Curling Rules

Registration and Payment
All teams must register online through wellnessregistration.und.edu. A team must be registered AND paid in full, before they are officially in the league. Teammates must register and join the team separately online before being allowed to play.

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at Grand Forks Curling Club (near the intersection of Demers and Washington).

Questions
Please feel free to contact Intramurals with any questions or concerns.

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<th>Name</th>
<th>Title</th>
<th>Phone</th>
<th>Email</th>
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<tbody>
<tr>
<td>Mike Wozniak</td>
<td>Intramural Coordinator</td>
<td>701-777-3256</td>
<td><a href="mailto:michael.wozniak@und.edu">michael.wozniak@und.edu</a></td>
</tr>
<tr>
<td>Izzy Alshalan</td>
<td>Program Manager</td>
<td>701-777-2719</td>
<td><a href="mailto:ismael.alshalan@und.edu">ismael.alshalan@und.edu</a></td>
</tr>
<tr>
<td>Wellness Center</td>
<td></td>
<td>701-777-9355</td>
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Eligibility Liability
Each participant is responsible for their own eligibility. Furthermore, each team captain is responsible for the eligibility of their team members. Inquiring about eligibility in advance of contests precludes delays and potential protest(s). The Intramurals program will check the eligibility of players if an opposing captain lodges a protest or the Intramurals program has reason to believe the person in question is not eligible. The Intramurals office reserves the right to put into immediate effect any rule changes or modifications regarding eligibility. The Intramurals program reserves the right to handle eligibility violations without a formal protest. **IGNORANCE OF ANY INTRAMURALS RULE IS NOT AN EXCUSE!**

Who is Eligible?
Only the following are eligible to enjoy all Intramurals privileges:

- All currently and regularly enrolled UND Students
- Current UND Faculty/Staff Members working in any department or college of the University
  - Must be a Wellness Center Member
  - If not a Wellness Center Member, they must purchase a Wellness Center Day Pass for each day of an intramural contest. The receipt from the Wellness Center must be presented at each contest.

**Intercollegiate Team Members, Junior/Community College and Former Varsity Athletes**

**Intercollegiate Team Members:** “Active” members, including redshirts of the varsity or other intercollegiate teams, are ineligible to participate in the same or related sport (basketball) during the same academic year in which they participated as a member of the varsity team. “ACTIVE” members shall be defined as any athlete who is on an intercollegiate basketball team within one week of the intercollegiate team’s first scheduled contest.

**Junior College/Community College:** athletes who have competed for a junior college or community college basketball team are ineligible to compete in intramural basketball during the same academic year.
Former University Varsity athletes are eligible to participate, but a maximum of two (2) may be on the same team in their similar or related sport.

Identification Cards
All participants will be asked to present a valid UND ID, government-issued ID or Wellness Center membership card prior to playing in any Intramurals contest. Individuals failing present a valid ID will not be allowed to participate.

Adding Players to Roster
Players may be added to the roster at any time during the regular season provided the new players meet all eligibility requirements. Only players that have played in at least one regular season game are eligible to participate in the playoffs.

All players MUST be added to their team through wellnessregistration.und.edu before they can participate. Being on the “Pending Roster” is only acceptable for the first week of competition. After the first game, all players must be on the “Active Roster”, or they will not be able to participate.

General
- The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below.
- Current US Curling Association rules will be in effect, with the exceptions of those listed on the following pages.

Grace Period
Game time is forfeit time! A forfeit or default will be declared if an individual or a team fails to have the minimum number of players required to start a game at the scheduled game time. However, the opposing team captain will be offered the option of taking the win by forfeit or default or waiting 5 minutes for the minimum number of players to show. If the event the captain decides to wait, that decision is irreversible. The minimum number of players for each sport will be listed on sport rules.

Default
A default will be granted to each team that has players present to participate but does not meet the minimum requirement of players to play. Each default will result in a loss for that team. Defaulted games will not be rescheduled. Teams may call the Intramurals office at least 3 hours prior to their game if they are unable to make their game. This will be considered a default.
- One default will result in team receiving a “3” sportsmanship rating.
- Two defaults will result in that team being ineligible for the playoffs in their sport, but left on the schedule.
- Three defaults will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

Forfeit
A forfeit is given to a team if:
- No players are on site by the end of the grace period.
- A team uses a player who is ineligible or participates under an assumed name.
- Unsportsmanlike conduct
Each forfeit will result in a loss for that team. Forfeited games will not be rescheduled.
- One forfeit will result in that team being ineligible for the playoffs.
- Two forfeits will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

Playoffs
The following guidelines will apply to the scheduling of postseason tournaments for league sports:

- A team must not have one forfeit or two defaults on their record and have a cumulative average of “3” or above sportsmanship rating to be eligible for the postseason tournament.
- The number of teams registered in each division will determine how many teams make the playoffs. The guidelines are:
  - 4-7 teams registered = 4 teams make playoffs
  - 8-14 teams registered = 8 teams make playoffs
  - 15-18 teams registered = 12 teams make playoffs
  - 19-26 teams registered = 16 teams make playoffs
  - 27-35 teams registered = 24 teams make playoffs
  - >36 teams registered = 32 teams make playoffs
- Tiebreakers will be:
  - Overall record
  - Sportsmanship rating
  - Head-to-head
  - Score differential
- During the playoffs, a “1” or “0” sportsmanship rating results in forfeiture of the game and all players on the team being suspended for the first game of the next season, regardless of their new team or involvement in the forfeited game.

Players, Rosters, and Substitutions

- A game may begin with a team having 3 players, but a full team consists of 4 players.
- Each player must throw two stones consecutively, then move to their next position in order. The positions are:
  - Skip (always in the receiving house, except when their turn to deliver)
  - Vice-skip (takes the place of the skip when it is the Skip’s turn to deliver)
  - Non-skip and non-delivering players should take place to sweep.
- Running on the ice will not be permitted.

Equipment

- A second pair of shoes is recommended. Shoes MUST be completely clean of all dirt and rocks before beginning the game. Any violation can result in a forfeit.
- Stones and brooms will be provided by the curling club, however, participants may use their own brooms if they wish.
- “Cheaters” are allowed when delivering in place of a broom.
- Participants must use caution to not make contact with the “hacks” (the push-off points) with their stones during deliveries, and the Skip will redirect any stones that may strike a hack.

The Game

- The team that wins the coin toss decides whether to deliver first or second
- Deliveries will alternate between teams, with each player delivering two stones.
- When delivering, the stone must be released before it reaches the “hog line”. Otherwise, the stone is removed.
- The stone must reach the opposite hog line to be considered successfully delivered. If it is short, it is removed.
- Sweeping players on the delivering team may sweep until the stone reaches the “tee line” (the mid line of the target) at the far side.
- Behind the tee line, only one member of each team can sweep (including the non-delivering Skip).
- A stone will be removed if it crosses the sidelines at any time, or if it crosses the back line behind the tee.
- At the completion of an “end” (all stones delivered), a team scores one point for each of its own stones located in or touching the house that are closer to the “tee” (center of the target) than any stone of the opposition.
- If teams cannot agree on the closest stones, a measuring tape will be used.
- The final score will be determined after 8 total ends.

Fouls and Penalties

- If, during delivery, a stone is touched by any means other than contact with other stones:
Between the initial release and the far hog line: the stone is removed immediately.

Inside the far hog line:
- By the delivering team: all stones are allowed to come to rest, then the non-offending team may choose to remove the touched stone and replace all stones that were displaced prior to the infraction, or leave all stones where they came to rest.
- By the non-delivering team: all stones are allowed to come to rest, and the non-offending team placed the stones where it reasonably considers the stones would have come to rest had the stone not been touched.

- If any stationary stone is displaced by any means other than contact with other stones, the stone shall be replaced at the estimated position prior to contact.

**Miscellaneous**
- All officials’ calls are final!
- The scorekeeper’s record is the official record.
- Games will be primarily self-governed, however, a supervisor will be on hand to assist with scoring and disputes.