

Hong Kong FloorCurling Association

Rules of the Game



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T3 Triples

1. Team uniform

- 1.1. Team uniform with the same colour and style for each team.
- 1.2. Wear trousers and shirts with sleeves.
- 1.3. No shoes should be worn on the lane. Players must wear socks or FloorCurling shoes, and cannot go bare feet.

2. Team formation

- 2.1. Three players make up a team.
- 2.2. The first player is called the Lead, second player is the Second or Vice-skip, third player is the Skip, who is the captain of the team.



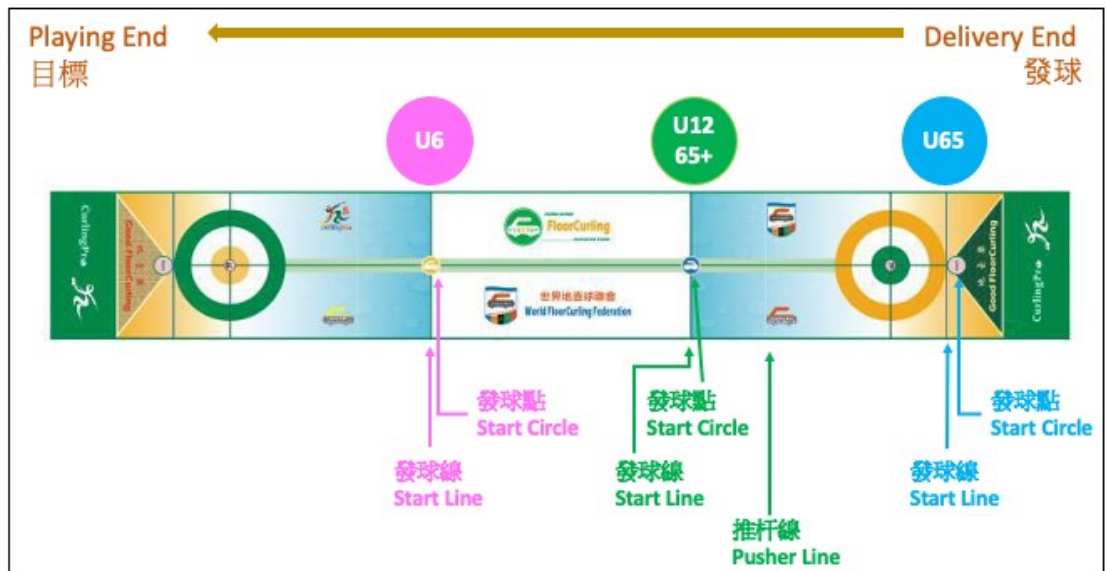
3. Order of rock delivery

- 3.1. Coin tossing or any other methods decide the last rock advantage. The winning team decides which team has the last rock advantage (with the Hammer). The other team selects the colour of their rocks.
- 3.2. Rocks are then delivered in alternate sequences between teams.
- 3.3. The team that has lost an end will have the hammer. The winning team will start to deliver the first rock in the following end. If the end is a blank score, the hammer will be retained by the same team.

4. Delivery

- 4.1. Players deliver their rocks according to their age and abilities, either in U6 (for age under 6 years old), U12/65+ (for age under 12 or over 65 years old) or U65 (between 12 and 64) on the lane.

- 4.2. Players must stand behind the Start Line and cannot step beyond the Starting Area (the triangular zone) before the rock is released.
- 4.3. Upon release, the rock must pass through the corresponding Start Circle.
- 4.4. The rock must be released before the Start Line.
- 4.5. Players using a pusher must place their rock behind the Pusher Line before the release.



- 4.6. Delivery can take one of the following positions:
 - 4.6.1. Kneeling position using one hand
 - 4.6.2. Kneeling position using both hands
 - 4.6.3. Standing position using a pusher
 - 4.6.4. Sitting position using a pusher or hand
 - 4.6.5. Walk and deliver with a pusher
 - 4.6.6. Sitting position with a slide
 - 4.6.7. Sitting position with the legs



- 4.7. Delivery order for teams with the following combination:
 - 4.7.1. All are U6 members: the skip must deliver at U12 start circle
 - 4.7.2. All are U12 members: the skip must deliver at U65 start circle
 - 4.7.3. Team with a mix of U6, U12 and U65: the First must be U6, the skip must be U65
- 4.8. In a U6 delivery, any opponent's rocks resting between the U6 Start Line and U6 Safety Line blocking the delivery shall be removed temporarily. After the delivery, the rocks shall be replaced to the original position.

5. Position of players

- 5.1. Playing team
 - 5.1.1. Skip Position: At the playing end to give directions to his/ her teammates using the pusher.
 - 5.1.2. Delivery Position: Stand behind the Start Line with the rock placed behind the Start Point. Delivery start line varies for junior players according to their age: U6 for players of Kindergarten grade (Under 6 years old); U12 for Primary Grades (6 to 12 years old) or elderly (65 or above).
- 5.2. The other players: stay away from the lane and should not obstruct or disturb the opponent's players.

6. Number of Ends

- 6.1. A competition normally has six ends but it can be any number of ends provided that it is an even number, such as 2, 4, 6 or 8 ends.
- 6.2. If the score is a tie, the winner will be decided by Team Golden Rock, in which each member will deliver two rocks. Rocks will be delivered according to the playing order. Winning team of the last end should deliver the first rock. Rocks delivered to the house will score points: button 4 points; first ring 3

points; second ring 2 points and third ring (outer ring) 1 point. The team with higher aggregate points wins the game.

7. Competition Format

- 7.1. Round Robin: All competitions are based on the Round Robin system. If there are more than 6 teams, competition will be divided into groups of up to 6 teams to play Round Robin. The final best 4 teams will play the sem-final in 2 groups. Winning teams in the final 2 groups will compete for the Champion and the first runner-up. The other two teams will compete for the 2nd runner-up.
- 7.2. Time per delivery: Each rock should be served within 20 seconds after the opponent's rock has come to rest.
- 7.3. Time Out: During the game, players can discuss strategies with each other, but they cannot communicate or seek advice from anyone else. Each team has one one-minute time-out per game. The one minute will begin once the player signifies the request for time-out. The one minute includes the walking time of the coach to the team. The coach should arrive at the lane to discuss with the team members. The coach of the opponent team cannot carry out any discussions with his/ her team members.

8. Cleaning of the rocks

- 8.1. Only approved cleaning agent WD40 can be used to clean the bearings of the rocks. Players should bring along their own dry towel for cleaning. All cleaning equipment has to be placed away from the lane.

9. Delivery Zone

- 9.1. All delivered rocks must pass through the Start Circle and go beyond the safety line of the playing end. Rocks violating this rule are treated as invalid and should be removed from play.

10. Invalid rocks

- 10.1. Invalid rocks are removed from play immediately
- 10.2. Invalid rocks include:
 - 10.2.1. A rock that does not come to rest completely beyond the inside edge of the safety line at the playing end
 - 10.2.2. A rock that completely crosses the outside edge of the back line at the playing end
 - 10.2.3. A rock that touches the side line
 - 10.2.4. A rock that has touched or crossed the side line and rebounds back into the lane.
 - 10.2.5. A rock that is moved by the playing team, either by body parts or equipment.
 - 10.2.6. A rock that is not sliding out with the 3 bearings touching the lane.

11. Replay on delivery

- 11.1 A rock that has not passed the Tee-line of the delivery end.
- 11.2 A rock which is affected by outside objects not in play.

12. Free Guard Zone

- 12.1. Free Guard Zone is the section between the tee line and the safety line at the playing end, excluding the house.
- 12.2. The first player cannot take out any opposition rocks delivered to the Free Guard Zone, but can take out opposition rocks in the house. If moved opposition rocks are not taken out but still in play, it is a valid delivery.
- 12.3. Rocks violating rule 12.2 above will be removed from play and the opposing team can place any moved rocks back to their original positions.
- 12.4. The second and third players can take out any opposition rocks in the lane, no matter the opposition rocks are in Free Guard Zone or in the house.

13. Scoring

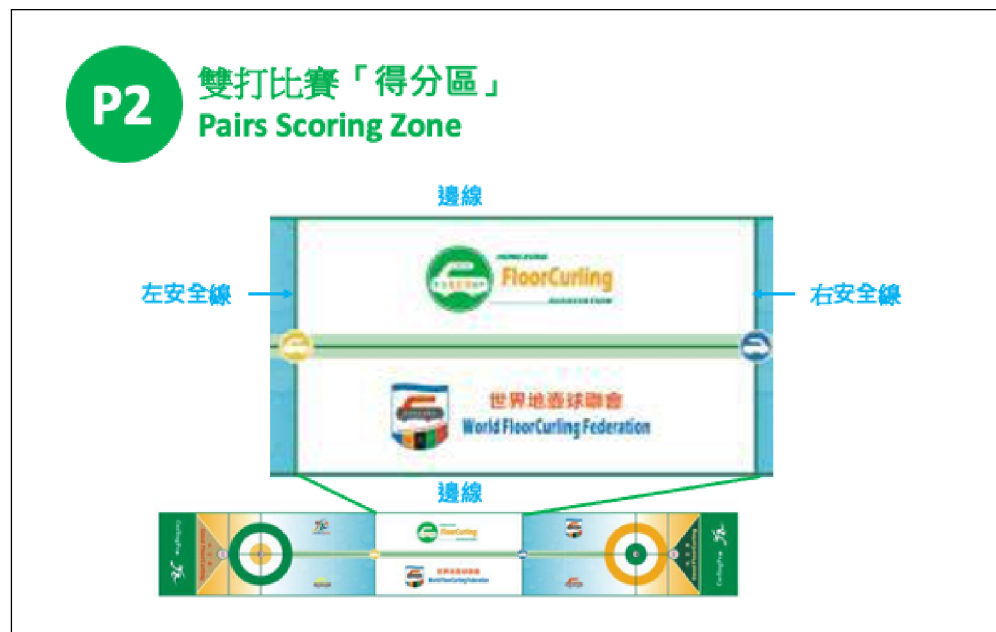
- 13.1. For each end, after all rocks are delivered for an end, the team with the nearest rock to the centre of the house wins that end.
- 13.2. The score for the winning team is the number of rocks that are located closer to the tee (centre of the house) within the house than any rock of the opposing team.
- 13.3. The losing team scores 0 in that end.
- 13.4. The maximum score in one end is 6.
- 13.5. If no rocks stay inside or touch the house, the score will be 0:0.
- 13.6. If the nearest rock of both teams bear the same distance from the centre of the house, then the score will be 0:0.
- 13.7. Each game normally has six ends and the team with the higher total score wins the game. If the score is a tie, Team Golden Rock will be played to decide the winning team.

14. Etiquette

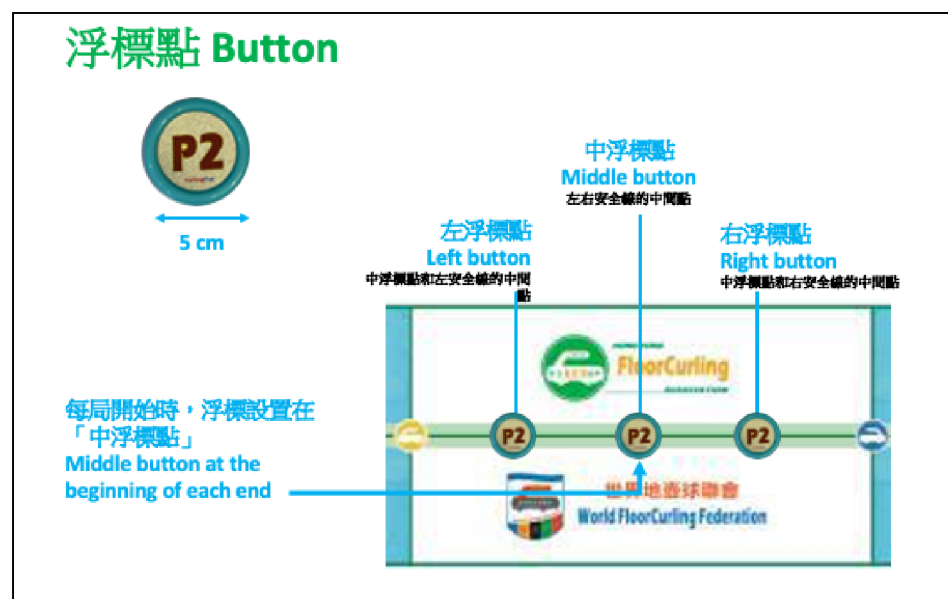
- 14.1. All players must wear socks or FloorCurling shoes.
- 14.2. Before each game, both teams shake hands and wish each other "Good FloorCurling".
- 14.3. Players should keep quiet when the opposing team is delivering their rocks. Do not block the line of vision of the playing team.
- 14.4. At the beginning of each game and after each end, arrange rocks in order according to the colour of the rocks.
- 14.5. After each game, both teams shake hands and end the game by saying "Good Game".
- 14.6. If it is a social game, there is a culture of the winning team buying drinks for the opponents.

P2 Pairs

1. Team formation
 - 1.1. Each team has 2 players
2. Scoring area
 - 2.1. The white area between the two "sidelines" and "safety line" is the "score zone"



3. Button points
 - 3.1. There are three "button points" set in the "score zone".



4. Position of players and order of delivery

- 4.1. Each team is positioned on either end of the lane and delivers the rocks towards the score zone.
- 4.2. The order of serving is determined by tossing a coin or other methods. The winner usually chooses the hammer while the other team would choose the colour of the rocks (red or yellow).
- 4.3. The two teams deliver in alternate sequence until all 12 rocks are served.
- 4.4. The winner will deliver first in the next end; if there is a tie (0:0), the order of delivery will remain the same as in the previous end.
- 4.5. The winning team needs to swap the order of the players in the next end; The losing team does not need to change.
- 4.6. A normal game has 6 ends, and the two teams swap their delivery positions in the middle of each game.

5. Reset the button

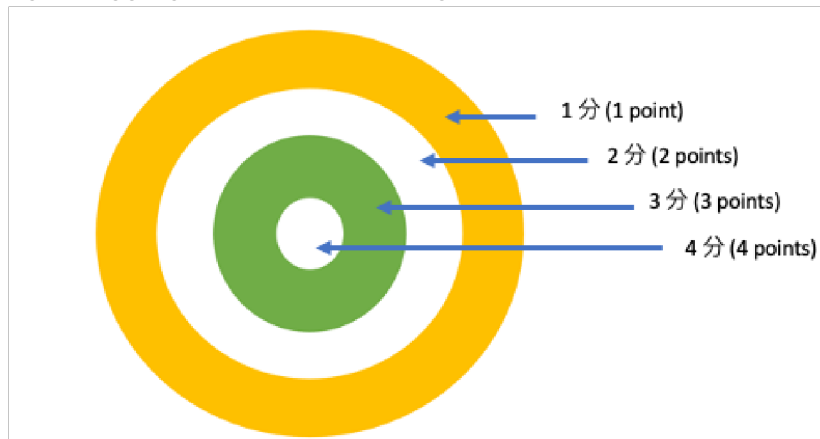
- 5.1. If the button is out of bounds, reset it to one of the button positions
 - 5.1.1. Out along the left safety line: reset the button to the left button point
 - 5.1.2. Out along the sideline: reset the button to the middle button point
 - 5.1.3. Out along the right safety line: reset the button to the right button point

6. Scoring

- 6.1. At the end of each end, the team with the closest rock to the button wins, and the score is the number of rocks closer to the button than the opponent.

S1 Singles

1. Team competition
 - 1.1. 1 player per team
2. Delivery order
 - 2.1. Coin tossing or any other methods decide the last rock advantage. The winning team decides which team has the last rock advantage (with the Hammer). The other team selects the colour of their rocks.
 - 2.2. The two teams deliver one rock each in alternate order until all the 12 rocks are delivered.
 - 2.3. The team that has lost an end will have the hammer. The winning team will start to deliver the first rock in the following end. If the end is a blank score, the hammer will be retained by the same team.
3. Delivery
 - 3.1. All players deliver at U65 Start Point.
4. Number of Ends
 - 4.1. A competition normally has six ends but it can be any number of ends provided that it is an even number, such as 2, 4, 6 or 8 ends.
5. Scoring
 - 5.1. Rocks that rest in the house will score points: button 4 points; first ring 3 points; second ring 2 points and third ring (outer ring) 1 point. The team with higher aggregate points wins the game.



24 September 2023