



**INTERNATIONAL  
CURLING  
ACADEMY**

# **Rules of Floor Curling**

The rules of Floor Curling apply to all competitions by the Curling Academy and the curling organizations that have jurisdiction.

**Competition and Technical Committee  
Reviewed on June 2018**

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## 1. Introduction of Floor Curling

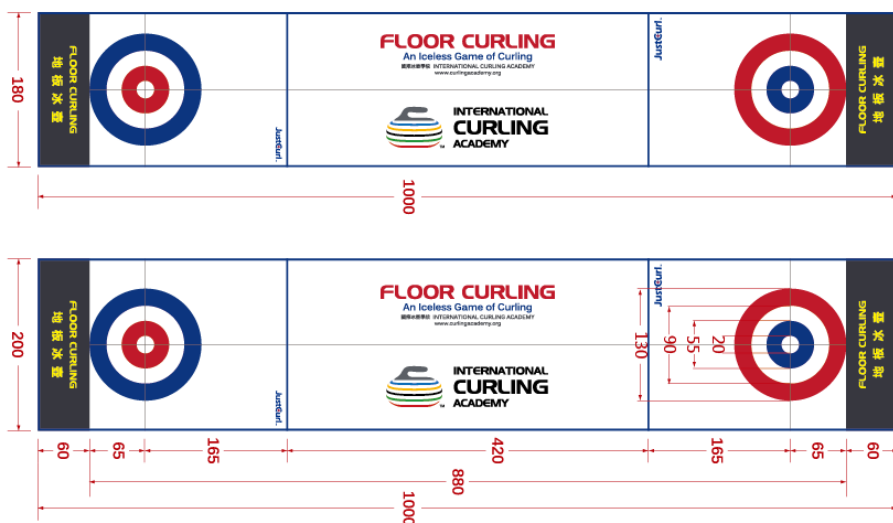
### 1. Floor Curling

- 1.1 Floor curling is a simulation activity of the Winter Olympic Curling Game, to facilitate learning about the rules, techniques, and strategies of the competition.
- 1.2 The requirements of the floor curling venue are simple; it can be carried out on a smooth floor surface. The high-quality ice surface is not needed. Furthermore, the game could be held indoors, the influences from the season and the weather do not matter.
- 1.3 Floor curling is suitable for all ages; participants are not required for the experience of sports on ice. It does not matter if people are physically disabled or even need a wheelchair, they can also enjoy the game.

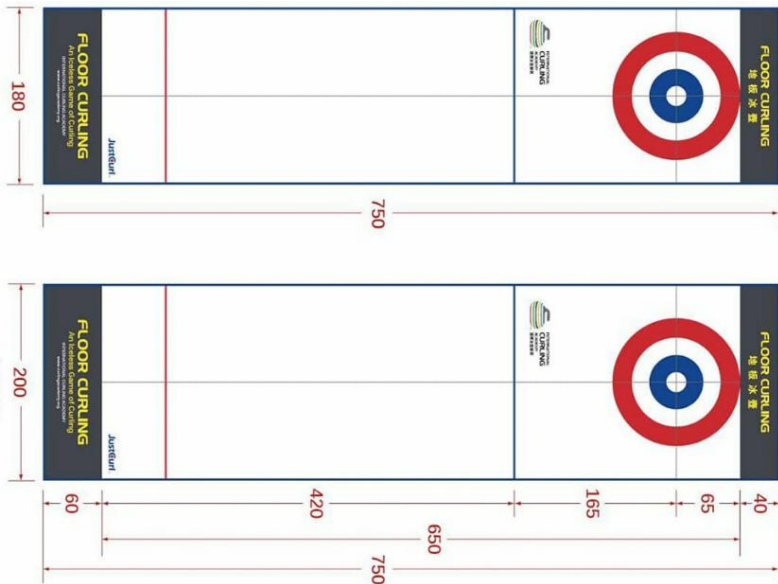
## 2. The Standard Floor Curling Equipment

### 2.1 The Track

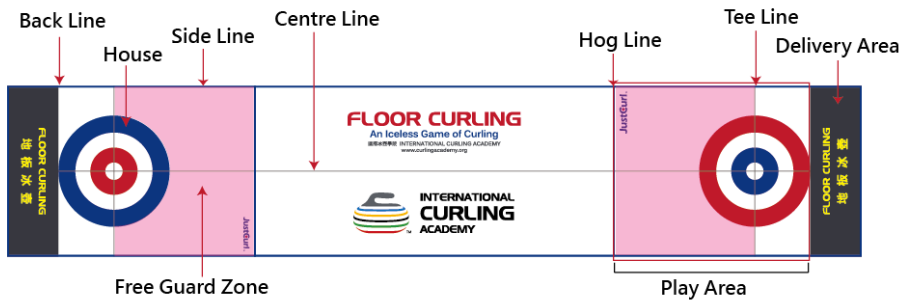
#### 2.1.1 Standard Long Track



## 2.1.2 Standard Short Track



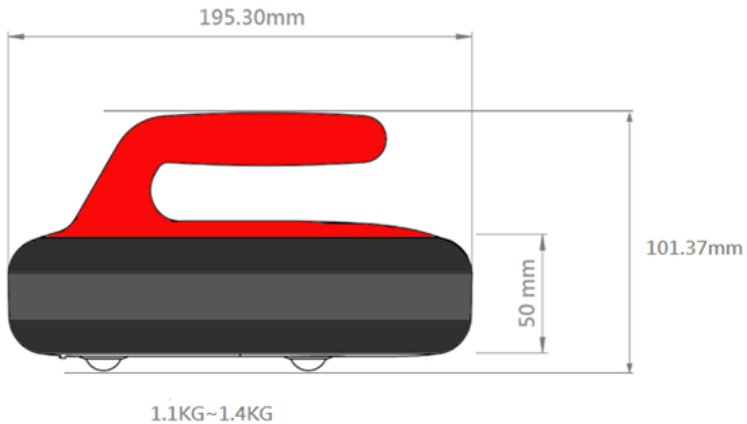
## 2.1.3 Description of Track:



## 2.1.4 Floor Curling Stone

- 2.1.4.1 A circular floor curling stone has a diameter of 19.530 cm, a height of 10.137 cm, and weight, including the handle, bolt and bearings, not greater than 1.4 kg and not less than 1.1 kg.

2.1.4.2 Each team uses a set of eight stones with the same handle colour. If a stone is damaged and becomes unsuitable for competition, a replacement stone will be used. If a replacement stone is not available, a stone previously delivered will be redelivered.



2.1.5 Broom - use Standard Ice Curling Broom




The function of broom

- ( 1 ) To direct the player the way and location of the stone delivered
- ( 2 ) To clean the track and remove the stones on it.
- ( 3 ) To aid the delivery of the stone.

2.1.6 Scoring Record

2.1.6.1 Scoring Board




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FLOOR CURLING  
An Iceless Game of Curling

TEAM	1	2	3	4	5	6	7	8	EE	TOTAL

JustCurl™

2.1.6.2 Scoring Form



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FLOOR CURLING  
An Iceless Game of Curling

TEAM	1	2	3	4	5	6	7	8	EE	TOTAL

Date :

Time :

Skip Name / Signature :

Skip Name / Signature :

Name of Bonspile :

JustCurl™

2.1.7 Uniform

All team members wear identical uniforms and tidy long trousers. Different shades of colours are used on uniforms to distinguish the teams in official

competition. The team wears light-colored shirts and playing jackets/sweaters when assigned stones with light-colored handles, while wearing dark-colored shirts and playing jackets/sweaters when assigned stones with dark colored handles. The color of the uniforms should be registered with the organizer before the start of each competition. The team coaches/officials must wear a team uniform whenever entering the playfield. Red is considered as a dark color.

#### 2.1.8 Shoes

All team members wear clean and non-marking flat-bottomed sports shoes when entering the playfield.

### **3. Floor Curling Rules**

#### 3.1 Floor Curling Team:

- 3.1.1 A team consists of four players and one substitute player.
- 3.1.2 The order of the players will be the Lead, Second, Vice-Skip, Skip (Captain) and substitute.
- 3.1.3 The delivery order should remain unchanged throughout the entire competition.
- 3.1.4 It should be ensured that at least 3 players are in the team.

#### 3.2 The Stone Delivery Order

- 3.2.1 Before the match, the first round delivering order can be decided from coin tossing or Last Stone Draw. The winning team could choose the delivery order and another team could choose the stone colour.
- 3.2.2 The stones are delivered according to the delivery order. When there are four players in each team, players from both teams deliver the stones alternately in the delivery order. Each player delivers two stones in two rounds; each delivers one stone in each round.
- 3.2.3 When there are three players in each team, the Lead delivers three stones, the Second delivers three stones, and the Third delivers two stones. Meanwhile, the Second becomes Vice-skip and the Third becomes the Skip. If the team has fewer than 3 players, the team loses for the entire game.
- 3.2.4 There are 8 ends in a regular game, when the delivery order in 1st ends is determined, the first end delivery orders are as follows:

First End			
Delivery Round	A Team (First Delivery)	B Team ( Second Delivery )	Order
First	Lead		A1
		Lead	B1
Second	Lead		A2
		Lead	B2
Third	Second		A3
		Second	B3
Fourth	Second		A4
		Second	B4
Fifth	Vice-Skip		A5
		Vice-Skip	B5
Sixth	Vice-Skip		A6
		Vice-Skip	B6
Seventh	Skip		A7
		Skip	B7
Eighth	Skip		A8
		Skip	B8

3.2.5 The first end winning team will deliver stones first in the next end. If the first end result is flat (0: 0), the delivering order in the next end remains the same as in the previous one.

3.2.6 The last stone delivery team in each end is marked on the scoreboard with a hammer.

3.2.7 In one end, if a player leaves without being replaced by a replacement player. The delivery order will be as follows:

3.2.7.1 Delivered

If a player leaves after delivering the first stone. The remaining procedures for that end are as the follows. If the leaving player is the:

- I. First player, the second player delivers the second stone.
- II. Second player, the first player delivers the second stone.
- III. Third player, the second player delivers the second stone.



IV. Fourth player, the third player delivers the second stone.

#### 3.2.7.2 Not Yet Delivered

If a player leaves right before the delivery, the remaining procedures for that end are as follows. If the player is the:

- I. First player, the second and third players deliver three stones respectively, then the fourth player delivers the last two stones.
- II. Second player, the first player delivers one more stone, then the third player delivers three stones, then the fourth player delivers the last two stones.
- III. Third player, the first player delivers the first stone of the third player, then the second player delivers the second stone of the third player, then the fourth player delivers the last two stones.
- IV. Fourth player, the second player delivers the first stone of the fourth player, and then the third player delivers the second stone of the fourth player.

#### 3.3 Free Guard Zone (FGZ)

- 3.3.1 Any stationary stone(s) belonging to the opposition located in the FGZ shall not be removed from play by the delivering team prior to the delivery of the sixth stone of the end
- 3.3.2 Upon the delivery of the sixth stone of an end, all stones in FGZ will not be protected anymore. Both sides can defend and take out the stones freely.
- 3.3.3 When delivered stone hits another stone in FGZ but not yet pass through the Hog Line. It is considered as a valid stone.

#### 3.4 Stone Delivery

- 3.4.1 The player hand must not wear anything when delivering stones.
- 3.4.2 When ready for stone delivery, the stone cannot pass through the back line of delivery area and both side lines.
- 3.4.3 The placing floor curling preparations should be done within the delivery area. The stone must be released from hand in front of the Tee line. The stone moving and resting in the area between the Tee line and back line is considered to be valid.
- 3.4.4 When an action error occurred within the delivery area, but the stone has not left outside the area, it is possible to adjust the delivery within the time limit allowed delivery.

- 3.4.5 When delivery error occurred within the delivery area and the stone has left the Back Line, it is considered that delivery has been done and cannot re-deliver the stone.
- 3.4.6 When the stone has passed through the back line of delivery area but not yet been released from hand, it is considered to be delivered and cannot re-deliver the stone
- 3.4.7 No part of the body can touch the area outside the delivery area from preparation to after stone has released from hand.
- 3.4.8 The stone must pass through the hog line and stay within the play area
- 3.4.9 If a stone is broken in play, the teams use the Spirit of Curling to decide where the stone(s) should be replaced. If agreement cannot be reached, the end will be replayed.

### 3.5 Faulty Delivery

- 3.5.1 When the fourth player finishes the delivery, an undelivered stone is noticed and cannot be proved who is responsible to deliver it, the first player will do so. If two undelivered stones are noticed and cannot be proved who is responsible to deliver them, the second player will deliver the second stone.
- 3.5.2 When the fourth player is delivering a stone and notice an undelivered stone, he/she will deliver it.
- 3.5.3 If there is a delivery order error, the match will continue and the player who missed a delivery round will deliver the last stone of that end. If it is uncertain which player has missed the round, 1st player will deliver the last stone of the team.
- 3.5.4 If a player mistakenly delivers extra stones, the match will still continue and the last player will deliver less stones accordingly.
- 3.5.5 If a team delivers two consecutive stones in the same end:
  - I. If it is noticed immediately, remove the second stone and replace the stone hit/displaced to the original position. The wrongly delivered stone will be retained for the final delivery of the player in the end.
  - II. If it is noticed after one round and not yet entered the eighth round, it will restart the end; if it has already entered the eighth round, the opponent may choose to continue or restart the end.
- 3.5.6 If a player delivers a stone belonging to the opposing team, that

stone is allowed to come to rest, and is then replaced by a stone belonging to the delivering team.

3.5.7 If a player mistakenly delivers a stone belonging to the opposing team at the start of the end:

- I. If error is noticed immediately after the first stone has been delivered, the end shall be replayed.
- II. If it is noticed after delivering the second stone belonging to the opposing team, the original stone colours of both sides will be exchanged and the game continues.

3.5.8 If the latter team outflanks delivering the stone at the start of the end:

- I. If errors are noticed immediately after the first stone has been delivered, the end shall be replayed.
- II. If it is noticed after the opponent has also finished delivering the first stone, the end will continue.

## **4. Scoring**

### **4.1 Scoring of each end**

4.1.1 Upon the completion of an end (when all stones have been played), the distances between the stones of both teams inside the house area and the center point will be compared. The team with the stone closest to the center point will be the winner of the end. Winner scores, loser does not score.

4.1.2 The winner scores one point for each of its stones located in/ touching the house that are closer to the center point than any stone of the opposition. The rest stones do not score. The score will be X:0.

4.1.3 If both teams do not have stones at house area when an end finishes, the score will be 0:0.

4.1.4 After each end, if the distances between the stones of both teams inside the house area and the center point are the same, the score will be 0:0.

### **4.2 Scoring of each end**

4.2.1 The score of an end is decided when the skips or vice skips in charge of the house check and agree upon the score. The stones in the house area can only be removed after reporting the score

- 4.2.2 Measuring device can be used to measure the distance if it cannot be determined by visual inspection after an end finishes.
- 4.2.3 If two or more stones are so close to the central point that it is impossible to use a measuring device they, the determination will be made visually.
- 4.2.4 Should an external force cause the stone displacement that would have affected the score before the score agreement, the following applies:
  - I. If the stone displaced is crucial to the end outcome, the match will be replayed;
  - II. If the outcome has been determined and the score is to be determined, the replaced stone(s) would have determined if an additional point(s) was scored. The affected team can choose to replay the end or retain the point(s) already secured.
- 4.2.5 The winning team of the previous end will deliver stone first while the latter team will get a hammer symbol.

#### **4.3 Scoring of the competition**

- 4.3.1 Accumulating the scores of each end and calculating the total scores when entire competition ends. The highest total score will be the winner of the competition. If the scores of both teams are the same, an additional end will be awarded. The delivery order of the additional end is based on the result of the previous end. The final score is the sum of the scores of all ends.
- 4.3.2 If the scores of both teams are still the same after the additional end, then LSD will be used to determine the result.
  - \* LSD (LAST STONE DRAW): A contest conducted at the conclusion of teams pregame practice in which each team delivers a single stone. The resulting distance from the center point is measured and used to determine which team has the choice of delivering the first or second stone in the first end.
- 4.3.3 When the whole competition ends, the captains will confirm the total score and report to the competition scoring office.

**4.4 If a team is not available to start a game at the designated time, the following takes place:**

- 4.4.1 If the delay of the start of 1<sup>st</sup> end is 1-10 minutes, then offending team will be the 1<sup>st</sup> end loser. The non-offending team receives one point and can choose to be the first or second delivery team when actual game starts. The first round is considered to be completed.
- 4.4.2 If the delay of the start of 1<sup>st</sup> end is more than 10 minutes, the non-offending team is declared the winner by forfeit. The final score of a forfeited game is recorded as 'W-L' (win-loss).
- 4.4.3 If both teams are not available to start a game at the designated time, the following takes place:
  - (i) If the delay of the start of 1<sup>st</sup> end is more than 10 minutes, both teams will be the losers and disqualified for the whole competition.
  - (ii) If the delay of the start of 1<sup>st</sup> end is 1-10 minutes, it is considered as the completion of 1<sup>st</sup> end and the score will be 0:0. Both teams directly start the second end; the delivery order will be the same as that of 1<sup>st</sup> end.

## **5. Determination of valid delivering stone**

- 5.1 After a stone delivery, the stone completely passes though the hog line and enter the valid area, in which it does not touch any side and back lines, will be considered to be valid.
- 5.2 If the stone comes and rests, it will be regarded to be valid if it is right on the back line and edge of house area.
- 5.3 The stones in FGZ cannot be moved out of track but those in house areas can be done so when the first player delivers the first two stones from each side in an end.
- 5.4 If the stone delivered by 1<sup>st</sup> player of a team displaces another stone belonging to 1<sup>st</sup> opponent player in FGZ. If the displaced stone not yet been removed outside the valid area, the delivered stone will be considered as valid stone.
- 5.5 When the both teams deliver their stones, the delivered stones displace other stones in FGZ but not yet passed through the hog line will be considered as valid.

## **6. Determination of invalid stone**

- 6.1 The stone does not completely pass through the hog line but enter the valid area after a stone delivery; it will be considered invalid stone.
- 6.2 If the stone moves beyond or right on the side lines, it will be considered as invalid stone.
- 6.3 Do not step on or step out of the side lines or hog line of delivery area, otherwise the delivered stone will be considered as invalid.
- 6.4 No part of the body can touch the area outside the delivery area from preparation to stone release from hand. Otherwise, it will be considered an invalid stone.
- 6.5 The bottom of the stone should stick on the track when delivering. Otherwise, it will be considered an invalid stone.
- 6.6 The stone of the opposing team is displaced from FGZ outside the track with the stone delivered by 1st player, the delivered stone will be considered as invalid.
- 6.7 Team members should deliver the stone within the time limit. Otherwise, the stone delivered will be considered as invalid.
- 6.8 The stone must be released from hand in front of the Tee line. Otherwise, it will be considered an invalid stone.
- 6.9 When ready for stone delivery, the stone cannot pass through the back line of delivery area and both side lines. Otherwise, it will be considered an invalid stone.
- 6.10 When a valid stone touching a hog line is removed by a stone delivered, the delivered stone should pass through the hog line and enter into the valid area. Otherwise, the stone will be considered as invalid.
- 6.11 If a rule violation stone is delivered, it will be considered as invalid. Any stones displaced by the invalid stone should be replaced to the position before the invalid delivery.

## **7. Delivery Stick**

- 7.1 The delivery stick used in competition must be approved by the event organizer.
- 7.2 The delivery stick should not have any mechanical advantage other than its extending arm/ hand replacing function.

## **8. Interruption of moving stone**

- 8.1 Both teams cannot intervene the stone moving in any way after the stone is delivered.
- 8.2 If the team member interferes the stone moving, the delivered stone of that team will be considered invalid, the affected stones will be replaced to the origin.
- 8.3 If the opposing team does so, it will be considered as deliberate rules violation and the whole competition will be terminated. The team will lose the whole game.
- 8.4 If the interruption is caused by the audience or accident, the delivering side can re-deliver the stone. The affected stones will be replaced to their original positions.
- 8.5 During the game, both teams must not touch the moving and valid stones on the track:
  - 8.5.1 If touching the moving stone between two hog lines:
    - (i) The stone is touched by the delivering side and should be removed immediately;
    - (ii) The stone is touched by the non-delivering side or affected by external force; it should be re-delivered by the delivering team.
  - 8.5.2 If touching the moving stone in the play area
    - (i) When the moving stone is not touching the stone in the active area:
      - If the moving stone is touched by a delivering side, it is considered as invalid and must be removed; if the delivering side touches other stones after touching the moving stone, the affected stones must be returned to original positions;
      - If the non-delivering side touches the moving stone, the delivering team will redeliver it; if they touch other stones after touching the moving one, the delivering team can ask for returning all the affected stones to original positions or continue the game.
    - (ii) When the moving stone has touched the stone in the play area:

- If the stone being touched belongs to the foul side, it should be removed. If the stones are displaced by the stone touched, the opponent may choose to return to the stone or continue the game;
- If the stone being touched belongs to the opposing side, the opposing team can choose to return it to the original position. If other stones affected by the touched stone are displaced, the opposing team can also replace the affected stones.

## **9. Disposal of stone displacement**

- 9.1 If a valid stone displacement is caused by external force after stone delivering, both teams can negotiate whether continuing the game. If yes, non-delivering side will replace the stones to the original position. If no consensus is reached, the end will be replayed.

## **10. Number of ends**

- 10.1 The competition organizing committee determines the number of ends in the competition. It may be 6 or 8 ends;
- 10.2 If the number of ends is set as six , at least four ends must be completed to calculate the accumulated points and determine the outcome of the competition;
- 10.3 If the number of ends is set as 8, at least 6 ends must be completed to calculate the cumulative score and determine the outcome of the competition;
- 10.4 The team with the highest total score will be the winner of the competition when it ends. If both sides have the same score, an additional end will be awarded to determine the outcome.



## **11. Duration of competition**

- 11.1 When the competition consists of 6 ends, the duration time will be 62 minutes;
- 11.2 When the competition consists of 8 ends, the duration time will be 82 minutes;
- 11.3 The time limit for each stone delivery is 30 seconds (the clock starts when the opposing team has delivered the stone and all stones come to a halt). The stone delivered overtime is considered to be invalid and will be removed from the track. Any affected stones will be replaced by the opposing team.
- 11.4 If the delivered stone has not entered the FGZ yet when the time is up, the stone is considered as invalid.
- 11.5 The team with expired time must stop delivering while another team who still has time can continue deliver the remaining stones. The whole competition ends after the stone delivery. Score of the last end and the total score will be calculated.
- 11.6 When the time of both teams expires but competition not yet finished, the competition is terminated. The score is calculated based on their final result for the end. The end score will be accumulated in the total score and the winning side will be determined. If there is a flat outcome, an additional end will be awarded and the team who get a point first will be the winner.
- 11.7 Both teams have two-minute preparation for the next end after the previous end finishes

## **12. Interruption and termination:**

### **12.1.1 Interruption**

- I. If the competition is interrupted for any reason, the game can be continued after the disposal of the problem.
- II. If there is a dispute between the two teams failing to reach a consensus, the umpire should enter the field and assist. The game will be interrupted and both teams should leave the field for disposal. The umpire will decide if the competition

will be replayed.

**12.1.2 One Team proposes to terminate the competition :**

- I. Due to the disparity in the score, one side proposes to terminate the competition:
  - If the competition consists of 6 ends, at least 4 ends need to be finished for accumulative score calculation.
  - If the competition consists of 8 ends, at least 6 ends need to be finished for accumulative score calculation.
- II. If the two teams have disputes that fail to reach a consensus and one team does not comply with the judgment of the umpire, this results in the game termination. The disobeying side will be considered to abandon the game, become the losing side and disqualified.

**12.2 Break :**

**12.2.1** Each team has a 2-minute break during the entire competition. Players signal a team breaks to the umpire by using a “T” hand signal. The coach can discuss the strategy and tactics with the applying players at the track, but the opposing team is not allowed to do so. When the break time expires, the coach must leave the field immediately. Otherwise, he will be regarded as a foul and the foul team will lose the whole competition.

**12.2.2** Each team has a 60-second break in the additional end.

**12.2.3** The team will be notified when there are 10 seconds left for the break.

### **13. Pre-game practice**

**13.1** Each side has 4-minute practice time before the game to accommodate the track and floor stones.

**13.2** The practice order will be based on the delivery order. If one side is late, their practice duration will be based on their remaining time.

### **14. Umpire**

**14.1** Chief umpire, deputy chief umpire and umpire are appointed by

umpire the World Curling Federation.

- 14.2 The umpire is responsible for dealing with all issues related to the rules and players, including mediation, distance, scoring, timing and other issues.
- 14.3 The umpire may perform arbitration in accordance with the competition rules. The team can appeal to the umpire committee in regard to the decision made by the umpire.
- 14.4 Any dispute in the competition should be determined by the chief umpire.  
The chief umpire has the right to propose sanctions to the organizations and even ban the team participating the game represented on the team's misconduct and language.

## **15. Competition etiquette**

Flooring curling upholds the tradition of curling, emphasizing sportsmanship, etiquette, and cherishing friendship.

- 15.1 If there is a problem in the game, both teams will deal with it by negotiation.
- 15.2 Station Position:
  - 15.2.1 During the competition, the players should be stationed in designated positions according to the delivery order. They should not be in front of the delivery area and at the sidelines as this will affect the other players while delivering.
  - 15.2.2 When a team starts delivering, the delivering players stand inside the delivery area. The directing player will give instructions in the house area. The players of delivering team with no stones will stand on self-side but outside the track. The non-delivering team should stand outside the delivery area and wait for delivery. Their directing player will stand outside the house area and wait for entry. Other players should stand on self-side but outside the track.
- 15.3 Both teams cannot intervene the opposing side verbally or physically during the competition
- 15.4 Players should wear special sports shoes before entry.
- 15.5 Players should place the stones on the self-side. The end part of the

- stone handle should be pointed to the inner side of the field
- 15.6 Both teams should give souvenirs to each other during the entry.
- 15.7 Players from both sides should shake hands with each other before and after the competition.

## 16. The competition format

### 16.1 Page Playoff System

Round Robin System will be used in the first round of floor curling competition. If there are more than 8 teams, they will be divided into groups for round robin play. Each team will compete with one of the other teams in the same group. A certain number of teams with the highest score will be promoted into the second round.

#### 16.1.1 Round Robin System

Purpose:

- Each team plays all the other teams in their group
- The team with the highest score will enter the second round
- The team with the lowest score will be out

	round 1	round 2	round 3	round 4	round 5	round 6	round 7	round 8	round 9
team A		C	E	G	I	B	D	F	H
team B	I		D	F	H	A	C	E	G
team C	H	A		E	G	I	B	D	F
team D	G	I	B		F	H	A	C	E
team E	F	H	A	C		G	I	B	D
team F	E	G	I	B	D		H	A	C
team G	D	F	H	A	C	E		I	B
team H	C	E	G	I	B	D	F		A

8 teams, each team has 7 rounds

If there are more than 8 teams, draw lots can be used for group division. Each team will have more than 7 rounds.

### 16.2 Round Robin schedule Arrangement

- The schedule is arranged on the number of applied teams and tracks.
- The schedule can be also arranged in the alphabetical order /based on stroke number in Chinese/ by draw-lots.
- Seed teams can be set to split the teams performing best last

year and assigned them into different groups. This can prevent the well-performing teams compete first.

- d. The best four teams are selected from the round robin and enter the final round.
- e. If there are more than 4 teams ranked as top four, all teams temporarily getting 4<sup>th</sup> place will have another round to compete for the 4<sup>th</sup> place.

The schedule arrangement of 12 teams

1st round

1	2	3	4	5	6
12	11	10	9	8	7
1 vs 12	2 vs 11	3 vs 10	4 vs 9	5 vs 8	6 vs 7

2<sup>nd</sup> round

1	12	2	3	4	5
11	10	9	8	7	6
1 vs 11	12 vs 10	2 vs 9	3 vs 8	4 vs 7	5 vs 6

3<sup>rd</sup> round

1	11	12	2	3	4
10	9	8	7	6	5
1 vs 10	11 vs 9	12 vs 8	2 vs 7	3 vs 6	4 vs 5

11<sup>th</sup> round

1	3	4	5	6	7
2	12	11	10	9	8
1 vs 2	3 vs 12	4 vs 11	5 vs 10	6 vs 9	7 vs 8

- 16.2.1 Either round robin or elimination tournaments can be used in 2<sup>nd</sup> round to determine the top four teams entering the semi-final round.
- 16.2.2 Four teams will be split into two groups in 3<sup>rd</sup> round with elimination tournament. The top two teams will be in group A while other two teams will be in group B.
- 16.2.3 The winners from two groups will enter the final round and compete for 1<sup>st</sup> /2<sup>nd</sup> place while the losers from two groups will compete for 3<sup>rd</sup> /4<sup>th</sup> place.

