

YOUTH ROTATING 4's CURLING

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.

Interactions: Each team may have two interactions with their coach per end (includes extra ends). Interactions must not exceed 60 seconds.

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

Hammer Allocation: A coin flip will be used to determine hammer in the first end

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

Throwing Order (4 Players):

- **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

Throwing Order (3 Players):

In the event one player is not able to compete – leaving a three-person team – each player will rotate twice through the three positions in sequence, based on how they start*:

- **End 1:** Player 1 = Lead, Player 2 = Middle, Player 3 = Skip
- **End 2:** Player 3 = Lead, Player 1 = Middle, Player 2 = Skip
- **End 3:** Player 2 = Lead, Player 3 = Middle, Player 1 = Skip
- **End 4:** Player 1 = Lead, Player 2 = Middle, Player 3 = Skip
- **End 5:** Player 3 = Lead, Player 1 = Middle, Player 2 = Skip
- **End 6:** Player 2 = Lead, Player 3 = Middle, Player 1 = Skip

*Lead and middle player throw 3 rocks, skip throws 2 rocks

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.