

FLOOR CURLING

All participants must be at least 55 years of age by December 31 of the year of the Games.

AGE CATEGORIES / EVENTS: Open team competition (open to ladies and men)

AGE	EVENTS	NUMBER OF PARTICIPANTS PER PROVINCE/TERRITORY
55+ 70+	Open Team of 4 Open Team of 4	2 Teams 2 Teams
TOTAL NUMBER OF PARTICIPANTS PER PROVINCE/TERRITORY = 16		

Rules Information:

- A round robin tournament format will be used. If two teams are tied after complete round robin, a four end game will be played.
- Games will consist of eight (8) ends.
- Teams will consist of four (4) players.

Description:

The playing surface may be of hardwood, linoleum, well-laid tiles or smooth cement floors.

- The standard rink should be 36 feet in length and 8 feet in width, however, if the available playing surface is less than 36 feet, the length will have to be reduced accordingly.
- Circles 27 inches in radius are drawn in each end. The center of the circle is located 45 inches from the middle of the end line and should be indicated by a circle of button 3 ½ inches in radius. Hog lines are marked across the rink 6 feet from the edge of the circle. A toe line is marked on each end line 27 inches each way from the center of the end line. The toe line is, therefore, 54 inches in length and directly behind the circle of 54 inches in diameter. The player when delivering his rock must stand behind this toe line and within the 54-inch distance and directly behind the circle.
- The area between the circles should be properly prepared before the game starts, with a light sprinkling of shuffleboard wax or cornmeal or a mixture of both, depending upon the type of surface. “Sun-Glo” or “Super-Glide” wax is commonly used.

Equipment:

- Sixteen circular disks are cut from maple or other hardwoods and equipped with handles. The weight of these rocks is two (2) pounds each. These rocks are seven (7) inches in diameter and approximately 1 3/4 inches in thickness.
- The playing surface of these rocks is sanded smooth and then treated with a good grade of varnish or Swedish penetrating oil. Depending on the amount of use, the rocks should be treated with a paste wax periodically to maintain a good smooth playing surface. The paste wax should be removed by rubbing with a soft cloth 20 to 30 minutes after being applied.
- The edges of the rocks are beveled slightly so as not to damage the playing surface.
- The handles of the rocks and/or the rocks themselves must be painted various colours so they are easily distinguished by the players of each team.
- There is no sweeping. Instead of a broom, as is used in ice curling, the skip uses a stick to direct the players as to where he wants the rocks delivered. The skip or vice-skip must not touch his team's rocks or those of his opponent. It is, therefore, important that the skip lifts his stick and moves behind the toe line as soon as the rock is delivered. These sticks should be of convenient length and painted or marked in the same colour as the team rocks.

The Game Procedure:

- The team consists of four players: Skip; Third; Second; and Lead.
- The Third players are responsible for deciding and recording the score. Rocks must not be removed until agreement has been reached by the Thirds.
- If there is any doubt, the official Umpire or Draw Master should be called in to measure.
- A pair of calipers or compasses should be used for measuring the distance that rocks are from the center button in determining which team scores.
- The scoreboard to be used in floor curling is the same as that used in ice curling. The figures in the center denote the score. The tabs denote the ends played.
- The rock is delivered from a standing position (see Modified Rules for the Disabled). 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 immediately behind the toe line. The rock must be delivered inside the markers on each side of the toe line.

- The Skip, while directing play, must not touch the rocks during play, nor shall Skips allow any rocks to touch them.
- Rocks will be taken from play if:
 1. The delivering player steps over the toe line.
 2. The rock strikes the side boundaries of the rink or border of end lines outside the toe lines. NOTE: If a rock strikes another rock after bouncing off the side, then the rock so bumped will be put back as close as possible to its former position.
 3. 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.
 4. The rock is completely over the toe line. NOTE: Rocks resting between the circle and the toe line are still in play as it is possible that rocks played later may come to rest in scoring position.
 5. 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, it will be considered to be in play. The Skip or the player making an illegal delivery will make every effort to stop and remove from play such rock (between hog line and house) before it comes in contact with any rocks in play.
 6. A rock, if 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.
 7. In the opinion of the Umpire or official, a rock is delivered in an unorthodox manner.
 8. Skip or Vice-Skip moves the team's rock(s) with stick or feet to gain advantage, then such rock shall be removed from play.

Rocks will remain in play if:

1. Skip or Vice-Skip moves an opponent's rock(s), then the opposing Skip will place the team's rock back to original position. Under no circumstances will the rock(s) in question be removed
2. Skip or Vice-Skip accidentally moves a rock(s); such rock shall be placed as close as possible to its original position, decisions to be made by Skips or Vice-Skips.
3. A rock(s) in play is/are moved by a rock diverted from an adjoining rink; such rock(s) in play will be placed as close as possible to its original position.

4. A rock, in delivery, upsets a rock already in play; such rock already in play shall be righted and placed in its former position.
5. A rock being delivered comes to rest on its edge, handle or another rock.

NOTE: If Skips cannot agree on any of the above circumstances, then the official Umpire and/or Draw Master intervenes to make binding and final decisions.

Scoring:

- The rock, or rocks, belonging to one team, which are closer to the center of the house than any of their opponents shall score a point for each rock in that end.
- No rocks will be removed until agreement is reached.
- If there is doubt, then the Umpire or Draw Master shall be called to measure. A pair of calipers or some other measuring device should be used for measuring. The Umpire's or Draw Master's decision will be final.
- Thirds are responsible for deciding and marking the score.

Competition Rules for Floor Curling:

- All games shall be eight (8) ends.
- The two thirds will toss a coin to determine which rink will start play in the first end.
- Each rink will play with four players at all times, with each player delivering two rocks in proper succession and in accordance with the rules of the game.
- Personnel on the rink will play in the position fixed by the Skip in the playing of the first end of the game. No change in position will be made once the game has started. Coaching the skip is NOT allowed.
- Skips may have the choice of playing Lead, Second or Third rocks provided players play positions throughout the game as established at the beginning of the game.
- If for any reason a substitute player is used, such substitute plays Lead and other players of the team move up.
- In the event of a disagreement between Skips, the Umpire shall be asked for a decision. If either or both Skips dispute it, it may be appealed to the Draw Chairman whose decision shall be final.
- If a player plays out of turn, the rock is stopped and returned to the player. When a player delivers a rock belonging to the opposing team, a rock belonging to his own team will be put in its place.

- When a player delivers a rock out of proper rotation, it shall be removed from play immediately by the delivering team and returned to the player to be delivered in proper rotation. Where the error is not discovered until after the rock has come to rest or has struck another rock the end shall be continued, as if an error had not been made.
- Where Skips agree that a rock has been missed, but are unable to agree as to which player missed his turn, the Lead of the team that made the error shall play the last rock for his team in that end.
- When two rocks of a team are delivered in succession in the same end, the opposing Skip shall remove the rock played in error, replace any rock(s) displaced and continue the end as if an error had not occurred. The player who made the error shall deliver that rock for his team as last rock in the end.
- If a player delivers three stones in any end, the end shall continue as if an error had not occurred, and the fourth player of that team shall deliver only one rock.
- Delivery Sticks: The use of “delivery sticks” to aid in the delivery of the rock is acceptable. The stick is not intended to create an advantage for a player, instead the intent is for him/her to continue to play the game. The delivery stick must not exceed 45 inches in length. The delivery stick must work with the handle of the rock, and the rock must be released within 18 inches past the toe line towards the circle.

Modified Rules for the Persons with Disabilities:

We have in mind a person who, because of accidents or other ailments, is unable to deliver their rocks in a standing position. Such persons should be permitted to deliver the rocks in a position which best suits them, whether sitting in a wheel chairs, ordinary chairs or stool, even to resting their knee, if kneeling, or knees on the floor. Front wheels and legs of chairs, and the person’s knee, must be immediately behind the toe line, otherwise standard rules and common sense prevail.

Tie Breaking Rules:

1. If, after a round robin, two teams are tied among those eligible for medals, a four-end game shall be played to determine the winner.
2. If, after the round robin, more than two teams are tied among those eligible for medals, the following tie-breaking procedure will apply:
3. If a three-way tie exists, go to the most wins in the round robin.
4. If a three-way tie still exists, go to who beat whom in the round robin (of those tied)
5. If a three-way tie still exists, go to total of points scored in the round robin.
6. If a two-way tie occurs at any stage of this procedure, a four end game shall be played to determine the “winner.”

FLOOR CURLING DIAGRAM

