

FLOOR CURLING

(TEAM EVENT) OPEN EVENT

ELIGIBILITY

Participants do not have to qualify through regional play-offs. Entries must be sent directly to the AAIM Games office. Entry forms may be obtained from the office or website.

EVENT CLASSIFICATION

- Teams of 4 (four males, four females, or a mixed team): Cues & Non-Cues
Cues: If more than one person on the team uses a cue the team must enter the cues category. If only one person on the team uses a cue, they may enter either the Cue or Non-Cue category. However, if they enter the Non-Cue category, the person using the cue must play in the lead position throughout the Games.

MINIMUM # OF ENTRIES RECOMMENDED: 10 Teams Total.

RULES & REGULATIONS

Governing rules: ASCSRA established rules.

1. The length of the playing surface will be 36 ft. long and 8 ft. wide.
2. A game will be 8 ends or one hour in length, whichever comes first. Teams will be warned by a bell or buzzer at 55 minutes and all teams must finish the end they are currently playing. If no rock has been thrown then that end WILL NOT be played.
3. The entire cue must not exceed more than one (1) meter in length. The toe line for those participants using a cue will be two (2) feet behind the existing toe line.
4. One of the thirds shall toss a coin to determine which rink shall play first or last in the first end OR choose color of rock.
5. No change of players position shall be made once the game has started.
6. The rock will be delivered by the handle ONLY from a standing, kneeling or sitting position which ever is easier for the player. No steps or slides are permitted. Players sitting, must sit behind the toe line. The rock must be delivered from inside the hash marks on the toe line, however the chair may be outside the hash marks. Players kneeling or standing must be behind the toe line and within the hash marks. A player may not pick up his/her rock until it is his/her turn to deliver. All rocks must be delivered from inside the hash marks. The

player must also be positioned inside the hash marks upon delivery; foot guidelines are provided for right and left handed players.

7. **A.** The lead will deliver the rock first, followed by the second, third, then skip. Each player will throw two rocks, alternating with a player from the other team. A team **MUST** throw all eight rocks. When it is the skips turn to throw, the third will act as skip.
B. A Skip may throw the Third's stones and the Third will then throw the Skip's stones throughout the entire game. This must be declared at the beginning of the game. No changing back and forth.
8. The skip, while directing play, must not touch his/her team's nor his/her opponents' rocks during play.
9. **ROCKS SHALL BE TAKEN FROM PLAY IF:**
 - a. the player steps on or over the toe line.
 - b. the rock strikes the side or end lines.
 - 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. the rock is completely over the toe-line. **NOTE:** rocks resting between the circle and the toe-line are still in play.
 - e. a rock being delivered comes to rest on its edge, handle, or another rock. **NOTE:** a rock delivered rolling or upside down is termed an illegal delivery. A rock being delivered on its handle rights itself before crossing the hog line it is considered to be in play. The skip should make every effort to remove illegal rocks before they contact other rocks.
 - f. if a rock is delivered legally but is overturned **AFTER** striking a rock in play, the overturned rock must be removed and all other rocks will remain in their positions.
10. If a skip accidentally moves a rock, then that rock shall be placed as close as possible to the original position. If the skips cannot agree on any of the above circumstances then the Games umpire will make a final decision.
11. **SCORING:** the team with rock(s) closest to the "button" scores, only one team can score per end. Rocks beyond the outer circle do not count. The team that scores in an end will deliver first rock in the next end. If there is no score in an end, the team that scored in the previous end will deliver first. The thirds are responsible for deciding and reporting the score to the scorekeeper if one is provided.

12. **A.** The house will be cleaned and re-waxed as determined by the head official.
B. For safety reasons the wax will be applied to the playing surface only (1foot in front of the none cue toe line to 1foot in front of the other none cue toe line).
C. All stones are to be delivered from (on) the playing surface only. The cue toe line box is not part of the playing surface and should not be waxed.
Cue stones are to be shot from the end of the playing surface and not from within the Toe line box.
13. If a situation occurs where one team member is unable to participate the team may play with 3 players. The lead and second will each throw 3 rocks. Once a game has begun with 3 players, the missing player must sit out the entire game. The missing player may rejoin the team in any further games in the tournament as long as they are there at the start of the game.
14. The lead, second and third must stay at the back of the rink until after the third's rocks have been delivered.
15. No noise or talking will be permitted while a player is throwing a rock. Courtesies of curling apply.
16. Shoes must be worn (no heels).
17. PRACTICE THROWS; each player is allowed to throw 2 rocks during the designated warm up time which will not exceed 5 minutes per team. Warm up times will be supervised by the scorekeeper or referee.
18. All players, including the skip are not allowed on the playing surface at any time.
19. SUBSTITUTION: A registered alternate can be placed in any position other than skip.
20. If a player starts a game with a cue then that player must use the cue throughout the game. If a player starts a game without a cue then the cue must not be used by that player in that game.

FLOOR CURLING COURTESIES

1. Players will not shoot excessive speed shots. Head official will issue a warning; subsequent incidents will result in a one (1) point penalty.

OFFICIALS

There will be a head judge identified at the start of the tournament. Scorekeepers will be provided for each game.

EQUIPMENT

All equipment will be provided by the Host Community with the exception of cues. Players in the Cue category must provide their own cues.

TOURNAMENT DRAW

All teams will play six (6) games. Total points will be used to determine gold, silver and bronze. Points will be awarded as follows:

2 Points for a Win

1 Point for each team in the event of a Tie

1 Point for each end that is won

0.5 Point for each team on an end that is blanked

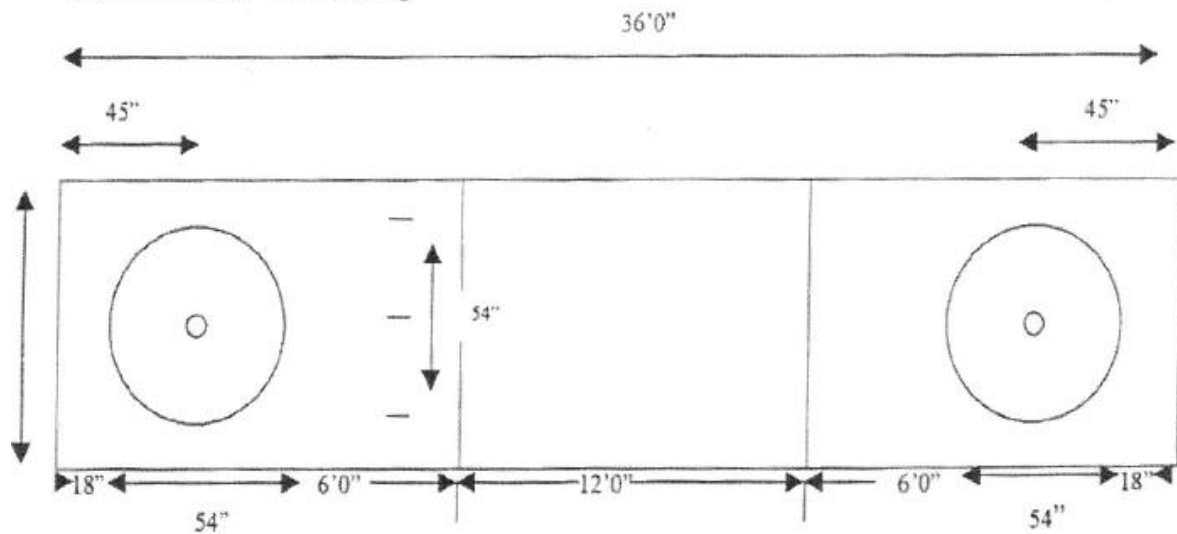
TIE BREAKING SYSTEM

1. **GAME:** If a game is tied at the end of 8 ends or one hour each team will be awarded one point.
2. **FINAL STANDINGS:** In the event 2 or more teams are tied in points for either first, second or third, then most points scored against all teams will determine the higher position. If still tied, the least points allowed will be used. If all else fails a draw to the button by any member of the team will determine final standings.

MEDALS

Gold, silver, and bronze medals will be awarded for first, second, and third place in each category. Four medals per team will be presented. Medals will be presented immediately following the event or at a central location at a predetermined time.

Rules of the Games – Floor Curling



Length:	36 feet
Edge of circle to toe-line:	1 ½ feet
Width:	8 feet
Diameter of circle:	54" inches or 4 ½ feet
Edge of circle to hog line:	6 feet
Diameter of center button:	7 inches
Toe Line	54 inches

Game Play

Players

8. 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.
 - 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.

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

Date: _____ Sheet: _____

Team Names: _____ vs _____

Draw Time: _____

Skip	End														PTS
SCORE		1	2	3	4	5	6	7	8	9	10	11	12	X	
Skip	End														

BLANK ENDS _____ CHECKED BY _____

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WINNER SIGNATURE _____ LOSER SIGNATURE _____

Date: _____ Sheet: _____

Team Names: _____ vs _____

Draw Time: _____

Skip	End														PTS
SCORE		1	2	3	4	5	6	7	8	9	10	11	12	X	
Skip	End														

BLANK ENDS _____ CHECKED BY _____

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WINNER SIGNATURE _____ LOSER SIGNATURE _____