

## Special Olympics GB New Age Kurling Competition Rules

The following rules are a modification of the NGB Rules (GBKA v2.3 effective April 2014) and will apply to all Special Olympics New Age Kurling competitions:

### Delivery

1. The game will start with the toss of a 'coin' (with red and blue faces) by the player named first on the score sheet. The colour displayed will then be the colour of their stones
2. The player with red stones will deliver first in the first end, blue starts the second end etc.
3. Two practice stones per player may be allowed before the game commences
4. The game will consist of an even number of ends (6 ends recommended) and a tie-break if needed
5. The players will deliver the stones alternately until the last stone has been played
6. If a player consistently fails to send their stones over the far hog line at Level 1 and Level 2, the Umpire can let the player move closer to the target (using the near hog line as their delivery line). The other player(s) will then be given the option to deliver from the near hog line or to continue playing from the hack box
7. A stone may not be delivered until the opponent's stone comes to a complete standstill or is deemed 'dead' by the Umpire
8. When delivering the stone no part of the body (which includes a walking stick, a chair or wheelchair), that is in contact with the floor, will be allowed to touch or go past any part of the delivery line or side lines. This will be considered as a foot fault and the stone will be taken out of play by the Umpire. The Umpire will attempt to intercept the stone before it disturbs the other stones. If the stone disturbs other stones, the Umpire will reset the stones to their original positions – if this is not possible, the end will be replayed
9. Three foot faults will result in the loss of the game. In a pairs or team game this will be 3 foot faults per pair or team (i.e. not 3 foot faults per player)
10. A stone is ruled dead and taken out of play if:
  - a) It touches or goes over the side line
  - b) It goes beyond the target (the mat, not the outer circle) by more than the diameter of two stones
  - c) It lands upside down
  - d) It lands under the target (it is recommended that the front edge of the target mat is taped to the floor, with masking tape)
  - e) It does not pass the far hog line. A stone touching the hog line is deemed a dead stone
  - f) It rolls on its side, continues down the court and then lands back on its bearings
  - g) It rebounds from an object outside of the court
  - h) Any component(s) of the stone detach from the stone before it comes to rest, e.g. a bearing
  - i) It is delivered before an opponent's stone comes to rest
  - j) The player commits a foot fault
11. If a player delivers an opponent's stone by mistake, or delivers their own stone out of turn, the Umpire will attempt to intercept the stone before it disturbs the other stones and return it to its player without penalty. If the stone disturbs other stones, the Umpire

will reset the stones to their original positions – if this is not possible, the end will be replayed

12. Additional rules for ramp players:

- a) When a ramp is used, and where a ramp assistant is required to place the ramp ready to play, then the assistant must have their back to the target with the player giving directions to the placement of the ramp in relation to the target
- b) If a ramp assistant helps the player to physically deliver a stone, the player will lose the end
- c) A ramp assistant must not coach the player they are assisting during an end as this will result in the player losing the end. The ramp assistant will be warned on the first offence and on the second offence will be banned from the playing area for the duration of the competition

### **Scoring**

1. When scoring an end, at least one player/team will score 0
2. For a stone to score, it must land on the scoring part of the target (the coloured rings not the outside white square) or with any part of the stone touching the scoring part of the target
3. The scoring stone(s) must be closer to the centre of the target than any of the opponent's stones
4. If no stones are on the scoring part of the target a score of 0-0 is recorded for that end
5. If a red stone and a blue stone are both the nearest stones and are equal distance from the centre of the target, a score of 0-0 is recorded for that end
6. The tie-break will be one stone each. The player named second on the score sheet will toss the 'coin' to decide which colour goes first
7. In the event of a tie-break, if no stones are on the target, the stone nearest to the target wins
8. In the event of a forfeited end, the opponent(s) will win the end 4-0 in singles or pairs, and 8-0 in teams
9. If a game is forfeited, then the current end and each remaining end will be scored as in part 6 (above). The player/team committing the infringement will score a total of 0 for the entire game
10. Unsportsmanlike Conduct, as defined by Special Olympics, will result in a player being removed from the competition. The player will be eligible for a Participant Award

### **Player Level Descriptors**

Players' ability level will be indicated on score sheets. Umpires will make reference to the following during match play:

#### **Level 1**

In competition, athletes are allowed spoken or signed direction from their Coach.

#### **Level 2**

During competition, athletes are able to play a simple game independently (i.e. athletes will know to aim to the target and attempt to remove opponents' stones). Coaching is not allowed during match play.

#### **Level 3**

Athletes will use game skills such as promoting own stones, adding guards (blockers) and delivering their stones from an appropriate position in the hack box. The player will

position themselves in an appropriate place in the hack box for their delivery and vacate the hack box after throwing each stone. No coaching is allowed during match play.

## **Appendix 1 – Equipment**

### **a) Stones**

A Kurling set consists of four red and four blue stones, each with the following weights and dimensions:

Weight	1.1 kg
Diameter	18.0 cm
Height	9.0 cm

### **b) Pusher stick**

The pusher stick must not exceed 125.0 centimetres in length when fully extended.

### **c) Ramp**

Maximum ramp length	178.0 cm
Maximum ramp width	25.0 cm

### **d) Target**

The target has concentric circles in red, white and blue. The diameters of the circles are:

Red Circle	116.0 cm
Outer White Circle	80.0 cm
Blue Circle	46.0 cm
Inner white circle	15.0 cm

## **Appendix 2 – Court Dimensions**

A standard size badminton court will form two New Age Kurling courts (without the need for marking out except for a centre line dividing the badminton court into two halves lengthways).

### **Length**

11.84m, measured from the middle of the delivery line to the middle of the target line (the length of the inner base tram lines on a badminton court).

### **Width**

3.05m - the distance between the outer edges of the outer side tram line and the centre of a badminton court.

### **Delivery line**

This is the service line of a badminton court.

### **Hack box**

The area within the delivery line (the width of the court) and the side lines. It will extend 0.76m behind the delivery line but will in fact extend to infinity.

### **Near Hog line**

3.92m from the delivery line (measured from the middle of the delivery line to the middle of the hog line). The hog lines are lines that extend across the court from one side line to the other side line.

### **Far Hog line**

7.92m from the delivery line (measured from the middle of the delivery line to the middle of the hog line).

