



# CURLING-Q 2023

## Rules of the Day:

1. You curl at the pleasure of the board. We maintain the right to refuse to serve stones
2. Safety First:
  - a) The pandemic is mostly over, but please respect each other's space.
  - b) No crampons or spikes on shoes are allowed on the ice (playing surfaces) – PLEASE WALK CAREFULLY when on ice
3. **ASHES and embers** are not to be dumped on the ice, use the ash bucket and/or keep wood fires closer to the land for easier post-curling cleanup.
4. **WOMEN** may use the restroom in the house.
5. Men/boys/dudes/bro's/gender fluid may use the restroom in the ice shed which will be a temporary shanty which will be installed on the morning of the competition with a hole drilled into the ice (if you can't stand and do it, it shouldn't be done here)
6. **You MUST be checked in by 9:45**
7. Have some doggone fun

## Rules of the Game:

### General

1. Practice starts at 9:00 am
2. There will be 4 stones per team per end
3. Warmups are only allowed prior to your first match
  - a) Each end will have the opportunity to throw their set of stones once
4. Each team is guaranteed at least 3 matches, 2 preliminary and 1 playoff
5. Prior to each match, the teams will agree on the person(s) to be designated as the match's official time keeper(s) and score keeper(s).
  - a) Time keeper should set a 10 minute timer on their phone and upon expiration, set a second timer for 5 minutes and announce that there are 5 minutes remaining in the match
  - b) The score keeper must report the winners and scores of the match to the scorer's table

### GAMEPLAY

A standard game of Curling-on-Crystal-Lake 2023 consists of two teams and eight curling stones. Each team has [two? four?\*] players. Each player delivers [two? four?\*] stones per end, alternating with the other team with each stone thrown. The stones are aimed at the house, which is a series of concentric circular targets marked at the end of each sheet. Only one team scores per end and one point is scored for each stone closest to the center of the house, otherwise referred to as the button. A "throw" is the act of thrusting the stone with a gliding motion along the surface of the sheet – at no point should any stone be airborne during its path to the opposite house. The stones may be thrown from

any point behind the front of the house, using any angle necessary to achieve their throw. Please avoid releasing stones which might cross the button on the side from which you are throwing. There is a 10-second time limit after the completion of the movement of the opponent's stone before your throw must be started.

\* depends on # of registrants and # of curling sheets available

An "end" of curling is finished when each team has thrown all their stones. A recreational game is between 4-8 ends or as time permits, while championship games are typically ten ends or until the decided winning score is achieved.

## Scoring

1. To start a match, the first team to throw will be determined by rock-paper-scissors or other method as agreed by both teams.
  - a) Only one team scores per throwing round. The team who scores will be the next team who throws first. That team will continue to throw first until the other team scores.
2. Scoring starts by determining which team's stone is the closest to the center of the scoring circle. Scoring will be 1 point per stone for each stone inside of the opponents closest stone to the center. When called for, a measurement device, provided, should be used to determine the closer stone. For a stone to be eligible for scoring, it must be past the midpoint of the playing sheet.
  - a) Teams must measure their own stones and be verified and agreed by the opponent.
  - b) Any movement of a stone during measurement and/or prior to opponent verification disqualifies that stone ("if you see something, say something"). If a stone rests on the centerpoint of the scoring circle, it may be carefully removed to allow use of the measuring device for scoring other stones.
  - c) In the event of a measured tie, each team will score a point for those tied stones; subsequently remove / ignore the tied stones and continue scoring, if necessary, with the remaining stones – this means that the team with the stone closest to the button may add to their score using those stones past the tied stones. In this situation it is possible for both teams to contribute to the scoring for that round.
3. Match Winners
  - a) Each contest will consist of a minimum of 2 throws of 4 stones per side (i.e. minimum of 4 ends). In prelim rounds the winner is determined by the first team to reach 11 points AT THE END OF A SIDE (meaning that all stones must be thrown to complete a side), regardless of opponent score, OR the team with the most points at the end of 15 minutes and completion of the side wins.
4. Wins and Total points scored in the 2 prelim games will determine playoff seedings

## Playoffs

1. Depending on number of teams, higher-seeded teams may receive a bye in the first round of the playoffs
2. Ties in points from prelim matches will be broken based on the following
  - a) # of wins
  - b) Roll of a die
  - c) Games ending in a tie will NOT count as wins in the event of a tie when determining playoff seedings, however, the points will be used in the 2-round prelim total
3. In all playoff rounds, ***except semifinals and final***,
  - a) Play to 11, must win by 2 points
  - b) Scoring is capped at 15 points, which means that if there is a tie at 14, the next point upon completion of the side wins OR the team with the most points at the end of 15 minutes and completion of the side wins
  - c) Should the score be tied at the end of 15 minutes, each team will select 1 player to throw 1 stone, closest to center wins
  - d) Should this result in a tie, those stones should be removed and the remaining players will each throw 1 stone; this pattern repeats until the tie is broken
4. In the ***semifinals*** the time will be extended to 20 minutes, all other scoring remains the same
5. In the ***final***, no time limit shall be set, the match is to 11 points, must win by 2, cap at 15 at the end of a round

## Equipment

1. Stones are to adhere to the specifications of the stones according to the separate document.
2. Brooms may be used to guide a thrown stone.
  - a) brooms must be of sufficient duty to maintain all bristles within the broom head when used
  - b) any broom bristles which fall to the ice surface during competition must be removed by the offending team while maintaining the pace of play. Any delay of game or degradation of ice sheet surface caused by your own broom may result in a declaration of victory by the opposing team and a revocation of curling privileges.
3. Snow may not be thrown or placed onto the ice sheet during the competition.