

Sturling

Revised November 2019

Refer to the 55+ BC Games 'General Rules Book' for additional general rules that apply to all sports.

1. Age Categories

Men and Women 55+

2. Events

- a) Teams of two

3. Participation

- a) Two teams per zone designated "A" and "B".
- b) Any combination of men and women allowed to make up teams of two.

4. Competition

- a) Sturling rules **for general play** shall apply with 55+ BC Games exceptions www.sturling.net
- b) **The Host Society Sport Chair will post schedules, draws and results at the venue throughout the competition.**
- c) **Sweeping/brushing is allowed only from the hog line to the back of the house at the playing end.**
- d) All games, including the finals, shall be six ends
- e) All teams will play a minimum of six games whenever possible
- f) Host Society Sport Chair is to ensure that no team plays the same team twice when there are nine or more teams competing in the division. Nine teams or more will play a modified six game round robin format based on a random draw. Six to eight teams will play a standard round robin format. Four to five teams will play a double round robin.
- g) If there are less than four teams in one group then groups A and B will be combined and the above draw will apply
- h) The Host Society Sport Chair will have the option to move a zone(s), with only one team entered, to the other division in order to have a balanced workable schedule.
- i) The draws shall be prepared by the Host Society Sport Chair. Wherever possible, each team will play a maximum of three games per day (exceptions to be reviewed and approved by the Rule Committee).
- j) The winner of the coin toss has the choice of colour or last rock. If the winner chooses the last rock, the loser chooses the colour.
- k) **The first three (3) stones delivered in any end may not be removed from play before delivery of the fourth stone of that end. When a stone(s) is removed from play prior to the fourth stone of that end, directly or indirectly and without exception, the delivered stone is removed from play and any other displaced stones replaced as close as possible to their original position(s).**
- l) **Each team may call a maximum of two (2) ninety (90) second timeouts (and meet at centre ice) during a game. During an extra end, one (1) timeout per team is allowed. The opposing team may consult near centre ice at the same time.**
- m) **In the case of a tie, an extra end is played, with each player delivering three (3) stones. The curlers then exchange roles at the midpoint of an extra end to complete the end.**
- n) A team can concede a game after the completion of a minimum of four ends.

- o) Medal draws may be played on Saturday.
- p) Other rules and etiquette of regular curling apply.
- q) Placement
 - 1) If there is only one division after the round robin play, the 1st and 2nd teams will play off for the Gold and Silver medals. The 3rd and 4th place teams will play off for the Bronze medal.
 - 2) If there are two divisions, then the top team in each division will play off for the Gold and Silver medals and the two 2nd place teams will play for the Bronze medal.
 - 3) Number of wins – if ties occur in deciding placement, they will be broken by using
 - i. Result of game(s) between the two teams, winner taking higher position.
 - ii. If still tied, both participants of each team will alternately each deliver a single draw to the button with no sweeper. Cumulative draw should be after first game. Time should be allotted in the schedule for this to take place. The total distance will be recorded for each time and the team with the least distance measured will be awarded the higher position.

5. Medals

Gold, Silver and Bronze medals will be awarded to the top three teams.

6. Zone Playdowns

- (a) Zones may determine the format for playdowns as determined by the availability of ice time.
- (b) Playdowns should be arranged while ice is still generally available in the zone.