



General Rules for All Leagues

Tiebreak – Regular Season Game

In the event of a tie during a regular session game; each team member is to throw one rock and points will be awarded as follows:

- 4 points for a draw to the button
- 3 points if the rock is in the 4 foot
- 2 points if the rock is in the 8 foot
- 1 point if the rock is in the 12 foot.

If any part of the rock touches any part of the higher point classification it receives the higher point classification (if the Skips cannot agree; an impartial judge will be required to make the call, preferably a Games Committee member). The team with the **higher point total** will win the game. The team losing the throw off will be credited with one point for an overtime loss. All regular sweeping is allowed by both teams.

Tiebreak – Season Standings

The following formula will be used to identify the winner in the case of a tie:

1. The team with the best head to head during the regular schedule play
2. If there is still a tie, the **plus-minus** will be used
3. Coin flip by the Skips (very rare)

Example 1: If two teams are tied and they played head to head, then the winner of that game would rank higher in the standings (including throw-off results). If there was no head to head play during the regular schedule then the winner will be decided based on plus-minus.

Example 2: If three teams are tied then the head-to-head scores from regular schedule play will be used. If one of the three teams ranks higher, then they would win the tie. If they were all equal then plus minus will be used for the first tie break. The two remaining teams would start at Rule 1 to break a two team tie.

Tiebreak – Play-Off Game

The teams will play extra full end(s) until a point or more is scored determining the winner; the hammer follows the normal course.

Spares (Men's, Ladies and Mixed)

Please arrange for your own spares, except during playoffs (contact the games committee). **Please try not to improve your team through the use of spares.**

If any of the above rules are broken and noticed by the games committee or notified to the games committee within 48 hours, the offending team will be deemed to have lost the game. All games committee decisions are final.

Skips, please make sure your team understands these rules. The above short list of rules are in effect to keep the game as fair and as socially fun as possible without complaints. They cannot be changed until September 2011 by the Games Committee.