



LCC Rules For Regular Club Play

2024 Season

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. **Substitution rules** are as follows:
 - a. 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.
 - b. All subs shall throw **lead** stones and the remaining players will move up one position as appropriate.
 - c. The following will apply to **skips** playing as substitutes:
 - 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**. 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.
 - ii. **Weeks 10 to 12: No team shall have two skips playing simultaneously.** Each position can be substituted using a player that plays the **same position or lower**. Thus the rules for each position are as follows:
 1. **Skip:** Can be replaced by another skip/vice-skip/second/lead. A substitute skip **must play the lead position**; they **may not** call the game nor **provide strategy/shot input/advice**.
 2. **Vice-skip:** Can be replaced by another vice-skip/second/lead.
 3. **Front end players (leads/seconds):** Can be replaced by another front end player
3. All games are **8 ends** unless otherwise agreed upon by both skips before the start of the game.
4. A situation arising involving any person that is not addressed by these rules needs to be brought to the attention of the president in writing **within 48 hours of the incident**. 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.

League Standings and Club Championship 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:** A team's margin of victory **up to a maximum of 6**.
3. **Total Plus Points:** A team's **total margin of victory**. If the margin of victory is **6 points or less** then Plus Points = Total Plus Points.
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 (2) teams** in terms of **points** on each league night will qualify for the championship playdowns which will be held on **Saturday April 6, 2024**. 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. If **three (3) or more teams** are tied then teams will be ranked by **plus points**. If ties still need to be broken then the **total plus points/total score** tie breakers will be used.