

FloorCurl

W.F.C rules shall be applied whenever possible, unless otherwise indicated.

Reviewed July 2025

General Intramural Sports Regulations:

- There is no warmup equipment provided.
- Games that start late will finish on time. Halves will be shortened to accommodate the scheduled end time. There will be no extra time added.
- Team rosters are to be submitted and completed online by the team captain (individual who registered the team) prior to the league start date. To complete your roster, you will need to know each player email address that is associated with their Active Living profiles. All players who do not have a profile must contact Client Services at 403-220-7749 to request one. Students your UCID is your profile.
 - ☐ Input your roster online at <http://www.ucalgary.ca/activeliving/> (Click on your name, drop down to 'My Teams', add players email).
- All players must be added to the roster no later than 24hrs before league play commences. Players may be added after at the coordinator's discretion.
- Captains are expected to:
 - a. Function as the exclusive point of contact for all communication between IMS and players
 - b. Appoint an alternate captain, who will function as a second contact if the captain is unavailable.
 - c. Contact Active Living Client Services with any playing preferences or requests prior to their sports registration deadline. Requests will not be accepted after the registration deadline.
 - d. Share the League Introduction email and all relevant documents with your team.
 - e. Review all documents, resources, and policies related to their sport in detail.
 - f. Complete the captains quiz (found in the league introduction email) 24h prior to the league start date.
 - g. Ensure that all teammates are aware of all IMS policies and rules relating to their sport.
 - h. Ensure that all teammates are registered and have their online waivers signed.
 - i. Maintain control of your team and spectator behavior in terms of conduct, safety, and sportsmanship before, during, and after all matches.
 - j. Ensure that any player(s) or spectator(s) exit the vicinity if they are ejected or otherwise asked to leave.
- All players **must complete an online waiver before they are allowed to play**. Instructions on how to sign online waivers can be found at <http://www.ucalgary.ca/activeliving/how-to-register> (Click on shopping cart next to name, waivers).
- All players who have not signed their waivers prior to league play **will be removed** from their rosters.
- All players **must provide photo identification** to the supervisor before they may begin their matches.
- In Competitive Leagues, to be eligible for playoffs, a player must:
 - ☐ Be on the team roster.
 - ☐ Sign the online waiver.
 - ☐ Compete in at least (1) regular season match.
- Teams must meet the Fair Play requirements (3.5 average) to be eligible to compete in playoffs.
- **Suspended players may not be present during scheduled games, if so, the entire team shall be suspended indefinitely.**
- Any games that end after 30 minutes or 1 half of play of scheduled playing time will be considered a completed game and will not be rescheduled.
- Intramural Sports has a **Zero-Tolerance policy** for **fighting** and **abuse** of staff and other intramural participants. This will be strictly enforced.

- Ineligible players include but are not limited to:
 - ☐ Current intercollegiate varsity athletes while in season (in the same or similar sport)
 - ☐ Current professional athletes (in the same or similar sport)
 - ☐ Current national team/Olympic athletes (in the same or similar sport)
 - ☐ Individuals under the age of 18 and not currently enrolled at the University of Calgary
 - ☐ Suspended and or delinquent participants.

For a complete list, see [Intramurals policies and procedures](#)

Defaults:

- A default will occur when a team fails to appear or fails to have a minimum of 1 players on the field within ten (10) minutes of the start of the game time. Failing to do so will result in a default.
- Defaults will result in the loss of the \$60 Default Bond, and a second \$120 bond will be due before the next match. A second default will result in the loss of this second bond and may result in removal from the league.
- Defaults will be recorded as a **5-0 loss**, resulting in 0 Fair play Points, and are -1 points in the standings.
- Teams that give Intramural Sports a minimum of twenty-four (24) hours' notice that they will not be able to field a team will not be charged with a default; the game will be declared a forfeit.
- Forfeits will also be recorded as a **5-0 loss**; fair play rating will be awarded at the coordinator's discretion.
- If a team falls below the minimum number of players (due to penalties, injuries, etc.) throughout the game, it will be canceled. Games that are cancelled after 30 minutes or 1 half of play of scheduled playing will be considered a completed game and the score will be upheld. If the game is cancelled before the 30 minutes or 1 half of play of scheduled playing, it will be considered a forfeit.

Playing Rules:

- Teams will decide who throws first by flipping a coin. The team that wins the toss will be awarded second throw for the first end.
- **Distance between houses (26.5' or 8.00m) must be verified by the supervisor. Houses must be staggered by at least one length the mat's size (See fig. 1).**
- Rocks must be thrown from behind the close-side house.
- All necessary equipment will be provided unless otherwise stated.
- All rules may be overseen by the shift supervisor.
- Each player must throw an equal amount of rocks as their teammates (4/amount of players).
- Highest score after 13 ends will determine winner.
- No frames will start with less than 3 minutes remaining in scheduled time.
- There should be no longer than 1 minute between ends.

Figure 1. Mat layout



World Floor Curling™ Official Rules of Play (February 2024)