

# SFBACC Oakland Winter League 2012

Oakland Ice Center, 1.4.12 - 3.14.11

## Format

### League Session:

11 Weeks from Jan 4 - Mar 14.

League will consist of (2) 5 week Round-Robins with Playoffs in the 11th week.

### Format:

- Based, in large, on results from previous league (Fall '11) and past performance; the 10 teams will be seeded and divided into (2) equal groups (Blue - 1, 4, 5, 8, 9 and Red - 2, 3, 6, 7, 10)
- In **Weeks 1-5**, each team will play a Round Robin game versus each team in it's own Group + 1 game against the correspondingly seeded team in the other Group (1 v 2, 3 v 4, etc...)
- At the end of Week 5, the top 2 teams from each Group will be placed into the 'Blue' Group along with the team with the next best point total. The remaining teams will be in the 'Red' Group.
- In **Weeks 6-10**, each team will again play a Round Robin game versus each team in it's own Group + 1 game against the correspondingly seeded team in the other Group (1B v 1R, 2B v 2R, etc...)
- After **Week 10**, teams will be reseeded as a whole group (1-10) based on 'total points' for the playoffs.
- Playoffs are only one week and will have #1 v #2 (for 1st/2nd Place), #3 v #4 (for 3rd/4th Place), etc....

## Rules

### Rules:

- 1) Team are to coin flip for option to take the 'hammer' prior to each game.
- 2) All game lengths subject to our normal 2 hour window.
- 3) Individual games that end in a tie, will remain a tie and not be broken by draws to the button.
- 4) Impartial 3rd party to rule on rules of play issues and measurements in the event the 2 teams cannot come to agreement.
- 5) Points: (Weeks 1-5) 3 pts awarded to winning team, 1 pt to each team in the case of a tie [in Blue and Red division]
- 6) Points [Blue]: (Weeks 6-10) 3 pts awarded to winning team, 1 pt to each team in the case of a tie.
- 7) Points [Red]: (Weeks 6-10) 2 pts awarded to winning team, 1 pt to each team in the case of a tie.
- 8) Points [Inter-division]: (Weeks 6-10) 3 pts awarded to winning team, 1 pt to each team in the case of a tie.
- 9) If there are overall competition ties at the end of Week 5 and Week 10, the following tie-breakers to be employed:
  - a) **Tie-breaker 1:** Head to head record. If tie is between two teams the team who won their round robin game is the winner. if they tied their game then go to 2nd tie-breaker. If tie is between 3 or more teams the tie can only be broken all teams have played each other and 1 or more teams have a discernibly better record. Otherwise, tie-breaker 2 must be employed.
  - b) **Tie-Breaker 2:** Draws to the button. Drawmaster to pick determine which sheet to be used. Each team throws 3 draws to the button with the lowest average of the two closest throws being the winner. Teams can use whatever players they want. If the rock is covering the tee and the button, it is considered 0'0" regardless of how much of the button is covered. if the rock doesn't stay in the house it is considered 6'1". if there is still a tie then one more each until tie is broken.

## Notes

### Notes:

- 1) Sheet 3 will be used for ALL inter-division games (each team will have 2 games on this sheet in weeks 1-10)
- 2) Each team will have 4 games on the 'outside sheets' (shts 1 + 5) in weeks 1-10.
- 3) Each team will have 4 games on sheets 2 + 4 in weeks 1-10.
- 4) Any team wishing not to be placed in the Blue Division after week 5 will see the next best team awarded that spot for Weeks 6-10
- 5) Final rankings from this League session would be used to determine rankings for the following season.
- 6) Guidelines for how to rank 'new' teams or teams that have less than 3 players continuing on into a following season are TBD.
- 7) The successive season would see all teams again divided 'equally' to start league play.
- 8) 12 Week league, including 2 playoff rounds will likely be used the next time this format is employed.
- 9) Feedback of any kind is welcome.