



LCC Rules For Regular Club Play 2022

1. All games shall be governed by the U.S. Curling Association Rules and Procedures posted in the club.
2. All teams should be made up of **four (4)** players. Teams can curl with **three (3)** players. In the event that you are missing **one** player, you can sub **one** player and curl with four. If you are missing **two** players you can only sub **one** player and curl with **three** players.
3. Any LCC member in good standing may serve as a sub (except as noted below). If a sub is an **associate member**, there will be a **\$10 sub fee** per game.
 - a. All subs shall throw **lead** stones and the remaining players will move up one position as appropriate.
 - b. **Skip Substitution Rules:** The following will apply to skips playing as substitutes during **league play**:
 - i. **Weeks 1 to 9: A skip from another night can sub for any individual.** Regardless of who the substitute skip is replacing, they must throw **lead stones**.
 - ii. **Weeks 10 to 12: No team shall have two skips playing simultaneously.** If a team's regular skip is going to miss a game, that team is **allowed** to get a skip from another night as a sub. The substitute skip must throw **lead stones**.
 - iii. **In all cases:** If the substitute skip replaces a team's regular skip, the substitute skip **will be allowed to hold the broom and call the game for the remainder of the end** if that team so chooses.
4. All games are **8 ends** unless otherwise agreed upon by both skips before the start of the game.
5. Any discrepancy with these rules or with any person or situation should be given to the club president **in writing within 48 hours**. It is not up to any person to confront another member about his/her actions. The club president will bring the matter to the Games Committee to determine a resolution. This resolution will be posted in the club before the following week's game.

League Standings and President's Cup Playdowns Qualification:

League games shall be scored as follows for the purposes of determining league standings:

1. **Points:** Games shall be scored as **1 point** for a win and **0 points** for a loss. In the case of a tie each team will receive **one-half (½) point**.
2. **Plus Points:** The difference in the team scores **up to a maximum of 6 points**.
3. **Total Plus Points:** The total difference in the team scores.
4. **Score:** The number of points each team scored in that particular game.
5. In case of a forfeit, the winning team will receive **1 point** for the win, **1 plus point, 1 total plus point, and 1 point for score**.
6. The **top two teams** in terms of **points** on each league night will qualify for the President's Cup playdowns which will be held on **Saturday April 2, 2002**. In case teams are tied (either for first or second place) then the following tie breakers will be used in the order listed below:
 - a. **Primary Tie Breaker:** Head-to-head record between the tied teams
 - b. **If still tied:** Team with the greater number of **plus points** will be the higher seed
 - c. **If still tied:** Team with the greater number of **total plus points** will be the higher seed
 - d. **If still tied:** Team with the **greatest total score** will be the higher seed
7. **President's Cup playdown bracket:** An 8 team single elimination tournament to determine the club champion.
 - a. **Each league night winner will be seeded 1 through 4** based on **points** from league standings. If teams are tied then the same **plus points/total plus points/total score** tie breakers will be used. Teams seeded **1** and **2** will be placed on opposite sides of the bracket.
 - b. First round (quarterfinal) opponents for the seeded teams will be decided by a random draw of the second placed teams from each league night; teams from the same night will not play each other in the first round.