

CU • STUDENT REC CENTER INTRAMURALS
CURLING • RULES
Office Line: 303-492-2893 • Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 10 PLAYERS
Teams winning a championship will receive a maximum of 10 t-shirts.

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any Recreation Center Property and at all Intramural sanctioned events. Participation while under the influence of these substances is also prohibited these areas. Violations will be grounds for immediate ejection, forfeiture and possible season suspension.
- NO JEWELRY is allowed in any Intramural Competition.
- **Game time is forfeit time! Players should check in with the Intramural Supervisor at least 15 minutes before their scheduled game time. If you do not have enough players to field a team at your game time, your team will receive a Forfeit. NO EXCEPTIONS!**
- **No Buff OneCard = No Play! All Intramural Participants are required to have either their Buff OneCard or Recreation Center Membership card with them at EVERY Intramural Event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**
- The following are situations in which your team WILL NOT be allowed to advance to the post-season tournament:
 - If you forfeit two regular season games.
 - If you accumulate two or more Honest Effort Forfeits (HEF).
 - If you receive two or more Defaults for failure to comply with equipment regulations.
 - If your team fails to average a 3.00 or better sportsmanship rating.
- The Intramural Office **DOES NOT** reschedule regular season or post-season tournament games once the schedule has been posted. If your team is unable to make a regular season game, **your team captain must** email the Intramural Office at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 5:00pm on the Friday preceding a Sunday game. The Intramural Office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to notify the Intramural Office by the deadline stated will result in a Forfeit. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF).
- All games picked up by a team count as a real game and will count on your record and sportsmanship rating.

FORFEIT POLICY

- **TEAMS RECEIVING ONE FORFEIT**
 - **If a team accumulates one Forfeit during the regular season, they will automatically be charged a \$20 fee that must be paid within the four business days following the forfeited game.**
 - **If a team receiving one forfeit pays the assessed \$20 fee within the four business days, this team will be allowed to continue in the league for the remainder of the regular season and will still be eligible for the post-season tournament.**
 - **If the team fails to pay this \$20 fine within the four business days, they will still be responsible for the \$20 fee, but will be automatically dropped from the remainder of the regular season and will not be allowed to participate in the post-season tournament.**
- **TEAMS RECEIVING TWO FORFEITS**

- **If a team accumulates two Forfeits during the regular season, they will automatically be charged an additional \$10 fee. This team will then be dropped from the remainder of regular season play and will be ineligible for the post-season tournament.**

ELIGIBILITY

- Every eligible Intramural Participant must be a full fee paying CU Student or Recreation Center Member.
- Every eligible Intramural Participant must present their “Buff OneCard” or Recreation Center Membership Card in order to check in before every game. If a player fails to have one of these two proofs of identification, they will not be allowed to participate. **NO EXCEPTIONS!**
- Players may play on only one team per sport per session (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport).
- A player must have played in at least one of the first four regular season games in order to be eligible to play in the post-season tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire academic year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

GENERAL

- A game shall consist of six ends of play or 25 minutes, whichever comes first. No end will begin after 25 minutes of play.
- The Skip for each team will play rock, paper, scissors to determine the delivery order in the first end. The winner of RPS will choose first or second, the loser will choose which color of stones they want.
- Each team will throw four stones per end.
- After the first end, the team that most recently scored will deliver the first stone in the next end.
- Do not pick up the stones or drop the stones, only slide the stones

POSITIONS & DELIVERY ORDER

- Lead: Delivers the first stone.
- Second: Delivers the second stone.
- Third: (Vice-Skip) Delivers the third stone and relieves the Skip for the final stone.
- Skip: (Team Captain) directs the game from the house and delivers the final stone.
 - For teams of three participants: The Second is eliminated and the Lead or Vice Skip will throw the second stone. The Skip will always throw the final stone.
- The throwing order must remain the same throughout the entire game.

DELIVERING THE STONE (throwing)

- The stone must be released before the first hog line (see figure on next page) and travel completely beyond the second hog line to be considered in play.
- There will be no free-guard zone (FGZ).

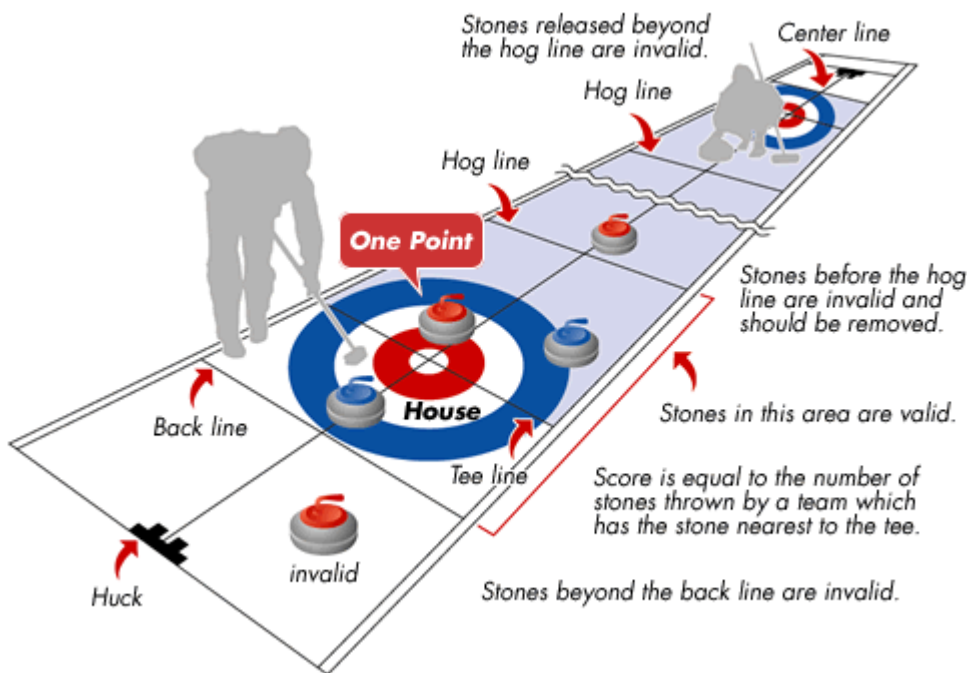
SWEEPING

- The two players that are not throwing may sweep the stone down the ice.
- The Skip may direct the intensity of the sweeping. Doing so can result in the rock changing path or weight.

- Once the stone of an opposing team passes the tee line of the house, the Skip (or Vice Skip) may attempt to sweep the stone out of the house.
- At no point may the sweepers touch the stone. If any body part or broom touches a stone, the touched stone is to be considered “burned”.
- The fate of a burned stone is to be decided by the opposing team. The opposing Skip may choose to remove the stone from play, let the stone remain in play as it lies, or return all stones to their previous position and let the other team shoot again.

SCORING

- At the completion of an end (when all stones have been played), a team scores one point for each of its own stones located in, or touching, the house that are closer to the button than any stone of the opposition.
- If two rocks are so close that they cannot be determined by eye, an official must be called over to decide which rock is closer. The official’s decision is final.
- Stones are still in play even if they are straddling the back line.
- **TIE:** If a game is tied at the end of play, a one stone delivery will be conducted for each team. Any member of the team may deliver the final stone. Rock, paper, scissors will determine the delivery order (winner of RPS will choose first or second). The closest stone to the button will determine the winner.



For a good video explanation check out:

<http://youtu.be/cxCH8CGqx88>