UNIVERSITY OF NOTRE DAME
INTRAMURAL SPORTS
COREC CURLING

INTRAMURAL POLICIES AND PROCEDURES

A. ELIGIBILITY
Notre Dame undergraduate students, graduate students, faculty, and staff are eligible for participation. To play in all Intramural sports, participants must have a valid Notre Dame ID.

B. LOCATION:
All games will be played in the Compton Family Ice Arena.

C. FORFEITS/RESCHEDULES:
If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call the Intramural Intern 631-3536 before 3:00pm the day of the game or 12:00pm on the day of game for weekend events and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 4-0 win for your opponent.

D. SCHEDULE:
All schedules are posted online and it is the captain’s responsibility to check for updates/changes.

E. INCLEMENT WEATHER
No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called.

F. ROSTER ADDITIONS:
Players may be added to the roster at any point during the regular season. They must be registered with imleagues by 3pm the day of the game. Players may not be added during playoffs.

G. INSURANCE WAIVERS:
Waivers are filled out upon registering with imleagues.

H. CHECK-IN:
It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity may result in suspension from future intramural activity.

I. SPORTSMANSHIP:
Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant, who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff. Curling: Loss of turn, or if not during turn, loss of next turn.

J. ALCOHOL, TOBACCO & DRUGS:
Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.
SPORT RULES

A. SCORING AND TIMING:
1. GAME TIME IS FORFEIT TIME!
2. Games will consist of 3 ends or 1 hour, whichever comes first.
3. No new end may start after 50 minutes.
4. Teams will determine who goes first by a coin flip. Winning teams chooses,
5. Playoffs Only: If the score is tied an additional end will be played.

B. PLAYERS:
1. A team consists of four players (2 males, 2 females). Each player delivers two stones, in consecutive order in each end, while alternating with an opponent.
   i. Lead: throws first two stones.
   ii. Second: throws second two stones.
   iii. Mate: throws third two rocks and relieves for final two rocks.
   iv. Skip: directs game from opposite end of the sheet. Throws final two stones.
2. Teams must declare their delivery rotations, and the skip and vice-skip positions, prior to the start of the game and maintain the rotations and positions throughout game.
3. A team may start with three players (1 male, 2 females or 2 males, 1 female). Each player will deliver two stones and the gender with one player will deliver four stones. The second position is eliminated.
4. Substitutions can occur at the beginning of an end in the declared delivery position or a team can use an alternate until the fourth player arrives.

C. THROWING:
1. The stone must be released by the first hog line (See diagram) and travel completely beyond the second hog line in order to be considered in play.
2. The first two rocks from each team that land above the house and below the hog will be in the “free-guard zone”.
   i. Until the last two stones thrown by each team the stones in the Free-guard zone that are removed by an opposing team will result in the original rock being replaced and the opposing rock removed from play.
   ii. The guard stones may be removed during the last two stones on each team.
   iii. A stone moved by its own team will remain where it ends.

D. SWEEPING
1. The two players that are not throwing may sweep the rock down the ice
2. The skip may direct the intensity of the sweeping
   i. Doing so will result in the rock changing path or weight
3. Once the rock of an opposing team passes the tee line of the house in play, the skip may attempt to sweep the rock out of the house.
4. At no point may the brooms of any sweeper touch the rock. If any broom hits the rock it is to be considered “burned”.
   i. The fate of a burned rock is to be decided by the opposing team. The opposing skip may choose to remove the rock from play, let the rock return to play, or to let the other team shoot again.

E. SCORING:
1. The team with the most rocks closer to the button from the opposing teams closest rock is the points awarded to that team The first two stones from each team that land above the house and below the hog will be in the “free-guard zone.” Stones in the free-guard zone cannot be removed by the opposing team until after the 4th stone of the end comes to rest.
2. Rocks are still in play even if they are straddling the back line.
3. After the first end the team that scored will throw first the next end.
4. If a game is tied at the end of play, a tie shall be awarded to each team.

F. EQUIPMENT:
1. RecSports will provide the following equipment that must be used:
   i. Rocks
   ii. Brooms
2. Clean shoes must be worn on the ice.