

The intention of this document is to document general rules for league play that may not be detailed in the ACC rules of curling. Any rules may be modified for individual leagues with proper notice and approval. These modifications must be submitted to the Leagues and Bonspiels Director for review no later than 6 weeks before the half they are to be implemented in.

I - League Coordinators

1. League coordinators (LC's) are to be appointed by the Leagues and Bonspiels Director for all leagues with the exception of Monday (Men's Committee) and Tuesday (Women's Committee).
2. LC's are expected to make a fair and balanced schedule for all teams involved in the league when it comes to draw times.
3. Individual requests for specific draw times may be honored, but a request for draws to be all or mostly at a specific time must be requested ahead of the schedule being made, and receive the approval of a majority of the skips (L&B Director may act as tiebreaker).
4. Bye request method should be spelled out ahead of skip draw and may be left to the discretion of the LC. In the event that a first come or ranked choice method is used, the LC may consider their requests the first entered. Special consideration should be made when a majority or entire team will be traveling for a bonspiel.
5. LC's are not required to curl in the league that they run, but should make their best effort to be at the club during that league on a regular basis.

II - League Rules

1. All games require 1 original player from the team to count as an official game. This player may be an alternate if the league allows alternates on teams.
2. When looking for a sub, the best effort should be made to find one of similar skill.
3. All leagues must declare if ties are allowed in their league rules, and the method for breaking a tie (skip stone or extra end) if ties are not allowed.
4. Standard league scoring shall be:
 - a. In leagues with no ties, 1 point for a win and 0 points for a loss.
 - b. In leagues with ties, 2 points for a win, 1 point for a tie, 0 points for a loss.
5. A forfeit shall be scored the same as if the game was played.
6. The league winner shall be declared as the team with the most points at the end of the season (even if an uneven number of games were played).
 - a. Two teams tied will be broken by head to head, followed by common opponents and strength of schedule. If they are still tied, a draw to the button will be performed (if possible). Last resort will be a coin flip or game of skill or chance agreed by both skips and coordinator.
 - b. Ties of three or more teams will be broken by record amongst tied teams, followed by common opponents and strength of schedule. If a team is eliminated at any point, the tie breaker process will start over for remaining teams (ex a group of four teams has three that are 2-1 and one 0-3, the process continues with the tied three teams).

7. In the event a game is canceled and unable to be made up due to any reason other than a forfeit (such as bad weather, a power outage, or both teams being unable to make a game or reschedule), it will be marked as a tie.