



ROTATING 4's

- Open gender, teams can be comprised of any boy/girl combination
- Born in 2009 or after
- 5 Rock Rule and No-Tick are in effect
- 4th end break, up to 4 minutes max
- 1 minute talking time between ends

COACHING RULES

CURLSASK Jr Tour Spiels

- Maximum 2 interactions allowed per end
- 2 for an extra end

CURLSASK Rotating 4's Cup

- Maximum 2 interactions allowed per end
- 2 for an extra end

COACHING REQUIREMENTS

1) All Rotating 4's Coaches must be a minimum of Safe Places Certified. Full Safe Places certification requirements can be found here - <https://curlsask.ca/development/safe-places/>

COACHING INTERACTION ETIQUETTE

- Interactions can be called by the player in control of the house or the coach. If the coach is calling the interaction, they can vocalize to the player in control of the house.
- Opposing coaches will also be allowed interaction with their respective team until the interaction has concluded. The same rule applies for extra ends
- Coaches are to stay on the backboards at the ends of the sheet for all interactions.
- Interactions should not exceed 60 seconds in total.
- A single interaction will end officially after being called only when the rock is set in motion by the team who called the coaches interaction.
- Coaches are responsible for keeping track and policing the number of interactions used per end.
- Coaches are allowed on the backboards during the games and can travel to either end. Coaches must be respectful of games on adjacent sheets between ends.
- A single interaction will end officially after being called only when the rock is set in motion by the team who called the coaches interaction.

- Coaches will be allowed 1 minute of talking time between ends.
- There will be absolutely no talking or body language to teams unless during an interaction, opposition interaction, or between ends.
- Coaches behind the glass can call interactions in much the same way by gaining their team's attention or vice versa (whether behind the glass for part of the game or its entirety).

YOUTH ROTATING 4's CURLING RULES

All [Rules of Curling as listed by Curling Canada](#) will be followed in Rotating 4's. The only change that will be made is the throwing order as listed below.

Pre-Game Practice: 20 minutes before. A coin toss takes place immediately before practice, with the winner choosing rock colour **OR** hammer with first practice. Each player throws 2 rocks up and 2 rocks back. This shall take no more than 10 minutes a per team.

Rules: The Free Guard Zone (5-rock rule) **WILL** be in effect. The No-Tick rule **WILL** apply.

Game Structure: 6 ends, an extra end will be played if tied after 6. A minimum of 4 ends must be played.

Hammer Allocation: Regular hammer allocation will occur

Blank Ends: Blank ends are allowed. When a blank occurs hammer will carry over to the next end.

Throwing Order:

- **End 1:** Player 1 = Lead, Player 2 = Second, Player 3 = Third, Player 4 = Skip
- **End 2:** Player 4 = Lead, Player 1 = Second, Player 2 = Third, Player 3 = Skip
- **End 3:** Player 3 = Lead, Player 4 = Second, Player 1 = Third, Player 2 = Skip
- **End 4:** Player 2 = Lead, Player 3 = Second, Player 4 = Third, Player 1 = Skip
- **End 5/6:** Teams choice – lineup can be changed at the start of ends 5 and / or 6 or remain the same for both ends

Positional Duties: Each player will throw and sweep their designated stones, as per the Rules of Curling

Scoring: Regular scoring will be used.

Tied Games: An extra end will be played.