

2025-26

TBAYTEL MAJOR LEAGUE

Rules and Regulations

1. Entry Fee Deadline

- Full entry fee of \$1800 to be paid by Wednesday October 29th.
- If full payment is not paid by the deadline, the game will still be played, however any earnings will be forfeited for those wins up until full payment is received.

2. Dress Code

- We ask that all teams wear matching team attire. No fines will be enforced but we do ask to respect the league and its sponsors.

3. Method of play

- 16 teams will play a round robin format (5 rock rule and the no tick rule in effect)
- Earnings of \$33 per points earned during round robin play.

4. Playoffs

- Top eight (8) teams advance to Championship side
- Bottom eight (8) teams advance to Consolation side
- Highest ranked teams from round robin will have choice of hammer or rocks throughout playoffs.
- Prize money:
Championship 1st- \$1200, 2nd- \$800, 3rd /4th - \$600 and 5th to 8th - \$300
Consolation 1st- \$400, 2nd- \$200, 3rd /4th - \$100

5. Tie-breakers *(there will be no tie breaker games)*

- Any team tied for any position after round robin play (including 8th place), the higher seed will be determined in the following order
 1. Head-to-head
 2. Team with most regulation wins
 3. Draw to the button (2 players throw with one practice shot and sweeping allowed). Measure total distance to the button totaling both draws.

4. **Win/Loss Point System for Round Robin Play (Standings)**

- 3 points – Win game in regulation (no extra ends)
- 2 points – Win game in extra end (draw to the button)
- 1 point – Lose game in extra end (draw to the button)

- No extra end games played in round robin, only in playoffs
- Any games tied during round robin, a draw to the button will take place to determine the winner. One player is chosen from each team.

The team with the hammer in the extra end will have choice of both- side and order of throwing. The opposing team must throw on the opposite site chosen by the team with hammer.

Closes to the button wins. If both teams cover the pin, another player from each team throws again until a winner is declared. (same turn and order)

5. **No Tick Rule**

No Tick Rule will be in effect from the start of all games.

"If, prior to the delivery of the sixth stone of an end, a delivered stone causes, either directly or indirectly, an opposition stone in the Free Guard Zone (FGZ) which is touching the centre line to be moved to an off-centre line position, the non-offending team has the option to:

1) Remove the delivered stone from play, and replace all stones that were displaced to their position prior to the violation taking place.

OR

2) Leave all stones where they came to rest.

****You may do what you want with your own rocks**

6. **Brooms / Broom Heads**

- Follow CCA rules for approved legal broom heads.
- There will be legal brooms and broom heads available prior to the game if needed. Please ask a member of the executive prior to the game.
- If you suspect a player on the opposing team is or might be using an illegal broom head, that player will need to prove the head is legal. If needed, please report this a member of the executive so it can be addressed prior to the start of the game. Once the game has started, any violations reported afterwards, will not change the outcome of the game.
- A presentation of legal and illegal broom heads will be done each year at the league meeting. Any questions can be brought forward at this time.

7. Hammer in Round Robin Games

- Early draws (6:15pm) will be determined by a coin flip
- Late draws (8:30pm) and Oct 26 (Sunday draws) will be determined by a draw to the button. One player from each team will throw two rocks starting from the far end alternating with the opposing team followed by the draw to the button. Coin flip to determine either color of rock or side and order of throwing. This should not take any longer than 5 minutes.

8. Other Rules

-CCA rules for play and conduct, to govern unless otherwise stated. Anything not covered by the rules is then up to the discretion of the executive.

-Practice time is not allowed. Be ready to begin your game on time.

-There will be no pre-played or postponed games on Wednesday draws. If by chance there is a draw scheduled outside of Wednesday and it conflicts with a team competing at either an Olympic Trials, Olympic Pre-Trials or any Provincial or National Championships, the game will be rescheduled.

-Penalty for default is \$100.00. The executive will determine penalty for further defaults.

-If a team is not ready to play on time, the team will be penalized as follows;

- For Oct 26 only – if team is not ready on time -loss of hammer
- 15 minutes – 1 point, 1 end
- 20 minutes – 2 points, 2 ends
- 25 minutes – 3 points, 3 ends
- 30 minutes – forfeit game 4-0 loss

-Teams may play with 3 players.

-Spares – no rules for spares aside from a player already playing in the league cannot be used during round robin or playoffs. Spare teams can be used.

-Any player exhibiting unsportsmanlike conduct or failing to abide by the league rules is subject to fines at the discretion of the league executive. Appeals can be directed to the league executive.

-No Time clocks. However, we do ask to keep the pace at approximately 15 minutes per end. This league is intended to prepare teams for playdowns where clocks will be used.

-Major League curlers eliminated from the playoffs are not eligible for further play.

Any questions during the season, please see one of the executive members.

Enjoy the Curling Season and Good Luck!