



Great Britain Kurling Association

New Age Kurling

Official Rules

Effective 7th April 2014

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1. Introduction

New Age Kurling is a sport that requires participants to deliver stones from one end of a court to a target at the other end of the court. The competition target has red, white and blue concentric circles and scoring is determined by the number of stones closest to the centre of this target.

Each game will normally consist of an even number of ends (six or eight recommended).

In competitive play all participants are expected to understand these rules prior to the commencement of play.

2. Equipment

1. In any National Governing Body sanctioned competition, players will only be permitted to use stones which are bought from the official suppliers.
2. Any form of pusher may be used. However if the pusher has not been purchased from the official suppliers it must be presented to the Chief Umpire or Senior Umpire to verify that it is safe to use.
3. Only ramps purchased through the official suppliers are permitted in competitions.
4. Any person found to be using equipment that is outside of the parameters defined in Appendix 1 will be disqualified from the competition and their results voided. It should be noted that random checks of the equipment will be made.
5. The target to be used in competitions will be the championship or house target. This is a target which has concentric circles in red, white and blue. The target will be placed on the target line midway between the sidelines and using the white hash line that runs through the red outer ring of the target. The outer white sections of the target are not included in the scoring part of the target.
6. Players will only be allowed to change the bearing(s) in one or more of their stones before the start of an end.

3. The Court

New Age Kurling will be played on a court based on half a standard size badminton court.

The exact dimensions are documented in Appendix 2.

4. Playing the game

a) Delivery

1. The game will start with the toss of a coin with the visiting team calling heads or tails as the coin is in the air. If the competition is at a venue where neither opponent has home advantage, it will be the player listed first on the score sheet that will call.
2. The person winning the toss will have the option of deciding **either** who will play first **or** with which coloured stones they wish to play. The person losing the toss will then choose from the option not selected by the toss winner; e.g. if the toss winner chooses to play with red stones then the toss loser will have the choice of who plays first.
3. Once it has been decided who will go first in the first end (by the toss of the coin), the players will alternate at the start of each subsequent end. Therefore, if player A wins the toss and elects to go first in the first end, player B will go first in the second end, player A will go first in the third end, player B first in the fourth end and so forth until all ends have been completed.
4. Two practice ends will be allowed before the start of the game, one from each end and played in accordance with Rule 4.a.3. During time bound competitions the Chief Umpire may waive this rule at any time. During league matches the 2 team captains may also waive this rule if they both agree.
5. The players will deliver the stones alternately until the last stone has been played.
6. A stone may not be delivered until the opponent's stone comes to a complete standstill or is deemed dead by the Senior Umpire. Violation of this rule will result in the stone being taken out of play by the Senior Umpire.
7. When delivering the stone no part of the body (which includes a chair, wheelchair, walking frame, walking stick or crutch), which is in contact with the floor, will be allowed to touch or go past any part of the delivery line. Violation of this rule will be considered as a foot fault and the stone will be taken out of play by the Senior Umpire.
8. When delivering the stone, no part of the body (which includes a chair, wheelchair, walking frame, walking stick or crutch), which is in contact with the floor, will be allowed to touch or cross the actual side lines or implied side lines of the hack box. Violation of this rule will be considered as a foot fault and the stone will be taken out of play by the Senior Umpire.
9. A player may not proceed past the delivery line until the stone has passed the near hog line. Violation of this rule will be considered as a foot fault and the stone will be taken out of play by the Senior Umpire.
10. Either player may follow the stone down the court to ascertain the lie of the stone.
11. Three foot faults will result in the loss of the game (see forfeited end / game rule). In a pairs or team game this will be 3 foot faults per team and not 3 foot faults per player.
12. A stone is ruled dead and taken out of play if:
 - a. It breaks the plane of 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
 - e. It is not in contact with the court by the time it reaches the near hog line.
 - f. 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.
 - g. It lands on its side, continues down the court and then lands back on its bearings.
 - h. It rebounds from an object outside of the court.
 - i. Any component(s) of the stone detach from the stone before it comes to rest, e.g. a bearing.
 - j. It is delivered with any component of the stone missing.
 - k. It is delivered before an opponent's stone comes to rest.
 - l. The player commits a foot fault.
13. If a stone is ruled dead but disturbs other stones after being ruled dead but before being taken out of play, then the disturbed stones should be replaced in their original positions. This rule will not apply if the stone is ruled dead under Rule 12.c or 12.d.

14. In the event that a stone is ruled dead but is not taken out of play, then if a player delivers a stone and it hits the dead stone, the player will be allowed to replay their stone.
15. The last stone of an end must cross the far hog line. If it does not cross the far hog line then it will be re-delivered.
16. If a stone is played out of turn, that player will lose the end (see forfeited end / game rule). However, if a player plays a stone out of turn and their opponent delivers their next stone then the end shall continue without penalty.
17. If a player delivers an opponent's stone, that player will lose the end (see forfeited end / game rule). However, if a player (Player A) delivers an opponent's stone (Player B) and Player B then delivers Player A's stone then the end shall be replayed without penalty.
18. A player moving a stone on the field of play before all stones have been delivered or before the result of the end has been agreed will lose that end (see forfeited end / game rule).
19. If a stone that has been delivered is removed from the field of play by a person other than the players in that game before the game has ended, the Senior Umpire will replace the stones in their original positions.
20. If a stone is accidentally moved by a person conducting a measure then:
 - i) If the measure is to determine which player / team has the scoring shot the end will be replayed.
 - ii) If the measure is to determine which player / team has the 2nd or subsequent scoring shot the score for the end will be the number of stones already conceded and the end will not be replayed.
21. Once all stones have been delivered from one end to another, this is classed as one end. A game will normally consist of six or eight ends.
22. If a game is tied at the end of the allotted number of ends:
 - a. In the event of a knockout competition a sudden death end(s) will be played until there is a winner. The order of play will continue to alternate as defined in rule 4.a.3 – i.e. the player who delivered last in the last normal end, will deliver first in the first sudden death end.
 - b. In the event of a league or round-robin game this will be classed as a tie.
23. If in a singles game a player retires injured then they will be deemed to have forfeited the game (see forfeited end / game rule).
24. One method of delivering the stone is by ramp. Ramp players may play against non-ramp players provided that they comply with Rules 4.a.7 and 4.a.8.
25. When ramps are used and where a carer is required to place the ramp ready to play then the carer must have their back to the target with the player giving directions to the placement of the end of the ramp in relation to the target. If the player is Blind or Visually Impaired then the carer is allowed to look at the target.
26. If a carer helps the player to physically deliver a stone, the player will lose the end (see forfeited end / game rule).
27. If a carer interferes with a stone that has been delivered by the player, the player will lose the end (see forfeited end / game rule).
28. A carer must be named on the team sheet.
29. A carer must not coach the player they are caring for during an end as this will result in the player losing the end (see forfeited end / game rule). The carer 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.
30. The carer of a Visually Impaired or Blind player will be allowed to:
 - Place non-intrusive tape on the floor within the confines of the hack box to assist the player to line up with the centre of the target.
 - Inform the player of the position of all stones on the court in relation to the target.
 - Give factual answers to questions posed by the player; unless the player is specifically asking for coaching advice.
 - Line up the player, and their ramp if applicable, so that they are facing in the direction they have requested.
31. If as the result of a stone being delivered (apart from the last stone of an end), any part of the target folds over and the target cannot be flattened without removing a stone(s) then the end shall be declared null and void and will be replayed.

32. The Chief Umpire's decision is final. In the event of there being no Chief Umpire any decision made by a Senior Umpire shall be final.

b) Order of Play

1. In the singles category players will deliver four stones each delivering each stone alternately.
2. In team games (quadruples, triples or pairs) each player will deliver two stones each with the leads starting with their 2 stones, then the number twos with their 2 stones and so on through the whole team. Violation of this rule will result in the loss of the end (see forfeited end / game rule).

c) Scoring

1. The Senior Umpire is responsible for deciding the outcome of an end. If a player in a singles game or a team captain in a team game disagrees with the Senior Umpire's decision then they shall have the right to challenge the outcome and insist that the Senior Umpire conduct a measure.
2. For a stone to score it must land on the scoring part of the target breaking the plane of the scoring zone with any part of the body of the stone.
3. The scoring stone(s) must be closer to the centre of the target than any of the opponent's stones.

Example: In a singles game Player A has two blue stones touching the centre spot and two other stones touching the red line. Player B has two red stones touching the outer white circle. Although player B has two red stones on the target, they are not scoring stones because player A has two stones closer to the centre of the target. Player A's two other stones are on the target but they are not scoring stones on account of the position of player B's red stones. The score is, therefore, 2-0 to player A.

4. A player can win an end by a score of 1-0, 2-0, 3-0 or 4-0.
5. In a team competition, a team can win by the total number of stones used by that team. Therefore, each player in a team of four will deliver two stones and the winning score can be from 1-0 to a maximum of 8-0 per end. Where the team consists of three players, this can be from 1-0 to a maximum of 6-0 per end.
6. The cumulative total of all scoring stones for all ends in the game will decide the winner of the game.
7. Unless the rules of a competition state otherwise, then if at the completion of an end a player or team are winning by more than the total points available in the remaining ends, the game will be declared complete.
8. A tied end will be scored 0-0 and will not be replayed. A tied end occurs when both players / teams have stones in a scoring position which are equidistant from the centre of the target and cannot be separated by a measure.

d) Uniform

1. Each player must ensure that they are of smart appearance and wearing appropriate clothing.
2. Each team should play in a team shirt all of which should be the same colour, though style may vary.
3. Uniforms must be clean and tidy.

e) Substitution

1. Teams will be allowed two substitutions during a match / competition.
2. Substitutions will be allowed in the following situations and times:
 - c. In the case of injury to a team member - at any time
 - d. Tactical substitution - only between games
3. Once a substitution has been made the substituted player will not be allowed back into the match / competition. Violation of this rule will result in the loss of the game in progress and the team will continue the match / competition with one less player (see forfeited end / game rule).
4. In the event of a team being unable to proceed with a full team the remaining players will keep their original positions in the order of play and only the stones used by these players will count.
5. Only players registered with a team will be allowed to be substituted in a match / competition. Violation of this rule will result in the loss of the game in progress and the team will continue the match / competition with one less player (see forfeited end / game rule).

f) Participation Format

1. The sport can be played by individuals or teams in any of the following four combinations and, in a team game, must be played with the same number of players in each team:
 - e. Singles with each person delivering four stones.
 - f. Pairs with each person delivering two stones.
 - g. Triples with each person delivering two stones.
 - h. Teams of four with each person delivering two stones.
2. The sport (whether singles, pairs, triples or fours) can be played according to gender and ability in any of the following categories:
 - a. Mixed
 - a) Disabled
 - b) Mixed ability (Disabled & Able Bodied)
 - b. Men
 - a) Disabled
 - b) Mixed ability (Disabled & Able Bodied)
 - c. Women
 - a) Disabled
 - b) Mixed ability (Disabled & Able Bodied)

g) Photography

1. No Photography will be allowed at any time during GBKA organised competitions, without the express permission of the competition organiser. During league matches the 2 team captains may waive this rule if they both agree.

5. Umpires

1. There can be two Umpires and this will be dependant on the level of the sport being played. At club level it can be whoever is available.
2. The Umpires should be dressed in the official GBKA uniform.
3. The Senior Umpire will be in charge of the game and the Umpire their back up.
4. The Senior Umpire will stand at the target end and the Umpire will stand at the delivery end.
5. No person other than the Senior Umpire will be allowed to take a dead stone out of play.
6. Most games will be played with one Umpire (the Senior Umpire).
7. The Senior Umpire should only answer questions from the player who is next to deliver a stone.
8. In time-bound competitions when a player is not present within 5 minutes of the scheduled / announced start of the game the Senior Umpire may award the game to their opponents. In such circumstances the score will be half the maximum available (e.g. in a six end singles game the score would be 12-0).
9. In time-bound competitions players who continually exceed the allotted game time may be disqualified at any time at the discretion of the Chief Umpire who is in charge of the competition. In such situations their results will be expunged.

6. Scorers

1. Where possible a Scorer should be used and should only score for one court at a time.
2. Where there is no Scorer one of the Umpires will take on a dual role and will act as Scorer.
3. The Scorer should position themself where they will not interfere with play.
4. The Scorer / Umpire should announce and display the current score prior to the commencement of the next end. Any scoring discrepancies must be queried by a player / team with the Scorer / Umpire prior to the commencement of the next end. Retrospective changes to scores will only be allowed where both players / opposing team captains agree.

7. Team Captains

1. Before any game the team captain must introduce them self to the Senior Umpire and to their opponent's team captain.
2. The team captain must present the Scorer (or the Umpire where the Umpire is the Scorer) with the team sheet.
3. The team captain may play in any position in the rotation of play.
4. The team captain is only allowed on court during play when they are competing in a game.

8. Coaches

1. Coaches will be allowed into the coaching box which is the area between the two hog lines and to the side of the court.
2. A Coach may only enter the coaching box after:
 - a. He / she has asked the Senior Umpire
 - b. An end has finished
3. Only those people designated on the team sheet as a Coach and with an official coaching qualification will be allowed into the coaching box except that:
 - i. In the case where a school competition is taking place a teacher may enter the coaching box in accordance with Rules 8.2 a and 8.2.b and will for the purposes of these rules be considered as a Coach.
 - ii. In the case where a team competition is taking place a non-playing team captain may enter the coaching box in accordance with Rules 8.2 a and 8.2.b and will for the purposes of these rules be considered as a Coach
4. Only one person per team will be allowed into the coaching box.
5. Any one validly in the coaching box will only be allowed to give advice and coaching to players between ends.
6. Any one validly in the coaching box and seen to be giving advice to a player / team during an end will be required to permanently leave the playing area for the duration of the competition and that player / team will lose that end (see forfeited end / game rule).
7. Team players playing in the same game will be allowed to offer each other advice without penalty.
8. Any person who does not meet Rules 8.2 & 8.3 above and is seen to be giving advice / coaching to a player / team during an end will be required to permanently leave the playing area for the duration of the competition and that player / team will lose the end in progress (see forfeited end / game rule). In the event that it is the umpire who has given the advice / coaching then the umpire will be removed from the game, will umpire no further games at the competition but will not be required to permanently leave the playing area for the duration of the competition.
9. Encroachment onto the court by a Coach when an end is being played will result in their player / team losing that end (see the forfeited end / game rule).
10. If a Coach interferes with any stone in play they will be required to permanently leave the playing area for the duration of the competition and their player / team will lose that end (see the forfeited end / game rule)

9. Forfeited end / game

1. Should an end be forfeited for whatever reason it will be scored in the following way:
 - The person / team forfeiting the end will automatically score zero points for the end.
 - Stones that have been delivered by the player / team being awarded the end which are in a scoring position **plus** any other stones yet to be delivered will count as the score.
 - A player / team awarded an end will always win by a minimum score of 1-0.

Example: Player A plays a stone out of turn on their second stone. Player B has a stone in a scoring position and a further two stones to deliver. The score would be 3-0 to Player B.

2. Should a game be forfeited for whatever reason it will be scored in the following way:
 - The person / team forfeiting the game will automatically score zero points for the game.
 - The current end (or next end if the game is forfeited between ends) will be scored using the forfeited end Rule 9.1 above.
 - Following this all remaining ends will be scored as half the number of points available in each end.

Note that in a knockout match it is not necessary to calculate the score for a forfeited game.

Example: Pair A makes a substitution in the fourth end of a eight end game and after the fifth end the person who was substituted re-enters the game:

At the conclusion of the 3rd end Pair B are winning 6-1 and Pair A make the substitution.

Pair B win the fourth end 3-0 and the fifth 1-0.

Pair A then bring on the player that had been previously substituted.

The umpire awards the game to Pair B. After five ends they were winning 10-1 with three ends to play. Pair A automatically lose their points. The sixth end would score 4-0 (Rule 9.1) and the seventh & eighth ends 2-0 (Rule 9.2) making the total 18-0 to Pair B.

10. Unsportsmanlike Conduct

1. At a friendly / league match this should be resolved amicably by the two team captains and the Senior Umpire. In the event that the team captains fail to agree then any decision made by a Senior Umpire shall be final.
2. At a competition / tournament the matter should be referred by the Senior Umpire to the Chief Umpire for resolution. The Chief Umpire's decision shall final.
3. When the Senior / Chief Umpire deems that there has been an occurrence of Unsportsmanlike conduct then they shall:
 - a. On the first occurrence in a game, match or competition – advise the player that unsportsmanlike conduct is not acceptable.
 - b. On the second occurrence in a game, match or competition – formally warn the player about their conduct.
 - c. On the third or subsequent occurrence in a game, match or competition – award the game to their opponent(s) (see forfeited end / game rule).
4. Where a party feels that they have been unfairly treated under rules 10.1 to 10.3 then they should raise a grievance in accordance with the GBKA's Disciplinary Regulations.
5. Where a party feels that an incident of unsportsmanlike conduct has not been brought to an agreeable conclusion under rules 10.1 to 10.3 then they should raise a grievance in accordance with the GBKA's Disciplinary Regulations.

11. Age Ranges

1. Masters = 60 years of age and older on 1st January of the current administrative year
2. Veteran = 40 years of age and older on 1st January of the current administrative year
3. Adult = 18 years of age and older on 1st January of the current administrative year
4. Junior = under 18 years of age on 31st December of the current administrative year
5. Cadet = under 15 years of age on 31st December of the current administrative year

12. Rule Changes

1. Rules will be reviewed on a regular basis and members will be informed of any decisions that are made to change the rules.
2. A history of the last two sets of changes to the Rules is attached as Appendix 4.
3. Tournament / competition organisers may modify these Official Rules provided that:
 - a) The objectives / spirit of the game are not compromised and
 - b) The modifications are approved by the Secretary of the Great Britain Kurling Association.

Appendix 1 – Equipment

a) **The Stones**

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

Weight	1.1 kilos
Diameter	18.0 centimetres
Height	9.0 centimetres

b) **The Pusher**

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

c) **The Ramp**

Maximum ramp length	178.0 centimetres
Maximum ramp width	25.0 centimetres

d) **The Target**

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

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

Appendix 2 – Court Dimensions

Length 11.84 metres, 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 3.05 metres - 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.

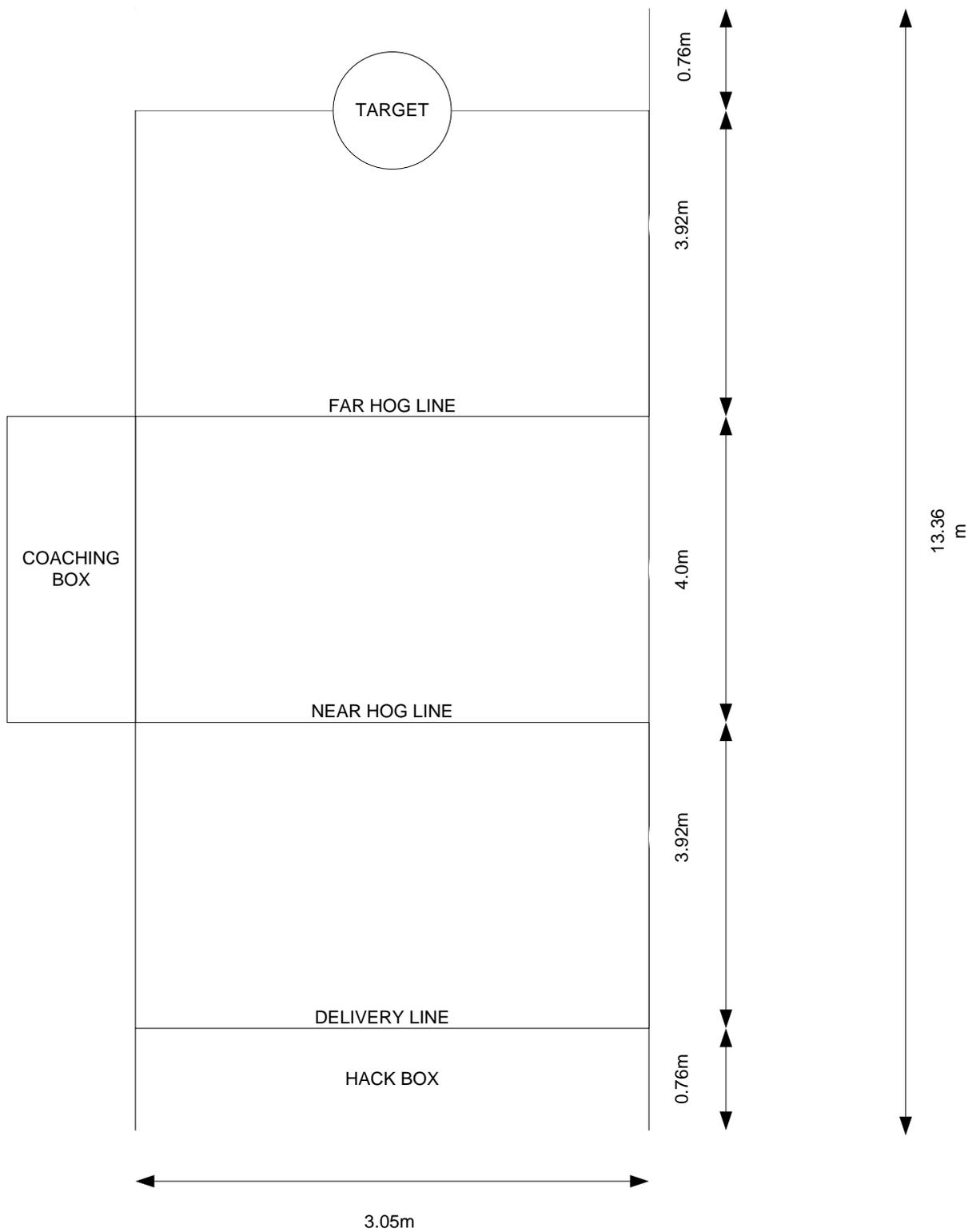
The hack box – the area within the delivery line (the width of the court) and the side lines. It will extend 0.76m behind the delivery line but will in fact extend to infinity.

Near Hog line 3.92 metres 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 7.92 metres from the delivery line (measured from the middle of the delivery line to the middle of the hog line).

Coach's box - the area between the near and far hog lines and outside the court.

Line markings - the minimum width for line markings is 2.5 centimetres.



All distances are measured from the middle of one line to the middle of the next line.

Width of court is measured from outer edges of the two lines.

Appendix 3 – Glossary of Key Terms

Term	Definition
Chief Umpire	The person ultimately responsible for the running of a competition and resolution of issues.
Competition	A generic term covering all competitive Kurling events. E.g. League Match, World / National Championship, International Match
End	One series of all players delivering their stones to the target.
Game	A contest between 2 players / teams comprising a fixed number of ends.
Head	The group of stones on or around the target.
Match	A contest between two squads comprising a number of games which may be any combination of singles, pairs, triples or quadruples.
Measure	The procedure conducted by the Senior Umpire to determine the stone(s) closest to the centre of the target. May be conducted visually or with authorised measuring equipment.
Senior Umpire	The person responsible for umpiring a game.
Squad	The players, including substitutes, who will compete in a match.
Team	Two, three or four players competing in a game against a team of equal numbers.
Umpire	The person responsible for assisting the Senior Umpire – in particular responsible for administering the foot fault rule.

Appendix 4 – Rule Change History

Rule Changes Effective 7th April 2014

General

Changed “skip” to “team captain”.

Added Rule 2.6 (Equipment)

“Players will only be allowed to change the bearing(s) in one or more of their stones before the start of an end.”

Rule 4.a.25

Changed from: “When ramps are used and where a carer is required to place the ramp ready to play, then the carer must have their back to the target with the player giving directions to the placement of the end of the ramp in relation to the target.”

To: “When ramps are used and where a carer is required to place the ramp ready to play then the carer must have their back to the target with the player giving directions to the placement of the end of the ramp in relation to the target. If the Player is Blind or Visually Impaired then the carer is allowed to look at the target.”

Rule 4.a.30

Changed from: “The carer of a Visually Impaired player will be allowed to:

- Place non-intrusive tape on the floor within the confines of the hack box to assist the player to line up with the centre of the target.
- Inform the player of the position of all stones on the court in relation to the target.
- Give factual answers to questions posed by the player; unless the player is specifically asking for coaching advice.
- Line up the player so that they are facing in the direction they have requested.”

To: “The carer of a Visually Impaired or Blind player will be allowed to:

- Place non-intrusive tape on the floor within the confines of the hack box to assist the player to line up with the centre of the target.
- Inform the player of the position of all stones on the court in relation to the target.
- Give factual answers to questions posed by the player; unless the player is specifically asking for coaching advice.
- Line up the player, and their ramp if applicable, so that they are facing in the direction they have requested.”

Rule 8.8 (Coaching)

Changed from: “Any person who does not meet Rules 8.2 & 8.3 above and is seen to be giving advice / coaching to a player / team during an end will be required to permanently leave the playing area for the duration of the competition and that player / team will lose the end in progress (see forfeited end / game rule).”

To: “Any person who does not meet Rules 8.2 & 8.3 above and is seen to be giving advice / coaching to a player / team during an end will be required to permanently leave the playing area for the duration of the competition and that player / team will lose the end in progress (see forfeited end / game rule). In the event that it is the umpire who has given the advice / coaching then the umpire will be removed from the game, will umpire no further games at the competition but will not be required to permanently leave the playing area for the duration of the competition.”

Rule 10 (Unsportsmanlike Conduct)

Changed from: "This will be dealt with in accordance with the GBKA's Disciplinary Regulations."

- To: "1. At a friendly / league match this should be resolved amicably by the two team captains and the Senior Umpire. In the event that the team captains fail to agree then any decision made by a Senior Umpire shall be final.
2. At a competition / tournament the matter should be referred by the Senior Umpire to the Chief Umpire for resolution. The Chief Umpire's decision shall final.
 3. When the Senior / Chief Umpire deems that there has been an occurrence of Unsportsmanlike conduct then they shall:
 - a. On the first occurrence in a game, match or competition – advise the player that unsportsmanlike conduct is not acceptable.
 - b. On the second occurrence in a game, match or competition – formally warn the player about their conduct.
 - c. On the third or subsequent occurrence in a game, match or competition – award the game to their opponent(s) (see forfeited end / game rule).
 4. Where a party feels that they have been unfairly treated under rules 10.1 to 10.3 then they should raise a grievance in accordance with the GBKA's Disciplinary Regulations.
 5. Where a party feels that an incident of unsportsmanlike conduct has not been brought to an agreeable conclusion under rules 10.1 to 10.3 then they should raise a grievance in accordance with the GBKA's Disciplinary Regulations."

Added Rule 12 (Rule Changes)

1. Rules will be reviewed on a regular basis and members will be informed of any decisions that are made to change the rules.
2. A history of the last two sets of changes to the Rules is attached as Appendix 4.
3. Tournament / competition organisers may modify these Official Rules provided that:
 - a) The objectives / spirit of the game are not compromised and
 - b) The modifications are approved by the Secretary of the Great Britain Kurling Association.

Rule Changes Effective 1st January 2011

- Updated Rule 4.a.7
- Updated Rule 4.a.8
- Updated Rule 4.a.18
- Added Rule 4.a.20
- Added new Rule 4.c.8
- Added new Section 4.g