league at the bottom of the ladder. If they finish high enough in the standings, they move to the league that is the next "rung" of the ladder. If they finish low in the standings, they may move down or need to play for a year without skipping (see Rule 13, below). The ladder leagues in Section 10, above, are listed in order from highest to lowest.

12.2. In ladder leagues, skips pick their own teams.

12.3. In ladder leagues, skips must skip from 4th position and throw the last two stones of each end.

13. Progression of Skips in Ladder Leagues

13.1. Skips move up or down in ladder leagues as listed in the table below. Two skips must always move up; more than two skips may go down (see Rules 13.3-13.5).

Daytime (when ladder; all inactive)

Roemer: lowest 2 or more go down

Mary Clark: highest 2 go up

Scottie: highest 1 goes up

Evening

Glenplaidie: lowest 2 or more go down

Mickey Haase: highest 2 go up; lowest 2 or more go down (or out if the Mickey Haase is the entry ladder league)

Calder (if active): highest 2 go up; lowest 2 or more go out of the ladder

13.2. A skip moving from day to evening or evening to day, must start at the bottom of the ladder and work her way up.

13.3. If additional skips are needed because of vacancies, the vacancies shall be filled by using skips that would have dropped down. A vacancy occurs when a skip declares that she will not be skipping. Skips should provide the evening scheduling chair notice of their decision not to skip at least 2 weeks before the first game.

13.4. If additional skips are needed for reasons other than in 13.3, additional skips may be pulled up from the next lower league.

- 13.5. When there are more skips desiring to play than needed for a league because there are either insufficient players or there is no room for additional teams, more than the allotted number of skips may be required to drop down to a next lower league.
- 13.6. If there are more players wishing to skip in the entry (bottom) ladder league than there are available slots, priority is based on years of membership in the club. Returning skips are given preference over new skips.
- 13.7. Skips dropping out from the bottom of the ladder shall be ineligible to skip during the following year unless no other eligible members are willing to skip, in which case they draft as a remaining skip.
- 13.8. Skips must play in a minimum of 50% of their scheduled games in order to qualify for progression to the next higher ladder league or to remain in the same ladder league. If a skip proves to be in violation of this rule, she will automatically drop to the next lower ladder league and the next qualified skip, if needed, will move up.

14. Draft Order

- 14.1. The order of selection is determined by the prior season's results. The order of picking is reversed for each round. For the entry ladder league draft, the order of selection in the first round is:
 - 14.1.1. New skips pick first. They pick in reverse order of the number of years that they have been members of the club (least experience picks first).
 - 14.1.2. Skips remaining in the entry ladder league pick next. They pick in reverse order of their rankings in the league, with the lower ranked skips picking before the higher ranked skips.
 - 14.1.3. Returning skips pick next. They pick in reverse order of the number of years that they have skipped (person with the least number of years skipping picks first).
 - 14.1.4. Skips dropping down pick next, with the lower ranked skip picking before the higher ranked skip.
 - 14.1.5. Skips dropping down because they have not played in at least 50% of their games pick next.
 - 14.1.6. Any skip eligible to move up to the next higher level but chooses not to, has the last selection in the first round, even after those dropping down from the next higher level. If more than one skip elects not to move up, the higher ranked skips pick after the lower ranked skips.
- 14.2. For the non-entry ladder league drafts, the order of selection in the first round is:
 - 14.2.1. Skips moving up in the ladder pick first, with the skip ranked lower picking first, and the higher ranked skip picking second.
 - 14.2.2. Skips remaining in the same league pick next. They pick in reverse order of their rankings in the league, with the lower ranked skips picking before the higher ranked skips.
 - 14.2.3. Skips dropping down pick next, with the lower ranked skip picking before the higher ranked skip.
 - 14.2.4. Skips dropping down because they have not played in at least 50% of their games pick next.
 - 14.2.5. Any skip eligible to move up to the next higher level, who chooses not to, has the last selection in the first round, even after those dropping down from the next higher level. If more than one skip elects not to move up, the higher ranked skips pick after the lower ranked skips.

15. Other

- 15.1. Any situation not covered by these rules or by USCA rules will be decided by the Rules Committee.

The Glengarry Challenge

In 1950, Marjorie Foster, the first Glengarry President, donated a silver vase to the Glengarries (the second trophy donated to the women). The trophy went to the winning team and each member of the team received a pin in the shape of a Glengarry hat. For many years, the format was a challenge: a team would sign up to play the previous winner. The challenge went on all during the season, and the winner of the trophy was the team with the most wins during the season. The challenge was active until the 1980s when it became more difficult to find the time to compete for the trophy.

The trophy became a daytime competition for a number of years and for a short time it was a mixed event.

In 2003, the competition was reactivated. A teapot was donated by Peggy Rotton, and a base was crafted by Mr. Burnett, Mary Ellen Sofinski's father-in-law. The winning team was declared the women's Club Champion, and the names of the team members were engraved on the base of the trophy. In 2007, a silver bud vase and pins replicating the original trophy were donated by Enid Savett for the runners-up. The base for the trophy was crafted by Marge VanSlyke.

Rules

Beginning February 2003 a women's club championship will be held annually, to play for the Glengarry Trophy and pin. The winner of this competition will be the Glengarries Club Champion. This is a club championship and all eligible Glengarries are encouraged to compete.

1. The event is run by the Glengarry Challenge Committee whose members are the previous year's winning team.
2. Event format will be at the discretion of the Committee *after* consulting with the Rules Committee.
3. Entry fees will be determined by the Committee.
4. All games will be 8 ends
5. Teams will be self-selected, and members of the committee may compete in the event. Four or five person teams may sign up. Five person teams must use the fifth person before other substitutes.
6. A team may play with three members after starting the first end of the first game of the competition.
7. Substitutes must not be a member of a competing team. Subs *may* be players from a team that has been knocked out of the competition. In extenuating circumstances and after consulting with the Rules Committee, the event chair will make rulings about eligibility of players and subs.

Revised by Rules Committee and approved by the Glengarries Executive Committee:

March 7, 2001—June Balduf, Marcia Garber, Eydie Savett, Michelle MacEnroe, Joyce Shaffer

Summer 2005—Peggy Rotton, Chair; Donna Caleo, Marge VanSlyke, Nancy Owens, Joyce Shaffer

Summer 2009—Judi Giovannone, Chair; Cindy Brown, Julie Chanatry, Joyce Shaffer, Melon Sofinski

Summer 2010—Judi Giovannone, Chair; Cindy Brown, Julie Chanatry, Joyce Shaffer, Melon Sofinski

Summer 2011—Judi Giovannone, Chair; Cindy Brown, Julie Chanatry, Joyce Shaffer, Melon Sofinski

Summer 2012—Judi Giovannone, Chair; Cindy Brown, Audrey Foote, Kathy Palazzoli, Joyce Shaffer

Summer 2013 – Judi Giovannone, Chair; Cindy Brown, Audrey Foote, Joyce Shaffer, Mary Jane Walsh

October, 2014 – Mary Jane Walsh, Chair; Julie Chanatry, Liz Nolan, Joyce Shaffer, Mary Ellen Sofinski

Summer, 2015 – Mary Jane Walsh, Chair; Julie Chanatry, Lis DeGironimo, Joyce Shaffer, Mary Ellen Sofinski

Summer, 2016 – Mary Jane Walsh, Chair; Julie Chanatry, Lis DeGironimo, Joyce Shaffer, Mary Ellen Sofinski

Summer 2017 – Lis DeGironimo, Chair; Julie Chanatry, Dee Pfohl, Joyce Shaffer, Mary Ellen Sofinski