

# Calcutta Rules and Regulations

## Section 1 – Team Selection

### 1.1 – Eligible Players

All Members of the Baie d'Urfé curling club are eligible to play in the Calcutta, regardless of the type of membership they have. All players to the nearest multiple of 4 will be selected. Should the convenor have players left over after the nearest multiple of 4 starting with social members then the last to sign up will be removed until it is a multiple of 4.

#### 1.1.1

All members who are social members have to pay a 30\$ fee to participate on top of the entry fee.

### 1.2 - Skip selection

Once the sign up sheet is removed and the appropriate amount of teams determined, the convenor will select a list of potential skips and will request that members on the list select, in order of skill, their top selections. The sum of these lists will be compiled and an equal amount of skips to  $\frac{1}{4}$  of the sign up sheet will be invite to skip.

#### 1.2.1 – Exceptions

The convener holds the right to invite any defending section winner from the previous year.

#### 1.2.2 – Requests to not Skip.

A selected skip has the right to request not to skip. The Calcutta is a fun event and it serves no purpose to insist that someone skip. However the convenor retains the right to refuse this request, if a suitable replacement is not available or it causes an unfair imbalance in the draft pool.

### 1.3 – Draft

Once the skips are selected, each will be sent a copy of the draw, a list of the players (rated if possible) and will be invited to the draft.

### 1.3.1 – Setting the Draw.

Prior to the draft skips will be randomly selected in order to fill the draw. Skips who cannot play on a specific date, will be accorded the closest available slot to their selection.

### 1.3.2 – Draft

Each skip is drawn out randomly allowing them to place their name in the next available slot in a single column (Lead, Second or Third). Reverse order will be used to place their name in the next available slot of a column they have not already chose. Another random draw will be done to place all skip in the column they don't yet have. After this is done the draft will follow the order of the columns.

### 1.3.3 – Caveats

At times a player may state they are unavailability for a certain time frame. While the gentlemanly thing to do is to respect a players wishes and not draft them knowing they will be missing a game. Skips are under no obligation to do so.

## 1.4 – Team play

All teams must field the four players chosen during the draft, in the order that they were chosen. Any player can be in the house, however it has been shown to be an unwise strategy to tell your drafted third that (s)he cannot be in the house for skip rocks.

### 1.4.1 - Sparring

If a player knows in advance that he/she will be missing a game, the Calcutta Committee may choose to appoint a player of equal or lesser skill, or let the team play with 3 players(see rule 2.3.2 for rules governing 3 player play). **THERE WILL BE NO SPARRING FOR ANY FINAL OR THE A SEMI-FINAL**

### 1.4.2 - Replacements

If a team member has to drop out if the event due to sickness, injury, death in the family or being out of town on business, the convenor, along with the two referees will designate a replacement of equal ability. This player can play all games including the finals and the A semi-final.

## Section 2 - Game Play

The CCA Rules for general play will apply for all games during the Calcutta, unless contradicted by a rule contained hereafter

### 2.1 – Officials

The convener, along with 2 referees appointed at the draft night will form the committee. Any member of the committee can appoint an umpire for any or all draws, an umpire's ruling is final, and cannot be appealed unless the decision went against a rule.

## 2.2 – Rulebook

The most recent, posted general rules at the club are the ones we follow, if there is a discrepancy between a more recent rule list and the one posted, the posted rules prevail.

## 2.3 – Game Play

All games are 8 ends, with the exception of the finals which are 10 ends

### 2.3.1 – Start Times

All games must start on time, if a team is not ready to go at the designated start time will forfeit the hammer after 5mins, and a rock and end after 15 min. After 30 mins the game is considered forfeit. The Umpire will make the decision on the application of the above rule.

### 2.3.2 – Missing Players,

If a team member who cannot play for any reason other than those stated in sec 1.4.1. The team must play with 3 members. If the 3<sup>rd</sup> or Skip is absent, the lead and 2<sup>nd</sup> each throw 3 rocks. If either the lead or the 2<sup>nd</sup> are absent, then the other will throw four rocks. A player may arrive and play in his normal spot prior to the start of the 4<sup>th</sup> end. Should a team be a repeat offender the committee may choose to apply further penalties such as a loss of hammer, a loss of 2 points and hammer. Should the absence occur in the final the committee may choose to penalise up to 2 points, 2 ends and the hammer.

### 2.3.3 – Umpire intervention

The Umpire may choose to intervene in the case of a rule violation or in such cases as a burnt rock, moved rock, measurement, hog line violations, etc. However this is a gentleman's game and skips and thirds are expect to govern themselves accordingly.

## Section 3 – Costs, and financial distribution

Below is a breakdown of the costs, and prize money distributed.

### 3.1 - Entry Fee

There is a 30\$ entry fee for that will go to the player's pool, apart from the fees mentioned in 1.1.1

### 3.2 - 10% Buy Back

Any player has the right to purchase 10% of their team from the owner (as determined by the highest bid for said team at the auction). While it is not mandatory, it is generally accepted that a team member buy their share. A player has to pay the owner prior to their 1<sup>st</sup> rock being thrown.

### 3.3 – Prizes

The Calcutta has two prize pools the players Pool and the owner's pool. The players pool is comprised of all the money collected in section 3.1. The owner's pool is comprised of all the money collected during the auction. Each pool gives 10% of its total value back to the club and the remainder is distributed (the number of sections may vary depending on the number of teams):

Example:

A winner 35% of the balance of each pool  
A finalist 12% of the balance of each pool  
B winner 12% of the balance of each pool  
C winner 12% of the balance of each pool  
D winner 12% of the balance of each pool  
E winner 12% of the balance of each pool  
F winner 5% of the balance of each pool

The Owner's pool money will be delivered to the owner, or syndicate rep of the above winners, and it is up to them to distribute the proceeds. The club may choose to distribute a player's 10% directly, in place of the owner.

The Player's pool money will be submitted directly to the players.

#### 3.3.1 – Syndicate's

Many members will group together to form a syndicate. The syndicate must have a clear rep to collect and distribute the money. The syndicate rep acts as the defacto owner and may be called upon to issue 10% of any winning the team players may have won (provided they opted to buy their 10%). Syndicate owners are required to distribute winnings to syndicate members within a timely manner.

### 3.4 – Method of Payment

Skips will collect the 30\$ entry fee from all players and pay the convenor for the team. All owners are expected to pay by either cash or cheque at the end of the auction. Chits will be accepted, but must be acquitted prior to the first rock thrown.

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