
Alberta 55 plus Floor Curling Rules

General Information

The rules listed in this section shall be the official rules for any **Alberta 55 plus** event. All Alberta 55 plus Rules are located on our web site at: www.alberta55plus.ca. If there is a discrepancy between any printed rules, the version available on our web site shall prevail.

Entry Procedures: Check with your Zone Activity Director for playoff information and date. Contact information is listed on our website at www.alberta55plus.ca

Game Courtesies

Rules are made to be followed by all players to make games happen. But often there are unwritten “rules” or courtesies which will make the game much better with fewer problems for all. Whether the game is a friendly recreational event among friends or part of an important tournament, participants should practice good sportsmanship and respect for their competitors.

Lines ‘thou shalt not step over’ exist to place all players on an even footing. We should have enough line judges to watch each play. Rules of the games indicate who is to lead, mark the score and where players should move to their next turn. Do not make comments or loud noises during play. Shake hands before the game commences, and at the end of the game. Leave judging and score marking to the proper persons.

Rules for many of the activities that 55 plus play are contained in rules books written by provincial, national or international governing bodies. These rules are often referred to but any adaptations to these rules will be listed within each rule.

Dress Code

Avoid the use of strong perfumes, colognes or shaving lotion to prevent an opponent sneezing, being choked up or coughing at the wrong time. To keep Alberta 55 plus activities consistent, where there is no Dress Code Rule it is expected of each participant to reflect the professionalism of themselves and their sport.

Age Groups / Events

All participants must fall within the age group indicated by December 31 of the Event year. All participants in Zone Playoffs must be Active Members.

Age	Events	Participants Advancing to Provincial Games
55+	Open Team of 4	4 per Zone (1 team)
70+	Open Team of 4	4 per Zone (1 team)
TOTAL NUMBER OF PARTICIPANTS PER ZONE = 8		

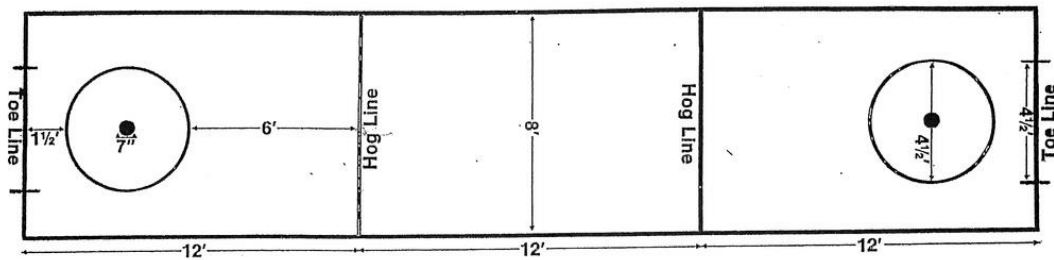
1. Equipment

Sixteen circular disks (**rocks**) are cut from maple or other hardwoods and equipped with handles.

- a) The weight of the rocks is 2 pounds (.90kg) each, 7 inches (17.78cm) in diameter and approximately 1 ¾ inches (4.44cm) in thickness.

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- b) The edges of the rocks are beveled slightly so as not to damage the playing surface.
 - c) The handles of the rocks and/or the rocks must be painted various colours so they are easily distinguished by players of each team.
2. The playing **surface** is sanded smooth and treated with varnish or Swedish penetrating oil. Depending upon 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 20-30 minutes after being applied.
 3. Participants are advised to wear clean, rubberized flat soled shoes during play.
 4. 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 or she wants the rock delivered. These sticks should be of convenient length and painted or marked in the same colour pattern as the team rocks.
 5. A **Safety Rug** should be placed and secured to the floor with tape, 24" to 36" back of the toe-line to prevent slipping.
 6. **Calipers** or compasses to be used for measuring rock distance.
 7. The **scoreboard** to be used in Floor Curling is the same as that used in ice curling. The figures in the centre denote the score. The tabs denote the ends played.



Rink Size Drawn to Scale

- Length: 36 feet
- Width: 8 feet
- Diameter of circle: 4 1/2 feet
- Diameter of center button: 7 in.
- Edge of circle to toe-line: 1 1/2 feet
- Edge of circle to hog-line: 6 feet

8. Players

The Game of Floor Curling resembles the games of ice curling in many respects. The team consists of the players: Skip, Third, Second and Lead.

- a) Each rink shall 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.
- b) In the event of illness or accident during competition the host community or club will provide a replacement.
- c) Personnel on the rink shall play in the position fixed by the Skip in the playing of the first end of the game. No change in position shall be made once the game has started.

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- d) 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.
- e) If, for any reason, a substitute player is used, such substitute plays lead and other players of the team move up. Under no circumstances will more than one substitute player be allowed.

All games shall be 8 ends and should not exceed 1 hour in length.

Rinks shall play at the time and place as drawn. Rinks must play with the regulation rocks provided for the competition and approved by ALBERTA 55 PLUS.

The two Thirds shall toss a coin to determine which rink shall start play in the first end.

Rock Delivery

The rock is delivered from a standing position. The rock must be delivered inside the markers on each side of the Toe-line (54"). If a delivery infraction of an **arm or foot** occurs the umpire shall issue a warning after the first infraction. A one-point penalty will be imposed for each subsequent infraction.

The use of "**Delivery Sticks**" to aid in the delivery of the rock is acceptable. The delivery stick must work with the handle of the rock, and the rock must be released within 18 inches of the toe line (Toe line to the back of the house = 18 inches). The Delivery Stick must not exceed 45" in length. The stick is not intended to create an advantage for a player, instead the intent is to allow him/her to continue to play the games when a physical disability may limit participation.

Modified Rules for the Disabled

We have in mind persons who because of accidents or other ailments are 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 seated in wheelchairs, ordinary chairs or stools; even resting on their knee(s), if kneeling 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.

The use of a 'lighted' stick, held by the skip, may be used to help visually-impaired persons aim their shot. This lighted stick may only be used for the visually-impaired participant during their shot, and turned off during all others.

The 'Modified Rules of the Disabled' must follow all other acceptable rules of rock delivery as listed in this section.

The Skip or Vice-skip, while directing play, must not touch his teams' nor his opponents' rocks during play nor shall Skips allow any rocks to touch them. The skip or vice-skip must not stand in the house to direct play. A warning by the umpire upon the first infraction followed by a penalty of 1 point taken away from the offending team on subsequent infractions.

Players first and second move from end to end after third has delivered his/her last rock.

If a player plays out of turn, his rock is stopped and returned to him.

If a player delivers a rock belonging to the opposing team, a rock belonging to his own team will be put in its place.

If 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 has not occurred. The missed rock will be delivered by the player missing his turn as the last rock for his team for that end.

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Where the 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.

Rocks shall be taken from play if:

- a) The delivering player steps over the toe-line;
- b) The rock strikes the side boundaries of the rink or the border of the end lines outside the toe-lines: **NOTE:** If a rock bumps another rock after bouncing off the sides, then the rock so bumped shall be put back as close as possible to its former position.
- c) Any part of the rock is touching the toe-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 such rock (between hog-line and house) before it comes in 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. Upon second infraction, one point shall be taken away from the team committing the infraction.

If Skip or Vice-Skip accidentally moves a rock(s), such rock(s) shall be placed as close as possible to original positions; decisions to be made by Skips or Vice-Skips.

If Skip moves opponents' rock(s), then the opposing Skip shall place his team's rock(s) back to original position. Under no circumstances shall the rock(s) in question be removed.

If any rock(s) in play is/are moved by a rock diverted from an adjoining rink, such rock(s) in play shall be placed as close as possible to original position.

If a rock in delivery upsets a rock already in play, such rock already in play shall be righted and placed in its former position.

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 rocks belonging to one team, which are closer to the centre of the house than any of their opponents shall score a point for each rock in that end.

No rocks are to be removed until agreement is reached.

- a) If there is doubt, then the Umpire or Draw master shall be called to measure. A pair of calipers or compass should be used for measuring. His/her decision is final.
- b) Thirds are responsible for deciding and ensuring the proper score is marked.

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- c) **When time does not allow a complete round robin at area and Zone playoffs**, a modified round robin shall be played. When the modified round robin is completed, calculate the Win/Tie/Loss total points to determine the winner. (A win shall count two (2) points; a tie shall count one (1) point; a loss shall count zero (0) points.) The team with the most Win/Tie/Loss points is declared the winner.
- d) At the Provincial Games, a complete round robin shall be played. When round robin completed, calculate total Win/Tie/Loss points to determine winner. (A win shall count two (2) points; a tie shall count one (1) point; a loss shall count zero (0) points.). Team with most Win/Tie/Loss points is declared winner.

Tie Breaker:

It is recommended that tie-break procedures/options be clearly outlined before play begins.

- If after the round robin, two teams are tied in the top three ranking positions, a four (4) end game shall be played to determine the winner.
 - If the score is still tied, the skips each throw one rock to the button, measuring the first shot and removing it before the next is thrown
- If after the round robin, more than two teams are tied in the top three ranking positions, the following tie-breaking procedures will apply.
 - a) If a three-way tie exists, go to most wins in the round robin.
 - b) If a three-way tie still exists, go to "who beat whom" in the round robin (among those tied).
 - c) If a three-way tie still exists, go to total of points scored in the round robin.
 - d) If more than two teams remain tied after all of the above procedures have been utilized, the captains of each tied team shall each throw one rock with the rock stopping closest to the centre of the house to be declared the winner (rocks to be cleared from the house after each throw). The referee shall measure and remove the rocks.

Note: If a two-way tie occurs at any stage of this procedure, a four-end game shall be played to determine the winner.