

HUMAN CURLING Rules & Regulations

The University of Akron
Student Recreation & Wellness Services
Intramural Sports

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of officials assigned to the game as well as the site supervisor.

GENERAL INFORMATION:

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- All games will be played in the 2-court gymnasium of the Student Recreation & Wellness Center.
- Each team will consist of four (4) players.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- This is a self-officiated event; any disputes can be brought to the attention of the Site Supervisor. If there is still no resolve, the throw shall be replayed.
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.

EQUIPMENT:

- Intramural Sports will provide the scooters and helmets required for play.
- Mouth guards, shin guards, and other safety equipment is recommended but not required or provided.
- Non-marking athletic shoes must be worn. No sandals, boots or non-athletic shoes will be allowed.
- Teams shall wear jerseys that are of like color. Team jerseys must contrast with the jerseys of the opposing team. If teams are wearing the same color jersey, the Home team on the gamesheet will wear the provided scrimmage jerseys.
 - If the provided Intramural scrimmage jerseys are worn by a team, those players' Zip Cards will be held until the borrowed jersey is returned to the scorekeeper after the game.
- **All jewelry must be removed, and can NOT be taped over.**
 - Only Medical Alert bracelets and/or necklaces will be permitted, and must be taped to the body, leaving vital information visible.

GAME FORMAT:

- A coin toss, called by the Visiting Captain, at the beginning of the match will determine the choice to throw first. The winning Captain will have the following options:
 - Throw first in the first and third rounds, OR
 - Throw first in the third or fourth rounds
 - Teams will switch sides of the court between each round.
 - The opponent is allowed the alternate choice.
- All matches will be played with four (4) rounds.
- Each round will be comprised of three (3) throws per team.
- Points will be earned by being the closest to the center of the half-court circle:

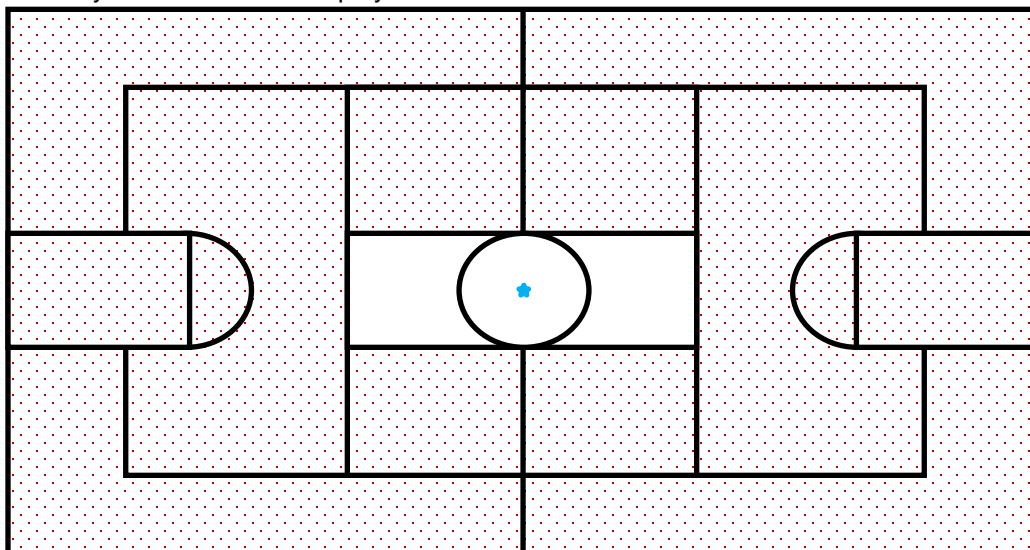
- If a team has the closest person to the center of the circle, they will receive one (1) point.
- If a team also has the next closest person, they will receive an additional two (2) points.
- If a team's three (3) riders are the three (3) closest to the center of the circle, it will be a clean sweep and they will be awarded a total of seven (7) points for the round.
- Closeness will be marked by the closest point of the scooter to the center.
- Teams will switch throwers each round.
- The team with the most points at the end of the game will be declared the winners.

THE GAME:

- A throw may be delivered when the thrower, rider, and all in-play riders are ready.
- The thrower pushes the rider, aiming to get them to stop at the center of the half-court circle.
- The rider must sit on the scooter with their knees against their chest and feet on the scooter with their arms wrapped around their legs.
- The thrower must release the rider before crossing the first white line (volleyball endl ine extending to sidelines). If he/she steps over the line, the throw will be considered over and the rider will be removed from the play area.
- If a rider falls off of the scooter before they come to a stop, the throw will be over and they will be removed from the playing area.
- If a rider fails to make it to the second white line (volleyball 10-foot line) before coming to a stop, they will be considered in the no-play zone and will be removed from the play area.
- If the rider makes it successfully to the play area, they will remain there until the round is over or until they are knocked out of the play area.
- If a thrown scooter does not reach the play area, they will be removed from the floor.
- If an in-play scooter is knocked out of the play area by a thrown scooter, they will be removed from the floor.
- During a throw, all in-play riders must be in rider position and must remain that way until the throw is complete.
- A rider will be considered in the play area if any part of their scooter is touching the play area.

PLAY AREA:

- The play area is defined as:
 - The area within the half-court circle
 - The free throw lane extended to half court
 - The second white line (volleyball 10-foot line) until the far edge of the half-court circle
- The no-play zone is defined as:
 - Any area not within the play area



 Play Area
 No-Play Zone

FAULTS:

- A fault is committed by the thrower if:
 - He/she steps over the white serving line.
- A fault is committed by the rider if:
 - He/she falls off the scooter before coming to a complete stop.
 - He/she does not make it past the no-play zone restricting line.
 - He/she gets out of rider position during any throw.
 - This includes during their throw and if they are in the play area and another throw is occurring.
- If a fault occurs, that rider will be removed from the play area.

AWARDS:

- The winning teams in each division will receive Intramural Sports Champion T-shirts.

Updated 8/15/18