

Competition Guidance

Basic Rules

- Player / team winning the toss decide whether to play first / second in the first end OR choose the colour of their stones.
- Player losing the toss has the choice of the option not selected by the toss winner.
- Ends will be played in alternate directions.
- Players will alternate in playing the first stone in each end (e.g. player / team playing first in the first end will play second in the second end).
- If Team A has players A1, A2, A3 & A4 and Team B has B1, B2, B3, B4 and Team A plays the first stone in the first end, the order of play shall be: A1, B1, A1, B1, A2, B2, A2, B2, A3, B3, A3, B3, A4, B4, A4, B4. The order of play in the 2nd end will then be: B1, A1, B1, A1, B2, A2, B2, A2, B3, A3, B3, A3, B4, A4, B4, A4...
- Foot Faults & Dead Stones – refer to Umpire Guidance below.
- Players delivering the wrong colour stone or delivering out of turn will lose the end. **Note that it is permissible to decline being awarded an end and to ask your opponent to play again.**
- Players moving stones on the field of play before the result of the end has been agreed will lose that end.
- The only possible scores in an end are 0-0, 1-0, 2-0, 3-0 or 4-0 for Singles Games.
- The only possible scores in an end are 0-0, 1-0, 2-0, 3-0, 4-0, 5-0, 6-0, 7-0 or 8-0 for Team Games.

Illegal Coaching Examples

- An individual not involved in the game warns a player that they are about to deliver the wrong stone or are about to deliver out of turn.
- An individual not involved in the game indicates to a player by whatever means what shot to play or what tactics to adopt during the end.
- A carer assisting a ramp or visually impaired player lines up a shot without being instructed to by the player.
- Any individual giving illegal coaching will cause the player / team concerned to lose the end and the individual will be asked to leave the venue.
- Team mates in a Team Competition may offer each other advice at any time **without being penalised** for illegal coaching.

Competitor Guidance

- Make sure you are familiar with the current rules of New Age Kurling especially Section 2, Sections 4a, b, c & g, Section 8 and Section 9.
- Try and arrive early enough to have a practice before the competition starts so that you know in advance whether playing on a fast or slow surface.
- Remember the colour of your stones to ensure you don't forfeit an end by playing the wrong colour. Some players will stop you from playing the wrong stone and some won't!
- If your opponent plays the wrong stone or plays out of turn then you can decide to advise the umpire that you do not want them to claim a forfeited end and wish to replay the end.
- If you win the toss you may wish to choose to play first. All the games will be an even number of ends. Playing first in the first end gives you the advantage of playing last in the last end and knowing what you need to achieve to win the game.
- **Teams** – decide who is going to play first, second, third & fourth in the game before the first end begins. You must maintain the same playing order in every other end of the game. You can only change the order of players in a new game.
- **Teams** – you are allowed to discuss with your team what shot to play.
- There may be situations where the game is played without an Umpire. If you feel that someone is trying to claim an end that is rightfully yours then don't be afraid to call for one of the Chief Umpires.
- If asked to umpire a game and you don't feel confident enough to do it then please say so and we'll find somebody else.
- **If you use a pusher or ramp to deliver stones remember to bring it with you!!**
- **Drink lots of fluid during the day**
- **ENJOY YOURSELF!!!**

Umpire Guidance

Start of a Game / End

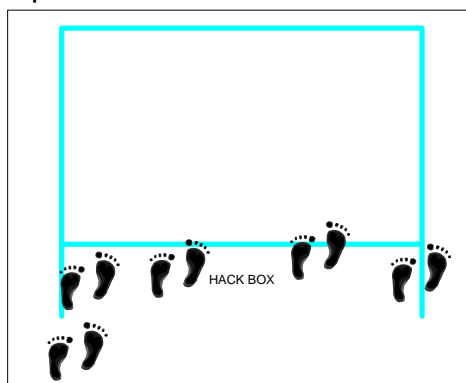
- At the start of a game the first player / team on the score sheet should call at the toss.
- The toss winner may either choose who goes First/Second or the colour of their stones.
- At the start of every end check that the target is in the correct place.

Position on Court / Dead Stones

- At the start of an end stand off the court alongside the target. Do not stand behind the target as this may distract the players.
- As the end progresses stand alongside the stone nearest to the Delivery Line to enable you to take out dead stones before they disturb other stones. A stone is deemed dead if:
 - It breaks the plane of the side line.
 - It goes beyond the target (the mat not the outer circle) by more than the diameter of two stones.
 - It lands upside down.
 - It lands under the target
 - It is not in contact with the court by the time it reaches the near hog line.
 - It does not pass the far hog line. A stone touching the hog line is deemed a dead stone. A stone that crosses the delivery line, which is not under the control of the player, is considered to have been delivered and is therefore subject to this rule.
 - It lands on its side, continues down the court and then lands back on its bearings.
 - It rebounds from an object outside of the court.
 - Any component(s) of the stone detach from the stone before it comes to rest, e.g. a bearing.
 - It is delivered with any component of the stone missing.
 - It is delivered before an opponent's stone comes to rest.
 - The player commits a foot fault.

Foot Faults

- When delivering a stone all parts of the body (which includes a chair, wheelchair, walking frame, walking stick or crutch) which are in contact with the floor, must be **behind** the delivery line and **within** the confines of the hack box, otherwise the player will foot fault and lose their stone, examples of foot faults are shown in the diagram below:



- Note that provided the player is in full control of the stone, delivery may be initiated with the stone past or on the delivery line.

Forfeited ends

- Players delivering the wrong colour stone or delivering out of turn will lose the end.

Note: It is permissible for their opponent(s) to decline being awarded an end and for this end to be re-played.

Scoring

- Do not move any stones until both players / captains have agreed the score.
- Ensure that the scorecard is completed accurately & announce the total score after every end.
- If a measure is required call one of the Senior Umpires.
- If an end is forfeited refer to Section 9 of the rules for how to score the end.