
ICE CURLING RULES

1. The Alberta 55 Plus Games and all sanctioned ALBERTA 55 PLUS events will follow the rules as outlined by the Canadian Curling Association. These rules are available by searching www.curling.ca or by contacting:

Canada Curling Association
1660 Vimont Court
Cumberland, Ontario, Canada K4A 4J4

AGE GROUPS

Age	Events	Participants Advancing to Provincial Games
55+	Men	4 per Zone (1 team)
65+	Men	4 per Zone (1 team)
70+	Men	4 per Zone (1 team)
55+	Ladies	4 per Zone (1 team)
65+	Ladies	4 per Zone (1 team)
55+	Mixed (2 Ladies / 2 Men)	4 per Zone (1 team)
TOTAL NUMBER OF PARTICIPANTS PER ZONE = 24		

2. General Overview

- a) All games shall be 8 ends. Should a game be tied after the regulation 8 ends, an extra end shall be played.
- b) The four-guard rock rule shall be enforced.
- c) Players may alternate positions prior to the beginning of any game, but not during a game.
- d) In the mixed category, the male, female rotation shall be maintained.
- e) Name an alternative player on the roster for men's and ladies teams. Name two alternative players on the roster of the mixed team. Any alternative would only be instated because of acceptable substitution reasons (ie. Injury, illness) An alternative player does not pay the registration fee nor attend the Games unless instated as a player.
- f) All teams are assured of four (4) games at the provincial level, two each day.
- g) Curling sticks are allowed.

ICE CURLING RULES

3. Tie-break information

- a) If two teams are tied for a playoff position, the round robin win/loss record of those teams against each other shall be used to determine their ranking.
- b) If three or more teams are tied after the round robin, their ranking shall be determined by the results of the team skills competition.

4. Skills Competition

- At the conclusion of the third game, in order to break a three-way tie between teams in the same pool, each team member of the tied teams will deliver one rock with the objective being to place said rock on, or as close as possible to, the button. The distance from the center of the button to where each individual rock stops will be measured. If the rock being delivered does not reach the house, or goes through the house, there will be a penalty of 200cm. The measurement will be recorded as 200cm. A team member may hold the broom and sweepers are allowed. Each rock is removed after the measurement.
- The distance from the button to where each of the four rocks delivered by a team has stopped will then be totaled.
- The aforementioned skills competition will take place on the sheet each team has played the third game on.
- Should this format be required to break a tie, the least accumulated distance from the pin shall establish the order in which the teams finish in a pool. The team scoring last at the completion of its third eight-end game throws first in the skills contest. The team delivering the first rock shall deliver all of its four rocks before the players from the opposing team start to deliver their rocks.