

CYOR 2016-17 Season – Club Championship Playoff Rules

The final aggregate standing at the conclusion of the last round robin (March 14th) determines the teams who qualify to play for the Club Championship and the Consolation Year-End Bonspiel.

The top eight (8) teams in the aggregate team standings (based on points accumulated in all two (2) round robins will qualify for the Club Championship Playoffs to determine the Club Champion who then qualifies to represent the Club at the OCA Travelers' Club Championships.

The Club Championship playoff format will be a modified triple knock-out format. Teams vying for the Club Championship are guaranteed three (3) games. The winner and runner-up will be awarded prize money.

Playoffs will be held between March 21st and April 21st.

Rules for all games except for elimination games (C Qualifier, semi-finals and Finals)

- All games will be 8 ends. If tied after 8 ends a draw to the button with sweeping will be used to determine the winner.
- Game times will be as per draw schedule.
- Time limit is 1 hour and 50 minutes. No end may start after 1 hour and 50 minutes. A draw to the button with sweeping will be used to determine the winner if tied when time limit comes into effect. If ice is not ready at 8:40pm teams will have 1 hour and 50 minutes from altered start time.
- The highest seeded team in each game has a choice of hammer or rock colour.
- Spare rule will remain the same as the regular season.

RULES for Elimination Games (C Qualifier, Semi-Finals and Final)

- Games will be 8 ends. Dates and start times will not be altered for any reason.
- There is NO time limit.
- The highest seeded team in each game has a choice of hammer or rock colour.
- If tied after 8 ends a full end towards the glass will be played. If still tied, an additional end (or ends) will be played until winner is determined.
- Players must be from the official Team Roster. Any/all spares must be approved by the Convenor.