



Floor Curling

Revised November 2016

1. **Age Categories:** One age group. Each Zone may send **three teams**.
2. **Events:** Teams of four - any combination of men and women allowed.
3. **Participation:**
 - (a) **Three** teams designated 'A' 'B' **and 'C'** from each Zone.
 - (b) **Two divisions will be used. The 'C' teams will be designated to 'A' or 'B' at the discretion of the sport chair for scheduling purposes.**
 - (c) Each group will play in separate competitions for medals.
 - (d) One spare for each **team** is allowed. (Spare must be registered and must play one Game per day)
 - (e) Isolation Zone rules apply.
4. **Competition:**
 - (a) Single round robin format will be used for the competition. In the case where there are less than six zones in a group then a double round robin or triple round robin may be used.
 - (b) Floor Curling Rules and Scoring as revised for BC shall apply. Copies of the revised rules shall be distributed to each Zone. (Refer to Appendix 'A' on the following page.)
 - (c) The Host Sport Chair will have the option to move a zone with only one team entered to the other division in order to have a balanced schedule.
5. **Medals:**
 - (a) Gold, Silver and Bronze medals shall be awarded to the top three teams in each category including a medal to the designated spares for those teams.
 - (b) Medals will be awarded on the following basis:
 - (1) At the conclusion of the round robin, wins and losses will decide the medal winners.
 - (2) In the event of a tie, the total ends won in the round robin will decide.
 - (3) If a tie still exists, then total points in the round robin will decide.
 - (4) If a tie still exists, then a mini playoff game of two ends will be played. A flip of the coin by the thirds will determine who has last rock in the first end. Should the mini playoff game end in a tie, then sudden death additional ends will be played until a winner is declared.
 - (c) Points and ends won in extra ends will not be added to totals for tie breaking purposes outlined above.
6. **Zone Playoffs:**

Zone Playoffs will be held to determine an 'A', 'B', **and 'C'** team.

Floor Curling Rules

1. Playing Surface

- A. Playing surface may be of hardwood, linoleum, well-laid tile, or smooth cement.
- B. Standard rink is 36 feet in length and 8 feet in width.
- C. Circles 27" radius are drawn in each end. The centre of the circle is located 45" from the middle of the end line and is indicated by a circle 7" in diameter known as the "button". A second circle with a radius of 12" (diameter 24") is drawn within the larger circle.
- D. Hog lines are marked across the rink 6' from the edge of the 27" circle.
- E. A toe line is marked on each end line 27" each way from the centre of the end line. (The toe line is 54" in length and directly behind the circle, which is 54" in diameter.)
- F. Area between the circles should be properly prepared before the game begins with a light sprinkling of shuffleboard wax or cornmeal or a mixture of both - depending on the floor surface. The person in charge should throw a few rocks and add wax as needed until he/she is satisfied no one will have any difficulty in getting the rocks to the far circle.

2. Equipment:

- A. Sixteen circular disks, 7" in diameter and approximately 1 3/4" in thickness, cut from maple or other hardwood, and equipped with handles for a total weight of two pounds per disk or "rock" are provided. The handles of eight rocks are painted one colour and the other eight a different colour so that they are easily distinguishable by the players of each team. The edges of the rocks are bevelled slightly so as not to damage the playing surface. The bottom of these rocks must be the same for all participants.
- B. Two sticks, one for each skip, of convenient length and painted with the same colour as the team rocks to direct the players where he or she wants the rocks delivered.
- C. The scoreboard used in Floor Curling must be the same as that in Ice Curling, with figures in the centre denoting the score and tabs denoting the ends played.
- D. Where, at the request of the Host Community, rocks are brought to the Games to augment the equipment list, those rocks shall go into the general pool and shall be allocated on a random basis. No Zone may automatically play only with the rocks it has contributed to the general pool.

3. Competition Rules:

- A. All games shall be 8 ends, with the following exceptions:
 - (i) in case of a tie in a regular game, an extra end or ends shall be played until the winner is declared;
 - (ii) all ends must be completed as total score and ends won are used to break ties.
- B. Players on the team may play in any position, but must remain in one position for the entire game.
- C. Rinks must play with the regulation rocks provided for the competition.
- D. Rinks shall play at the time and place as drawn.
- E. The two Thirds shall toss a coin to determine which rink shall start play in the first end.
- F. Each Rink shall begin with four players, each playing two rocks in proper succession (i.e. lead of one team throws one rock, lead of other team throws one rock, etc.) and in accordance with the rules of the game with the following exceptions:

- (i) if a team, not having named a spare, loses a player through serious injury or illness following the Zone Playoffs and is unable to obtain a replacement under the rules of the Games, that team may enter the Games with only three players. The team must withdraw if it loses a player at any time during the Games. Lead and Second players each throw three rocks;
- (ii) the same ruling applies if any team without a designated spare loses a player for any reason during the Games;
- (iii) in the case of illness or accident during the competition:
 - (a) while the game is in progress, the three remaining players shall continue play in the prescribed order in Rule (f) (i) above for that game;
 - (b) for following games, replacement by a designated substitute is allowed. The replacement shall then continue to play for the balance of the games;
 - (c) the replacement plays lead and all other players are subject to Rule 3, B;
- (iv) if one player is not present at the designated starting time, three players may proceed to play. The first two players shall throw three rocks each. The player arriving late cannot play until after completion of an end except that Skip, Third or Second may play if he/she arrives before the lead has played no more than two rocks.

G. Delivery of the rock:

- (i) the rock is delivered from a standing position. No step or slide may be taken. Both feet of the player must be inside the marks on the sides of the toe-line, directly behind the circle and the player must stand directly behind the toe-line. The rock must be delivered inside the markers on each side of the toe-line. (Crouched or semi-crouched position to facilitate smooth delivery of rock is allowed but not kneeling except under the Rule for the Disabled (Rule 4). Rocks delivered other than as above constitute an illegal delivery with such rocks removed from play and any rock(s) in play that is displaced by such illegally delivered rock replaced as close as possible to the original position(s);
- (ii) rocks shall be taken from play if:
 - (a) the player steps over the toe-line or has his feet on or outside the toe-line markers;
 - (b) the rock strikes the side boundary of the rink or anywhere on the end line, including the toe-line;
 - (NOTE: If a rock bumps another rock after bouncing off the sides or being illegally delivered, then the rock so bumped shall be put back as close as possible to its original position.);
 - (c) the rock does not completely cross the hog-line;
 - (NOTE: If the rock being delivered strikes another rock that is just immediately over the hog-line, that rock being delivered is in play even though it may not be completely over the hog-line.);
 - (d) a rock being delivered comes to rest on its edge, handle or another rock;
 - (NOTE: A rock that is delivered rolling or upside down is termed an illegal delivery. However, if the rock being delivered on its handle or side rights itself before crossing the second hog-line, such rock is considered to be in play. The Skip of the player making an illegal delivery shall make every effort to stop and remove from play any such rock (between the hog-line and the house) before it comes into contact with any rocks in play.);
 - (e) if a rock is delivered legally but is overturned after striking rocks already in play, the delivered, overturned rock must be removed and other rocks moved by that rock will remain in play in their new positions;
 - (f) if, in the opinion of the Umpire or Official, a rock is delivered in an unorthodox manner;
 - (g) if Skip or Vice-Skip moves his/her team's rock(s) with stick or feet to gain advantage;

- (iii) rocks shall be replaced as closely as possible to original position:
 - (a) if a Skip or Vice-Skip accidentally moves a rock(s) with stick or feet. Decision on position to be made by Skips or Vice-Skips;
 - (b) if Skip or Vice-Skip moves opponent's rock(s), then the opposing Skip or Vice-Skip shall place his/her team's rocks back to original position;
 - (c) if any rock(s) in play is/are moved by a rock diverted from an adjoining rink, such rocks already in play shall be righted and placed in former position;
 - (d) if a rock in delivery upsets a rock already in play, such rock shall be righted and placed as close as possible to its former position;
 - (e) if Skips cannot agree on any of the above circumstances, then the official Umpire and/or Draw Master shall intervene to make a binding and final decision.
- (iv) Skips and Vice Skips must not stand in the house during delivery of the rock.

H. Scoring:

- (i) each rock for a team, resting in or touching the 27" radius circle after all rocks have been thrown, that is closer to the centre circle or "button" than any rock of the opposing team, shall be counted as a single point;
(Maximum number of points for an end is eight if all rocks of one team are within or touching the 27" radius circle and closer to the button than any rock of the opposing team);
- (ii) the Third players are responsible for deciding and recording the score;
- (iii) no rocks must be removed until agreement has been reached;
- (iv) if there is any doubt, the official Umpire or Draw Master should be called in to measure.
A pair of callipers or compasses should be used for measuring the distances that rocks are from the centre button;
- (v) the score is entered on an ice curling style scoreboard with figures in the centre denoting the score and tabs denoting the ends played (see Rule 2 C. re: type of scoreboard).

4. Modified Rule for the Disabled:

- A. Persons having disabilities or ailments who are unable to deliver their rocks from a standing position may deliver their rocks from a sitting or kneeling position.
- B. Front wheels or legs of chairs or the person's knee must be immediately behind the toe-line, otherwise standard rules and common sense prevails.
- C. Floor Curling Push Sticks which fit over the handles of the rock are permitted. Extra room is required at the end of each rink, as the rock must leave the push stick before the back of the house.