



WINTER GAMES



GREATER MANCHESTER SCHOOL GAMES 2013

YEAR 7/8/9 NEW AGE KURLING COMPETITION

SCHOOL GAMES BACKGROUND INFORMATION:

The Greater Manchester School Games aims to further revive the culture of competitive sport in schools. This exciting new concept will harness the power of the Olympics and Paralympics and is designed to motivate and enthuse more young people than ever before to participate in high quality, meaningful competition within and across schools, supporting them in achieving their own personal best in sport and in life.

The competition will run across three distinct, but integrated levels (see below) providing a simple and progressive pathway that will allow young people from across the ten boroughs of Greater Manchester to compete in local level intra and inter school competition, culminating in a multi sport festival (level 3) that will showcase the very best of competitive sport across the County.

Level 3 – Greater Manchester School Games

Level 2 – Inter-school competition

Level 1 – Intra-school competition



Teams from Primary, Secondary and Special Schools will win the right to compete in the Level 3 Games having qualified through their local level 2 inter-school competitions. The 'Winter Games' will feature twelve sports, all of which will be delivered simultaneously in Manchester on Tuesday 19th March, utilizing a number of the City's world class sporting facilities.



MANCHESTER CITY COUNCIL

COMPETITION PATHWAY:

In partnership with GB Kurling, the Greater Manchester Local Organising Committee proudly presents the Year 7/8/9 New Age Kurling Competition.

It is hoped that this event will encourage more young school children to enjoy competitive Kurling and be used as a catalyst for ongoing participation and development. The School Games competition is open to all schools. In order to progress to the County Final, schools will have ideally qualified through their local SGO area/borough heats.

Greater Manchester School Games County Final

This stage of the competition will be organised in partnership with GB Kurling and will comprise of the winning school or borough teams from across Greater Manchester. The event will take place on Tuesday 19th March 2013 at Manchester Tennis Centre.

NB An athlete can only represent their school in one sport at the GM School Games County Final.

STANDARD RULES:

Age Groups

- All players must be in school years 7, 8, 9.
- A mixture of year groups can be used, or the team can be from all one year group.

Squad

- Each team will consist of 4 players (1 reserve is allowed).

Target Group

This competition will be for pupils with Severe Learning Difficulties*.

*These are pupils with special education needs who are on the whole working below level 1 of the national curriculum their attainment generally being based on P level attainment targets.

Court/Equipment Requirements

The Stones

A Kurling set consists of four red and four blue stones.

The Pusher

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

The Ramp

- Maximum ramp length 178.0 centimetres
- Maximum ramp width 25.0 centimetres

The Target

The target has concentric circles in red, white and blue.

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).

Playing the Game

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 team winning the toss will have the option of deciding **either** who will play first **or** with which coloured stones they wish to play. The team 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, the players will alternate at the start of each subsequent end. Therefore, if team A wins the toss and elects to go first in the first end, team B will go first in the second end, team A will go first in the third end, team B first in the fourth end and so forth until all ends have been completed.
4. The team will deliver the stones alternately until the last stone has been played.
5. 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.
6. 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.
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 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.
8. 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.

9. Either team may follow the stone down the court to ascertain the lie of the stone.
10. Three foot faults will result in the loss of the game (see forfeited end / game rule). In team game this will be 3 foot faults per team and not 3 foot faults per player.
11. 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.
12. 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 11.c or 11.d.
13. 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.
14. 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.
15. 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.
16. 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.
17. 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).
18. 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.
19. 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.
20. 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.
21. 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 2.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.
22. One method of delivering the stone is by ramp. Ramp players may play against non-ramp players provided that they comply with Rules 2.a.6 and 2.a.7.
 23. 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.
 24. If a carer helps the player to physically deliver a stone, the player will lose the end (see forfeited end / game rule).
 25. 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).
 26. 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.
 27. 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.
 28. 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.
 29. 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.

Order of Play

1. Each player will deliver one stone each with the leads starting with their stone, then the number twos with their stone and so on through the whole team. Violation of this rule will result in the loss of the end (see forfeited end / game rule).

Scoring

1. For a stone to score it must land on the scoring part of the target (the concentric circles) breaking the plane of the scoring zone with any part of the body of the stone.
2. The scoring stone(s) must be closer to the centre of the target than any of the opponent's stones.
3. A team can win an end by a score of 1-0, 2-0, 3-0 or 4-0.
4. The cumulative total of all scoring stones for all ends in the game will decide the winner of the game.
5. 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.

6. 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.

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 above.
 - Following this all remaining ends will be scored as half the number of points available in each end.

Officiating

- Ensure players deliver stones in the correct order.
- Remove 'dead' stones from field of play.
- Determine the score at the completion of each end and record it on the score sheet.

Fair Play

- The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by the rules of a contest, respects their opponents and accepts victory or defeat graciously.

Health & Safety

- Long hair must be tied back
- No jewellery should be worn
- All loose clothing must be tucked in and shoelaces tied
- No chewing gum/sweets
- Please ensure your pupils bring some liquid refreshments with them.
- All team teachers must ensure their pupils are under adult supervision at all times, even when not playing. During this time teams can watch and encourage their fellow teams.
- First aiders will be on site, however please ensure your pupils bring with them any medical supplies they may need i.e. asthma inhalers.
- Please ensure that your pupils have been thoroughly briefed with regards to health and safety.

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.

DEADLINE FOR ENTRY – FRIDAY 1 MARCH 2013