



Official Rules of Competition

Effective October 2023

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Application of the World Floor Curling™ Official Rules of Competition

1. These World Floor Curling™ Official Rules of Competition apply to any competition made by a floor curling governing body having jurisdiction and should be considered to have an accompanying resource, World Floor Curling™ Rules Of Play, that should be considered in their totality with the World Floor Curling™ Official Rules of Competition.
2. If special rules related to the competition are in effect and clearly available to all participants, they shall take precedence over the World Floor Curling™ Official Rules of Competition and will be clearly stated prior to the start of a competition.
3. If a competitors' guide is issued for a specific event, the guide shall form an integral part of the rules of the event and be enforceable as part of the rules.
4. These rules apply to all forms of play of the sport including but not limited to all able-bodied and wheelchair play. If any variation of the rules or addition to the rules apply, they will be described separately.

1. General

- a. The rules of play for World Floor Curling™ sanctioned competitions are the current World Floor Curling™ Official Rules of Play in effect at the time of the competition. If there are any modifications, these will be explained prior to the commencement of the competition.
- b. A participant or team may be removed from the competition by the governing body of the sport and/or the national organization sanctioning the competition if their presence at the event would damage the event or put the safety of other participants or the good order of the event at risk.
- c. The dates of any competition and the related playing and event schedules are determined by the national governing body and Host Committee in consultation with the governing body of the sport, where applicable.
- d. Sanctioned events shall be conducted free of smoking or vaping of all kinds and participants should adhere to all Anti-Doping rules and procedures published by the World Anti-Doping Agency. Failure to comply with these rules will result in an immediate ban from the competition and be subject to review and sanction by the governing bodies for the nation and/or sport.
- e. Any variation in the dimensions of the field of play for the event should be approved in advance by the governing body.

2. Participants and Participating Teams

- a. Each participant and/or team playing in a sanctioned event is either pre-approved to participate in an event through registration with the World Floor Curling™ governing body through its website, WorldFloorCurling.org or by designation of a recognized governing body.
- b. If a pre-approved participant or team is unable or unwilling to participate, a replacement participant or team can enter the competition with the approval of the governing body overseeing the event. Any changes/additions must be declared by the end of the Team Meeting for the event and approved prior to the first game of the event.
- c. All participants at a World Floor Curling™ sanctioned event must be bona fide members in good standing with World Floor Curling.org and their respective Association or Federation.
- d. Events may require certain age eligibility to participate in and these dates will be clearly stated. If that is the case, the date from which that eligibility is determined will be the 30th day of June of the year preceding the event.
- e. To be eligible to be a team official at any sanctioned event, that participant must not be less than 16 years of age.
- f. Where a Team Meeting is scheduled prior to an event, one participant and one team official (when registered) must be present for the Team Meeting. Failure to attend, without prior approval, from the Chief Official of the event will result in the forfeiture of the last stone advantage for the participant and/or team in its first game.

- g. For participants and/or teams in post robin play, a participant and team official (when registered) must attend the playoff meeting or the participant/team will lose the choices to which they would have normally been entitled.
- h. Prior to the start of the competition and preferably at the Team Meeting, an official original team line up listing participants and officials should be submitted to the Chief Official. This line up will be used throughout the competition and should be verified 15 minutes prior to the start of any game in the competition. If any change in team line up is required, a change should be submitted to the Chief Official for approval prior to the commencement of that game.
- i. While a game is in progress, any change in the team line up should be reported to the official umpiring the game and approved, in consultation with the Chief Official, prior to the entry of an individual into the game.
- j. While a game is in progress, communication between those playing the game and coaches, alternate players and/or team officials is prohibited except for specifically designated breaks or a time-out. This restriction applies to all verbal, visual (non-verbal), written and electronic communication. Any time-out called must come from the participants playing the game.
- k. During the game, there shall be no unauthorized communications or broadcasts of any sorts from the areas designated for coaches or alternate players to anyone not sitting in the designated area. Anyone seated in the designated area cannot watch or listen to broadcasts in any form. For any violation, the offending person will be removed from the designated area.
- l. For the purpose of identification and, dependent upon the event level, participants and/or teams should be identified by their national Association/Federation and a team name reflecting the participant or someone who assumes a leadership role for the team.

3. Uniforms / Equipment

- a. All participants/team members and officials in the field of play should wear identical uniforms and use appropriate footwear for games and practice sessions.
- b. Where possible, two primary colour schemes of uniforms should be available for use in competition, one darker and the other lighter (primarily white or yellow), that can be interchangeable to match the stone handle colour designated as dark and/or light in an event.
- c. Uniforms can have only an actual name, a unique number and association/federation logo printed or affixed to them. Advertising is permitted on a participant's uniform only in accordance with guidelines published by the governing body that are updated regularly. For some events, certain sponsorship restrictions at the event, national or international level may limit the advertising that exists on a player's uniform requiring it to be removed or covered up.
- d. Any content on a uniform deemed by the Chief Official, at their sole discretion, to be unacceptable or unsuitable for competitive play will be forbidden and asked to be removed or replaced.
- e. All field of play equipment used at competitions must meet the standards of the World Floor Curling™ governing body and will be published on worldfloor

curling.org. Non-approved or non-compliant equipment used by a participant and/or team in a game or competition will be subject to disqualification as follows:

- i. First offence during a competition - participant is disqualified from the competition and forfeits the game they are playing in or just finished.
- ii. Second offence during the same competition or subsequent competition - participant is disqualified from the competition and subject to a ban from competition for 12 month period from the occurrence.

4. Pre-game Practice

- a. Before the game, each side has 3 minutes of practice time on the given playing area they are assigned to. Where the last stone advantage in the first end is determined by coin toss, the team with the hammer in the first end will practice first. Otherwise, the participant/team throwing the dark coloured stones will practice first followed by the other participant/team throwing the light coloured stone.
- b. The start-time of the pre-game practice will be communicated at the Team Meeting for all games in regular or round-robin play. The start-time of the pre-game practice for any playoff games will be communicated at the Playoff Team Meeting.
- c. In any playoff game, when the Last Stone First End (hammer) has been predetermined, the team delivering the last stone, practices first.

5. Length of Games

- a. The number of ends to be played each game is determined by the competition organizing committee and can be 6, 8 or 10 ends. An extra end is played to determine the winner if after all the ends have been played and the score is tied.
- b. At least 5 ends must be completed in any game before a participant/team can concede (unless arithmetically unable to win).

6. Game Timing

- a. All players must be ready to deliver their stones when their turns come to allow for game play to continue at a continuous and reasonable pace. If an official is present in the game, they may intervene if a game is moving too slowly and set a reasonable time limit for the next shot to be played and a new end to start, at their sole discretion.

7. Team Time-outs / Technical Time-outs

- a. Team time-outs will be allowed at all sanctioned events, with or without time clocks being used.
- b. Each team may call one 60 second time-out during each game and one 60 second team time-out in each extra end.
- c. Team time-outs:
 - i. can only be called by the player(s) on the field of play.
 - ii. can only be called when team has shot control.
 - iii. is signified by a “T” hand signal.
 - iv. start when acknowledged by the official in charge of the game
 - v. may include travel time determined by the Chief Official prior to the event start.
 - vi. includes only one person, coach or alternate player, seated in the designated coaching area. A translator, if required, may also attend. Entering the field of play must be done using the designated route pre-determined by Chief Official prior to the start of the event.
- d. A technical time-out may be called by a participant/team, signified by an X signal with the arms, to request a ruling by an official, for an injury or in other extenuating circumstances.

8. Stone assignment / Last stone draw

- a. The team listed first in the draw schedule for round robin games will play the stones with the red-coloured handles; the team listed second will play with the stones with the blue-coloured handles.
- b. For events with games requiring Last Stone Draw (LSD) measurement, at the conclusion of each team’s practice, two stones will be delivered to the target area by two different players on the team or twice by each participant in a singles game. Each stone thrown will be measured and removed from play with the distance from the center of the mat to the front of the stone measured in cm., recorded and added together to give a total LSD measurement in cm. The team with the lower total LSD measurement will have the choice of the last stone in the first end.
- c. In the event of a stone covering the center of the target mat, the score recorded will be zero (0). A stone not touching any of the rings or goes through the target mat out of play, will be given a score of 62.30cm.
- d. In the event of a tie in total LSD measurement, then the player or team with the lowest recorded single score will have the choice of last stone in the first end. If the total score has two identical scores that comprise the total LSD measurement, then the teams will flip for choice of last stone in the first end.
- e. For each competition model, the total number of round robin games times 2 minus the two worst individual scores will compromise the total LSD scores that contribute to the Draw Shot Challenge (DSC) competition used to break ties and determine final placing in an event where teams have equal records and have not

played each other in the round robin competition.

- f. For post round robin playoff games, three scenarios will define stone colour and last stone in the first end.
 - i. For events where all round robin play is played in one group (everyone plays each other), then:
 1. The team with the better win/loss record has the choice of stone colour and choice of last stone in the first end.
 2. If the teams have equal records of wins and losses, the winner of their round robin game has the choice of stone colour or playing the last stone in the first end.
 - ii. For events when a player or team plays in a round robin in two separate groups, rule f. above applies if the teams are from the same group or, if teams are from different groups, the player or team with the lesser DSC has the choice of either the choice of last stone in the first end or stone colour.
 - iii. For events when a player or team plays in a round robin comprising more than two groups, the higher ranked team always has the choice of stone colour and last stone in the first end. If two teams of equal rank play, the team with the lesser DSC has the choice of first or second practice or stone handle colour.

9. Team Ranking Procedure / Draw Shot Challenge (DSC)

- a. During the round robin portion of an event, teams with the same win-loss record will be ranked and listed alphabetically.
- b. The following criteria will be used to rank players and/or teams:
 - i. Ranking according to their win/loss record;
 - ii. If two teams are tied, the team who won their round robin game will be ranked higher;
 - iii. When three or more teams are tied, the record of the games between the teams will be used to determine the ranking;
 - iv. For all other teams whose ranking cannot be determined by (i), (ii) or (iii), ranking is determined by the DSC.
- c. When players or teams play in separate groups, a merged group ranking is used to determine the ranking for post round robin games where the ranking will consider the overall record and the DSC.
- d. Draw Shot Challenge (DSC) is the average distance of all of the individual Last Stone Draw Shots delivered during round robin play excluding the least favourable results. The player or team with the lesser DSC will receive the higher ranking. Where that total is tied, then the player or team with the lowest individual LSD result will be used.

10. Umpires

- a. The governing body of the event shall appoint a Chief Official and Deputy Chief Official, where necessary, for every competition. A number of other officials can be put in place for an event based on the size of the event and shall be directed by the Chief and Deputy Chief Official.
- b. A game official determines any matter in dispute between players/teams, whether or not the matter is covered by the rules.
- c. A game official may intervene at any time during a competition, and give directions concerning the placement of stones, the conduct of players and the adherence to rules.
- d. A game official may delay a game for any reason and determine the length of the delay.
- e. The Chief Official (or Deputy) may intervene at any time in any game and give such directions concerning the conduct of the game as is considered proper.
- f. All matters pertaining to the rules are adjudicated by a game official. In the event of an appeal of an official's decision, the decision of the Chief Official is final.
- g. The Chief Official may eject a player, coach or team official from a game for what is considered unacceptable conduct or language. The ejected person must leave the competition area and take no further part in that game. When a player is ejected from a game, an alternate player may not be used in that game for the ejected player.
- h. The Chief Official may recommend to the governing body having jurisdiction for the event the disqualification or suspension of any player, coach or team official from the present or future competitions.