

#### Thursday Mixer League Rules:

1. All teams must have 4 registered players before stepping on the ice.
2. Teams with 5 players must record the 5th player's details with the League Representatives, prior to the start of the season.
  - 5th players count as full members of the team and may play any position.
3. Teams must have at least 3 players present to play. A minimum of two registered team players are required to play a game. Teams may use a maximum of 2 spares per game.
  - Early Draw Spares must throw either lead or second stones.
  - Late Draw Spares may throw lead, second or third stones.
  - Spares must be PMCC Members.
4. For regular season games Hammer/choice of colour is determined by a coin flip. In the playoffs the higher positioned team gets the choice of Hammer.
5. If a game cannot be played at the scheduled time, teams are encouraged to reschedule the missed game during Port Moody Curling Club practice time.
  - If for ANY reason a makeup game cannot or is not played, then the team that was not able to play at the original scheduled time forfeits the game. The team that was able to play the game as scheduled receives a win.
  - Make up games **must be** completed before the last game of the current round robin.
  - The Grand aggregate winner will be determined on the final night of regular season play and before the start of the playoffs.
  - If neither team was able to attend the scheduled game and no makeup game was played during the round robin both teams must report a loss.
6. There will be two draws, Early Draw and Late Draw.
  - Early Draw games start at 6:30pm SHARP. If you wish to "run the rocks" do this in advance of playing time. Port Moody City asks that players do not go on the ice more than 5 minutes before our start time (6:25PM).
  - Late draw games start at 8:45pm. If a sheet is prepped and available teams may agree to start their Late Draw game ahead of the 8:45 schedule time.
  - Do not enter the ice playing area until the sheet you are playing on has been prepared.
7. All games are a maximum of 8 ends.
  - Early draw games **MUST** be completed within 2 hours. The last end of an early draw game must be started before 8:15pm. A warning buzzer will sound after 100 minutes of play at approximately 8:10pm. Use the warning buzzer as a guide to determine if you are in your last end. **Hint** – if your 2<sup>nd</sup> has not thrown all of their stones you are in your last end.
  - Late draw games must be completed by 10:45pm. Under no circumstances should you start a new end after 10:30pm.
8. League games may end in a tie. Playoff games will have a tie breaking mechanism.
9. Results of games are to be reported on the score sheet in the lounge. Teams receive 2 pts for a win, 1 point for a tie, 0 points for a loss. Results will be posted on the club's website.

10. If teams do not report the result(s) of a game before the end of a round robin and before the new schedule must be drawn up, then both teams will receive a loss.
11. Ties in the standings will be broken by head-to-head records of the teams involved. If a tie still exists a tie breaking method will be chosen by the league executive. For example a coin flip or draw to button will be utilized.
12. Game Delay - If a team does not commence play at the designated time:  
If the delay of the start of play is 1-15 minutes, then the nonoffending team receives one point and will have last stone in the first end of actual play. One end is considered completed; (b) If the delay of the start of play is 16-30 minutes, then the nonoffending team receives one additional point and will have last stone in the first end of actual play. Two ends are considered completed; (c) If play has not started after 30 minutes, then the non-offending team is declared winner by forfeit. The final score shall be recorded as 'W' and 'L' (win – loss).
13. A team that commences a game with three players and expects the fourth player to join the team, the fourth player may enter an end already in progress providing they are able to deliver a stone within the team's established delivery rotation. Prior to the next end, the team may re-establish the delivery rotation.
14. Have fun and please be respectful to everyone!