

ALBERTA FLOOR CURLING ASSOCIATION

Mission Statement

To maintain a network of support for floor curling for seniors in Alberta; providing opportunity to participate in safe and healthy physical activity, in a social atmosphere of friendly competition, acceptance, courtesy, and respect.

Tournament Rules and Procedures

Adopted at the AFCA AGM Sept 30, 2019

Competition Rules

1. All games will consist of 8 ends.
2. Skip or Third must stand behind the House to direct play.
 - * Skip or Third must not touch **any** rocks with their pointer.
 - * Only Skip or Third allowed in playing area.
3. *Skip and Third must raise their pointers immediately after the rock is delivered, and step back behind the toe line.*
4. *Only Third (or designated alternate member) may move or remove rocks; after agreement has been reached, and any required measurements done.*
 - * *Third (and/or Skip) is responsible to place scores on the scoreboard*
 - * *Third is responsible to record score and sign the scorecard at the end of the game.*
 - * *Should an error on a scorecard be discovered, both thirds must be present and give consent, prior to the last game of the tournament, to request the correction be made.*
5. During a tournament, a team may switch their player's position to whatever position they choose for a game, but not during a game.
6. A team may use a maximum of two substitute players; otherwise their game is forfeited. Substitute must play as lead or second only.

Delivery of the Rock Rules

Updated August 11, 2022

- a) The **Delivery Zone** is defined as the area between the outside of the toe and side lines.
 - *At start of delivery, player's **feet** must be within the Delivery Zone:
 - *Players unable to deliver rocks in the usual manner are permitted to use whatever means best suits them (wheel chair, walker, stool, kneeling, etc) providing wheels, chair legs or knees and the rock are within the Delivery Zone.*
 - *Sticks are permitted and must work on the handle of the rock, and must be no more than 45 inches in length.*
- b) When it is a person's turn to deliver a rock, that person shall not cross the first Hog Line with or without the rock, otherwise their rock becomes a "dead rock" and must be removed from play.
- c) A delivered rock that does not completely cross the second hog line is to be removed. But if it strikes another rock immediately over the hog line, the rock delivered is in play, even if it is not completely over the hog line.
- d) Rocks resting between the circle and the toe line are still in play. If a rock that is resting by the toe line is bumped to touch the toe line, then it is removed.
- e) If a rock hits the side, it is removed. If a rock hits the side and subsequently bumps another rock, the bumped rock will be returned, as close as possible, to its original position, as determined by the Skips or Thirds.
- f) If a rock being delivered comes to rest on its edge, handle, or another rock, it should be removed from play. If it has moved another rock, the moved rock should be returned to its original position, as determined by the Skips or Thirds.
- g) If a rock is delivered legally, but it is overturned after striking rocks already in play, the delivered, overturned rock must be removed, and the rocks moved by that rock will remain in play in their new positions.
- h) A rock that is delivered rolling or upside down is considered an illegal delivery; unless it rights itself before crossing the second hog line, allowing it to remain in play.
- i) If a rock is missed in play, it is considered a "dead rock" and must be removed from play.

Tournament Scoring

1. Tournaments shall have an even number of teams between 12 and 24.
2. Prize Payouts for the four winning teams are:
First - \$100, Second - \$80, Third - \$60, Fourth - \$40.
3. Tournament Points:
 - * 2 Points for a Win * 1 Point for a Tie
 - * A Bye is equal to a Win (2 Points) with a Score of 6 and 4 Ends
4. Determination of Winners:
 - Total points (W/T/L) for all games played-team with highest points wins.
 - If teams are tied, total scores for all games played-team with highest score wins.
 - If teams are still tied, total ends for all teams; team with the highest ends wins.
 - If teams are still tied, total blanks for all teams; team with the most blanks wins .
 - If still tied, Skips draw to button or, if teams agree, prize money can be Split equally.

Tournament Responsibilities

1. Host Club's contact person shall be informed of the Skip's name and phone number at the time of registration.
2. Host Club is responsible to inform the registered skips of their start times.
3. If a replacement player is required as a last minute spare by a participating team, the skip is responsible to recruit an AFCA member to play.
 - *Team may play with a team of three if replacement cannot be found.
 - *Team is responsible for full team entry fee.
4. Host Club shall be responsible to have experienced measurers available during the tournament.
5. Host Club shall be responsible for waxing of the floor:
 - Wax must not be swept in from the sides or into the house.
 - More wax may be applied down the center of the lane as required.
 - It is recommended that the lanes be swept clean and re-waxed at least half way through the tournament.
6. Host Club shall be responsible to provide a safe environment.
7. All members shall be responsible to wear appropriate footwear:
 - *clean indoor shoes to respect the host's floor.
 - *preferably closed shoes for safety reasons.