



TRIPLES

- All participants must be born 2011 or after
- Open gender format
- Follows the [CURLSASK Triples Curling Rules](#)
- No Free Guard Zone, No-Tick Rule is not in effect
- No 3rd end or midway break

COACHING RULES

Coaches are allowed unlimited coaching interactions throughout the duration of the game. These interactions **are not** intended for the coach to “call” the entire game. The purpose of the coach is to assist the team in ensuring they are keeping pace of play, ready to throw their stones, etc. These interactions are not to be overused.

COACHING REQUIREMENTS

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

YOUTH TRIPLES CURLING RULES

Pre-Game Practice: 20 minutes before. A coin toss takes place immediately before practice, with the winner choosing rock colour **OR** hammer with receiving first practice. Each player throws 2 rocks up and 2 rocks back. This shall take no more than 5 minutes a per team.

Rules: The Free Guard Zone (5-rock rule) will be **NOT** in effect. The No-Tick rule will not apply.

Game Structure: Triples games consist of 3 sets of 2 ends each. Each set is effectively a mini-game, with the team with highest cumulative score after 2 ends winning that set. However, if both teams have the same number of points, that set is considered tied.

Example 1: Team A scores 2 in End 1 of the Set, then Team B scores 1 in End 2 of the Set. The score is therefore 2-1 for Team A, so Team A wins the Set.

Example 2: Team A scores 2 in End 1 of the Set, then Team B scores 2 in End 2 of the Set. The score is now 2-2, so the Set is considered a tie.

Hammer Allocation:

Set 1	Hammer in End 1, Set 1 is determined by the Coin Toss prior to Pre-Game Practice. In End 2 hammer will go to the non-scoring team.
Set 2	The hammer in End 1 Set 2 will be the reverse of End 1 Set 1. In End 2 Hammer will go to the non-scoring team.
Set 3	Hammer in End 1 of Set 3 goes to the team that is trailing the game. If the score is tied heading into Set 3, another coin toss is used to determine which team starts Set 3 with hammer. In End 2 Hammer will go to the non-scoring team.

Blank Ends: In Triples, blank ends are not allowed. This means that if a team inadvertently blanks End 1 of a set, hammer for End 2 is awarded to the other team.

Throwing Order: One of the defining features of the Triples discipline is that curlers are required to play a different position (i.e., lead, middle, and skip) for each set of the game. Teams can determine which player starts at each position in Set 1. However, from that point onward the rotation of players must be as follows:

Set 1: Player 1 = Lead, Player 2 = Middle, Player 3 = Skip

Set 2: Player 3 = Lead, Player 1 = Middle, Player 2 = Skip

Set 3: Player 2 = Lead, Player 3 = Middle, Player 1 = Skip

Positional Duties: The lead is required to throw the first 2 shots of the end for their team, and to sweep the next 4. The middle is required to sweep the first 2 shots of the end, to throw the next 2, and to hold the broom for the last 2. Finally, the skip is required to hold the broom for the first 4 shots of the end, and to throw the last 2.

Sweeping: Only 1 player (i.e., the current sweeper) is allowed to sweep rocks until the far hog-line. After that point, 1 of the other curlers (i.e., broom holder or thrower) can join in.

Scoring: There is a specific Triples Curling scorecard, ensure that coaches fill out: Team Name, End score, Set score, point totals and hammer allocation. See score card on sheet 2

Set Values: In order to ensure that a full Triples game is played, the value assigned to Set 3 is greater than it is for Sets 1 and 2. The specific set values are as follows:

Set 1: 2 Points Available (1 Point/Team if Set is Tied)

Set 2: 2 Points Available (1 Point/Team if Set is Tied)

Set 3: 4 Points Available (2 Points/Team if Set is Tied)

Tied Games: In a round robin games will remain a tie, in a bracket draw or playoff game one extra end will be played. In an extra end the non-scoring team will receive hammer, with the same lineup as Set 3.

Bonspiels: In a Triples Curling Bonspiel the final pool standings will be determined using the following process

1. Cumulative Set Score from all games played

- 2. Cumulative End Points for
- 3. Cumulative End Points against
- 4. Coin Flip

Score Card Example:

CURLSASK Triples Scorecard

Team: Rockers

End Score

0

1

2

0

1

1

5

Set Score

0/2

1/2

4/4

5/8

Ends

H:

1

H:

2

H:

3

H:

4

H:

5

H:

6

H:

1

H:

2

H:

3

H:

4

H:

5

H:

6

Total

3

Set Score

2/2

1/2

0/4

3/8

End Score

2

0

0

2

0

0

4

Team: Sweepers