

## **Spring 2009 Curling Rules BGSU Intramurals**

### **1. Players, Substitutes, Roster Size and ID's**

- A. There will be four weeks of regular season play and one week of playoffs.
- B. A regulation team is four members and two substitutes. Teams must have three players present at all times to avoid a forfeit. Co-Rec teams with only three players (2 M, 1 W or 2 W, 1 M), with four players must be 2 M, 2 W.
- C. Roster Changes: At anytime during the regular season of play captains will be allowed to make roster changes online or at the contest site, limited to 2 player changes. New players must sign an "Agreement to Participate" form prior to playing. If a player is found to be on two rosters the later of the two teams they played for will be assessed a loss for that contest and will jeopardize their playoff status. Captains who play must be listed on the player roster.
- E. Fraternities and sororities may enter one (1) team in the fraternity and sorority division. All other teams must enter the independent division.
- F. To participate in **intramurals**, there is no credit hour requirement, but an appropriate ID must be presented to an Intramural employee as follows: students and faculty/staff show a BGSU ID (with picture and P00#).

### **2. Playing Area and Conditions**

- A. All matches will be held at the Ice Arena Curling Rink between 6 and 11 p.m.
- B. During intramurals, chewing or smoking tobacco products is prohibited at all indoor and outdoor sites on campus. Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.
- C. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to that facility's "lost and found", or to the front desk of Perry Field House, to be placed in their "lost and found".
- D. Please treat the facility and all equipment with respect.

### **3. Equipment and Uniform**

- A. **Under no circumstances may shoes that have been worn to the ice arena be used during the curling match. A clean pair of sneakers or curling shoes must be used.** A limited supply of rubber Sliders (for shoes) may also be available.

### **4. Safety and Prevention**

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.

### **5. Participant Conduct and Fair Play**

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future Intramural sports.

## 6. Time Regulations and Length of Game

- A. A match shall consist of 4 ends (like “innings” in baseball). Matches begin on the hour.

## 7. Forfeits and Starting Games

- A. Game time is forfeit time. All players should be checked in and ready to play at the scheduled time. There is no grace period. Once team minimum is met, late arrivals can still play once they check in (see "Playing Rules").
- B. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If that player is unable to present a valid ID, the game will be declared a forfeit.
- C. If a team forfeits once for any reason, they jeopardize their eligibility for playoffs. Forfeiting a second night drops that team from play for the rest of the season.

## 8. Playing Rules and Scoring

Note: for more information, try these web sites:

<http://www.curlingbasics.com> or <http://www.trianglecurling.com>

- A. The only people allowed on the ice are the members of the team who are participating in the match. Spectator viewing areas are available off the main hallway.
- B. Teams:
1. The teams will flip a coin to determine who will lead (throw first) at the first end, after which the winner of the preceding end shall lead.
  2. At the start of a match, every team should be composed of four players and each player shall deliver two stones in each end alternately with their opponent (a1 throws, b1 throws, a1 throws, b1 throws). When playing with 3 players, each player can still only throw two stones. A fourth player may only be added at the beginning of an "end".
  3. The throwing order established by a team during the first end shall be observed throughout the match.
- C. Scoring (see diagram):
1. A team scores one point for each of their stones that is nearer the tee ("bulls-eye") than any stone of the opposing team.
  2. Every stone that is not entirely outside the outermost circle is eligible to be counted.
- D. Delivery:
1. Right-handed players shall play from the hack ("starting block") on the left of the center line, and left-handed players from the hack on the right of the center line.
  2. In the delivery of a stone, the stone must be released from the hand before the stone reaches the nearer hog line.
  3. If a player violates subrule 1 or 2 above, the stone shall be removed from play immediately by the playing team. If the stone has struck another stone, the thrown stone shall be removed from play by the playing team and any displaced stone shall be placed nearly as possible where it originally lay to the satisfaction of the opposing skip.
- E. Stones:
1. A stone that rolls over in its course or comes to rest on its side or top shall be removed immediately from play.
  2. A stone that does not completely clear the farther hog line shall be removed immediately from play, except where it has struck another stone lying in play.
  3. A stone that hits a side board or comes to rest touching a side line shall be removed immediately from play.
- F. Sweeping:
1. Between the tee lines a running stone or a stone set in motion by a moving stone may be swept by any one or more of the team to which it belongs.
  2. Between the tee lines no player shall sweep an opponent's stone.
  3. Behind the farther tee line, the skip from either team may start to sweep a stone once it reaches that tee line. But only one sweeper per team is allowed **behind** that line.

## 9. Fouls, Violations, and Penalties

- A. Touched stones:
  - 1. If a running stone is touched by any of the team to which it belongs, or by their equipment, the stone shall be removed from play immediately by that team.
  - 2. If a running stone is touched by any of the opposing team, or by their equipment, the stone shall be placed where the skip of the team to which it belongs considers it would have come to rest if it had not been touched.
  - 3. If the position of any stone is altered by such affected stone, the skip opposed to the team at fault shall replace it in a position as nearly as possible where they consider it would have come to rest.
- B. Displaced stones:
  - 1. If a stone which would have affected the course of a running stone is displaced by the playing team, the running stone shall be removed from play and any affected stone shall be placed as nearly as possible where the opposing skip considers it originally lay.
  - 2. If a stone which would have affected the course of a running stone is displaced by the non-playing team, the skip of the playing team may: a) allow the play to stand; or b) replace any affected stone as nearly as possible where they consider it originally lay or would have come to rest had the violation not occurred.
  - 3. If displaced in a way other than stated in 1 or 2 of this rule, both skips should agree on the positions to which the stones are to be returned.
  - 4. If it is considered impractical to determine what the position of stones would have been after the course of a running stone has been affected, the player is entitled to replay their stone.
- C. "Free Guard Zone":
  - 1. Only the first two stones thrown by the "lead" from each team can qualify for a kind of temporary immunity. To qualify, any of those first 4 overall stones must land in the area between the farther hog line and the tee line, excluding the "house" (within the target, or outermost circle).
  - 2. No stones coming to rest in this area (often called "guards") may be removed from play by an opponent until after the 4th stone of the end comes to rest.
  - 3. If either of the **leads** hits and removes from play an opposing team's guard stone, the thrower's stone is removed, and the opponent's stone is placed back in its original position. A player striking any of their own guards simply accepts the result of the throw.
  - 4. The second, third, and fourth throwers from each team are all eligible to throw at the guards or any other stones.
- D. Captains are expected to ensure proper behavior by their players and spectators should an altercation develop. Details, including penalties, are spelled out in the IM Handbook and are listed on the Captain's Responsibilities handout.

## 10. Special Definitions

- A. An "end" is equivalent to an inning in baseball.
- B. A "stone" is the heavy, round piece of equipment that's pushed across the ice.
- C. The "house" includes the area within the target's outermost circle, including the line itself.

## 11. Tie Games and Overtimes

- A. Regular season matches ending in a tie will remain a tie.
- B. In the playoffs, one additional end will be played, with the team ahead at that point winning the match. Repeat if needed.

## 12. Playoffs

- A. The number of teams who qualify, plus the number, length, and playing rules for playoff games may be altered as time, weather, facility, and equipment conditions require. A variety of options will be considered before altering the preferred playoff format.
- B. Teams must be able to play on Tuesday, March 11<sup>th</sup>, between 6-11 p.m. during playoffs. Make sure you have enough players on your roster so you do not have to forfeit during playoffs.
- C. A captain should call the IM Office to check on their team's status as to playoffs. The IM Office does not personally notify teams regarding playoff schedules. Please see the IM Handbook for specifics as to the procedures for determining how teams advance to playoffs.

- D. The captain is responsible for notifying his/her team of the playoff schedule. Playoff schedules will be available online beginning the Friday before playoffs by 4 p.m.
- E. Teams who don't want to be included in playoff consideration must contact the IM Office in person prior to their last regular season game.
- F. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will affect their eligibility for playoffs at the end of league play.

**13. Officials and Manager Duties**

- A. The manager shall determine any matter in dispute between opposing skips, whether or not the matter is covered in the rules.
- B. Officials and Managers will check ID's, answer questions, and clarify and enforce all intramural and facility rules and regulations. When necessary, they have the authority to eject individuals from play, as well as from the facility.

**14. Miscellaneous**

- A. Participation in the Intramural program is voluntary. The University is not responsible for injuries incurred while participating in Intramural sports. Each participant is advised to carry personal health and accident insurance. For reporting purposes, participants injured during play must have an appropriate report form completed and turned in to the Intramural Office within 48 hours of injury.
- B. T-shirts will be awarded to those participants on each championship team in each division who played in at least one game and did not commit multiple violations. The t-shirts should be picked up individually in the office beginning two days after final playoffs and within 15 academic weeks.

