



BDCC Schaefer Competitive Ladder Rules of Play

Contents

1	Divisions and Schedule.....	2
2	Start of The Year Standings.....	2
2.1	Determining PLAYER POINTS.....	2
3	Ladder Scoring.....	3
4	End of Round Standings and Tie-Breakers.....	3
5	Divison Playoff Winners and Club Champions.....	4
6	Postponing Games.....	4
6.1	Defaulted Game.....	4
7	Team Composition.....	5
8	Spare Rules.....	5
8.1	Regular Season.....	5
8.2	Playoffs.....	5
9	Right to Challenging for Entry Into the Competitive Ladder.....	6
9.1	Signalling Intent to Challenge.....	6
9.2	Teams Open to be Challenged.....	6
9.3	Challenge Games to be Played Promptly.....	6
9.4	Points For a Successful Challenge.....	6
9.5	Result of an Unsuccessful Challenge.....	6
10	Other Disputes or Items Not Covered by These Rules.....	6
11	Rankings based on 2021-22 final standings.....	7



BDCC Schaefer Competitive Ladder Rules of Play

1 Divisions and Schedule

The Competitive Ladder is composed of twenty-four (24) teams split into four (4) divisions (A, B, C, and D) of six (6) teams each.

A and B division games are played Tuesdays, alternating between 1845 and 2100, while C and D division games are played Mondays, alternating between 1845 and 2100.

All games will be governed by a play clock such that a bell will sound at 2020 and 2235, Teams will be permitted to finish the end they are currently playing and ONE MORE end only. Ties are permitted. **No “skips’ agreements” will be accepted that do not abide the above.**

The Competitive Ladder will comprise 3 qualification rounds and a single elimination playoff bracket for each division.

2 Start of The Year Standings

The initial ranking in the first round will be determined by your skips placement in the 2022-2023 Schaefer Ladder. Teams whose skips did not participate in the Schaefer Ladder the previous year will start at the bottom of the ladder.¹

3 Ladder Scoring

Each team in the Competitive Ladder will play the same number of games in each round.

In the A section, a win will be awarded points totaling twice the number of games in that round while a loss will be awarded points totaling the number of games scheduled that round. For every section down, one less point will be awarded for a win or a loss. For example, for a typical 6 team round (5 games), A teams will be awarded 10 points for a win and 5 for a loss. In the B, teams will be awarded 9 or 4 points, and so on.

Ties are permitted in qualification rounds and half the points available in the game will be awarded to each team. In the six (6) team, five (5) game example above, a tie in the A section would give each team seven and a half (7.5) points, in the B six and a half (6.5) points, and so on.

For clarity:

Division	Win	Tie	Loss
A	10	7.5	5
B	9	6.5	4
C	8	5.5	3
D	7	4.5	2

THIS APPROACH MEANS 5-0 IN THE B YIELDS THE SAME POINTS AS 4-1 IN THE A, AND 5-0 IN THE C THE SAME POINTS AS 3-2 IN THE A. EFFECTIVELY ALLOWING NEWLY FORMED TEAMS TO ACCEDE TO THE A DIVISION MUCH MORE QUICKLY THAN AT PRESENT.

4 End of Round Standings and Tie-Breakers

At the end of each round, points will be totaled, and new rankings published. Teams ranked one through six will be in division A, teams ranked seven through twelve in division B, thirteen through eighteen in division C and nineteen through twenty four in division D.

¹Exceptions can be made by the convenor in the case of a new team joining the league that would undermine the competitive integrity of the lowest bracket.



BDCC Schaefer Competitive Ladder Rules of Play

Only 50% of the points accumulated in the first round will be retained moving into the next round. Points accumulated in the final 2 rounds will be kept in full.

In case of a tie between two teams in different sections, the team from the higher section will be placed ahead of the other.

If two teams from the same section are tied, the head-to-head game will determine which one gets the higher ranking. If the head-to-head game was tied, the relative ranking will be maintained.

In a case of a three team or more tie-breaker from a same section, the “who beat who” principle will be applied as often as necessary to determine respective rankings. If any ties cannot be broken this way, the relative ranking(s) will be maintained.

In the case where two of the teams involved in an intra-division tie-breaker were not scheduled to play each other, the relative ranking(s) will be maintained.

In the case that two of the teams involved in a tie breaker were scheduled to play each other more than once, only the result of the last scheduled game between the two teams will be considered for tie-breaking purposes.

5 Division Playoff Winners and Club Champions

At the conclusion of the fourth round, after teams are reseeded, a single elimination bracket will be played in each division to determine the four (4) division playoff winners.

The Competitive Ladder Champion trophy is awarded to the team having accumulated the greatest number of points at the end of the last round. In the case of a tie, an extra game will be held to determine the Competitive Ladder Champion.

6 Postponing Games

All teams should try their best to play each game as scheduled as there is limited free ice in which to play make up games. It goes without saying that a team requiring only one spare should not postpone a game.

Any team desiring a postponement is responsible to contact the opposing team and advise them of such before the game is scheduled to be played. In such a circumstance, the team postponing the game is responsible for rescheduling the game at a time acceptable to the opposing team. Where postponed games have not been played by the end of the regular draw, the team requesting the postponement will be charged with a loss (and not a default).

It is the responsibility of the team postponing the game to also advise the Competitive Ladder convener of such a postponement. By doing so, that sheet will be made available to teams wishing to make up a game. If three or more members of a team represent the club in a branch or provincial competition, the skip may request the match committee to reschedule their game, if an acceptable time cannot be agreed upon by the two teams or there is no ice availability.

The non-postponing team is expected to make a reasonable effort to accommodate the rescheduling of the game.



BDCC Schaefer Competitive Ladder Rules of Play

6.1 Defaulted Game

When a game is defaulted, the offending team is given ZERO points for the default and the non-offending team is awarded a win.

The following are grounds for defaults:

A team must consist of at least three players. There must be at least two members of the regular team present for a game to be valid.

Failure to postpone a game within the proper time limit (2 hours prior to the game). For games cancelled on the same day it is scheduled, any team wanting to cancel a game shall contact verbally the skip or vice of the opposing team. Emails, text messages or messages left on an answering service are not considered as having contacted the opponent verbally unless a personalized response is obtained from the other team.

7 Team Composition

A team consists of four players, each with a declared playing position on the team. Players may only register for 1 ladder team, unless exception is provided by convenor to balance the league. Note that teams are permitted to declare an alternate (5th player) who also may not be registered on any other Competitive Ladder team.

8 Spare Rules

8.1 Regular Season

Two players registered with the team are required for a game to be valid.

Spares may be drawn from the full BDCC membership, so long as the player's account is current.

No prescriptions nor restrictions are applied to spares in the A and B divisions.

For divisions C and D, the "one-up" formula is in force: For each player missing from the registered rotation, a player moves-up with the spare(s) playing the position(s) left open.

For clarity: *If the skip is missing, the regular third will play skip and a spare will play third. If the skip and the second are absent, the third will skip and the lead will play second; spares will play lead and third. If the skip and third are absent, the second will play third and the lead will play second; spare will skip and play lead. And so on.*

No "skips' agreements" will be accepted that do not follow the above "one-up" formula.

8.2 Playoffs

The substitute player must come from the spares list if such a list exists. Otherwise, they may be a player from another Competitive Ladder team.

However, this substitute must come from a team with a regular season ranking lower than the team they are sparing for and play a position equal to or lower than their official position during the regular season.

9 Right to Challenging for Entry Into the Competitive Ladder

If there are fewer than 24 teams participating in the Competitive Ladder, a new team can enter the competition at the beginning of the second or third round, at the lowest open Division D position.

If there is no ladder space available, a team may challenge for entry as follows.



BDCC Schaefer Competitive Ladder Rules of Play

9.1 Signalling Intent to Challenge

The intention to challenge must be signaled before the first game of the round is played. *For clarity: a team must advise the convener of their intent to challenge for entry into round TWO before the first game of round ONE is played. Similarly, intent must be signaled before the first game of round TWO to challenge for entry into round THREE. There will be no challenging for entry into the Division Playoffs.*

For further clarity, there can be no challenges for entry into round ONE.

When a challenge is signalled, the convener will alert the teams in Division D.

9.2 Teams Open to be Challenged

Challenge may be made to the bottom two positions in Division D. The first challenge signaled will be for position D6. If a second challenge is signaled, it will be for position D5. If more than two teams signal their intent to challenge for entry, a play-off will be arranged to determine which two teams qualify for the right to challenge.

9.3 Challenge Games to be Played Promptly

As challenges must take place prior to the start of the subsequent round, and as positions D5 and D6 will be set on a Monday evening, the Challenging team will have until the following Sunday evening to schedule the challenge game.

It is the responsibility of the challenging team to arrange the challenge game. The Competitive Ladder Convener and the Director of Curling will help in this matter. The team being challenged is expected to make a reasonable effort to accommodate the scheduling of the challenge game.

The rules of the Competitive Ladder will apply to the challenge game, with the exception that there can be no ties.

9.4 Points For a Successful Challenge

When a team successfully challenges for a position D6 or D5, they will begin the next round with the same points as the challenged team had accumulated to date.

9.5 Result of an Unsuccessful Challenge

When teams seeded D6 and/or D5, prior to the challenge, successfully defend their position, they will maintain their position, and points, in the Competitive Ladder. A team may be challenged in consecutive rounds if they are in seeds D6 and/or D5 in consecutive rounds.

10 Other Disputes or Items Not Covered by These Rules

In case of a conflict that is not covered by a rule or a specific case in which the blind application of the rule would be to the detriment of fair play, curling etiquette or the nature of the league and the Club, the Match committee can overrule. All decisions made by the Match committee are final.