

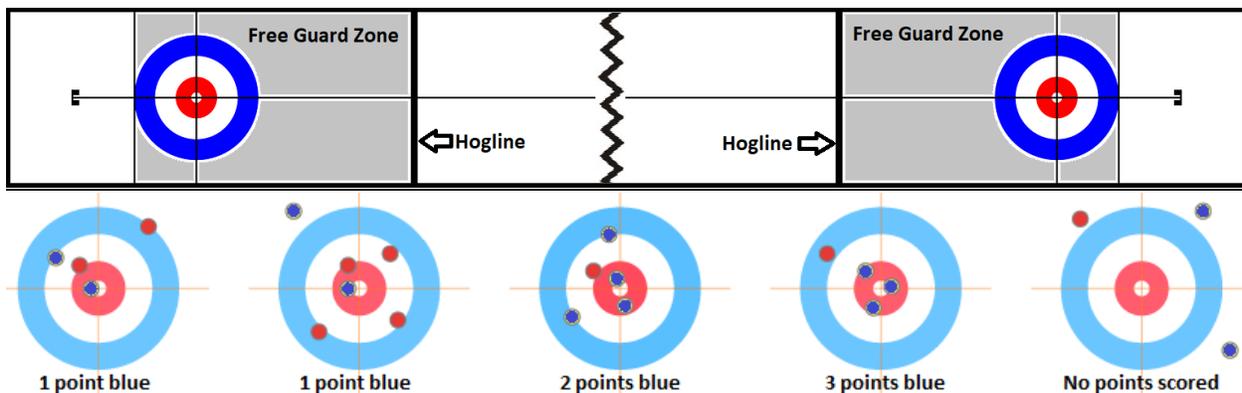
FORMAT: The exact tournament format will depend on the number of teams (2 players per team) that register. Players will also have the opportunity to register on site after the event begins if there are available spots. A pre-registered team will have forfeited their game if they are not present 5 minutes before their scheduled game time. These forfeited spots will then be available for those wanting to register on-site. All games will be played in the Gym/MAC located inside the Student Recreation Center. Normal curling rules and equipment have been adapted for safe play against another team on a gym floor instead of ice.

EQUIPMENT AND SAFETY: All equipment will be provided by UConn Recreation. Players must remain six feet apart at all times. Players should only stand near the throwing area at the time of their throw. All players will be required to clean their own equipment after each use. Cleaning materials will be provided.

TIMING: Players will play as many rounds as time limits permit to achieve a score of 15. During each round a team will throw 4 stones each (2 stones per team member). Players will also have 40 minutes to complete an entire game. At the 40 minute mark, the current round will end with the team leading at that point declared the winner. If the two teams' have the same amount of points at the 40 minute mark, then the team with the stone closest to the center of the target will be declared the winner. Players should arrive at the Recreation Center at least 30 minutes before their assigned game time to accommodate for any building entry wait time.

RULES:

- **Starting a game:** A player from each team will play rock paper scissors to determine throwing order and color of stone. Each player will throw every stone from the division line of the basketball court towards the goal mat.
- **Scoring:** After all stones have been thrown the team with the stones nearest to the center of the scoring area than their opponent will receive the equivalent amount of points relative to the position of their stones. At this point, if two stones are too close to determine a score, the Intramural Sports staff will make a judgment. If a round is determined to have ended in a tie, each team will get one more throw and the stone closest to the center of the target will be declared the winner of that round. The maximum score per round is 4.
- **Throwing the stone:** Players will alternate throwing their stones toward the scoring mat in attempt to get their stones closest to the center. Players may push the stone in any desired motion.
- **Penalties:**
 - After throwing the stone, it shall not be touched by any player. If done so by the thrower, it will be removed and declared dead. If by the opposing team, it will be declared dead and the throwing team will be declared the winner of that round.
 - If a stone does not cross the hogline and come to rest in the free guard zone, the stone will be removed from the playing area.



SPORTSMANSHIP: Good sportsmanship is required of all participants. Players are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify teams or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during or after a game (event) will not be tolerated. Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.