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PUBLISHED SEPTEMBER 2022

EXPIRES AUGUST 2026

Funded by the
Government
of Canada

Canada 



RULES OF CURLING FOR GENERAL PLAY

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To ensure that all curlers are aware of their responsibilities when playing the game, Curling Canada has adopted the following Code of Ethics as an official supplement to the Rules of Curling:

Curlers' Code of Ethics

- I will play the game with a spirit of good sportsmanship.
- I will conduct myself in an honourable manner both on and off the ice.
- I will never knowingly break a rule, but if I do, I will divulge the breach.
- I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates, or umpires.
- I will interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to ensure that the game is played in an orderly and fair manner.
- I will humbly accept any penalty that the governing body at any level of curling deems appropriate if I am found in violation of the Code of Ethics or rules of the game.

Coaching Code of Ethics

- The coach shall act with integrity in performing all duties owed to athletes, the sport, other members of the coaching profession and the public.
- The coach shall strive to be well prepared and current in order that all duties in their discipline are fulfilled with competence.
- The coach shall act in the best interest of the athlete's development as a whole person.
- The coach shall accept both the letter and the spirit of the rules that define and govern the sport.
- The coach shall accept the role of umpires in providing judgment to ensure that competitions are conducted fairly and in accordance with the established rules.
- The coach's conduct toward other coaches shall be characterized by courtesy, good faith, and respect.
- The coach shall maintain the highest standards of personal conduct and support the principles of Fair Play.

Fair Play

- Fair Play begins with the strict observance of the written rule; however, in most cases, Fair Play involves something more than even unflinching observance of the written rule. The observance of the spirit of the rules, whether written or unwritten, is important.
- Fair Play results from measuring up to one's own moral standards while engaged in competition.
- Fair Play is consistent demonstration of respect for teammates and opponents, whether they are winning or losing.
- Fair Play is consistent demonstration of respect for umpires, an acceptance of their decisions and a steadfast spirit of collaboration with them.
- Sportsmanlike behaviour should be demonstrated both on and off the ice. This includes modesty in victory and composure in defeat.

1. Application

- (1) The Rules of Curling for General Play apply to any competition to which they are made applicable by the curling governing body having jurisdiction.
- (2) These Rules apply to traditional team play. Special rules for Mixed Doubles, Wheelchair, Stick Curling and other variations of traditional team play are in addition and described in the sections to which they apply.
- (3) The Rules of Curling for General Play are not intended to be used in conjunction with officiating. If a curling governing body having jurisdiction over an event(s) wishes to make this rule book applicable to a specific competition(s) while also utilizing umpires, they should also put in place a set of guidelines outlining the authority of the umpires relative to the implementation of penalties.
- (4) If special rules are in effect, they shall take precedence over the General Rules of Curling.

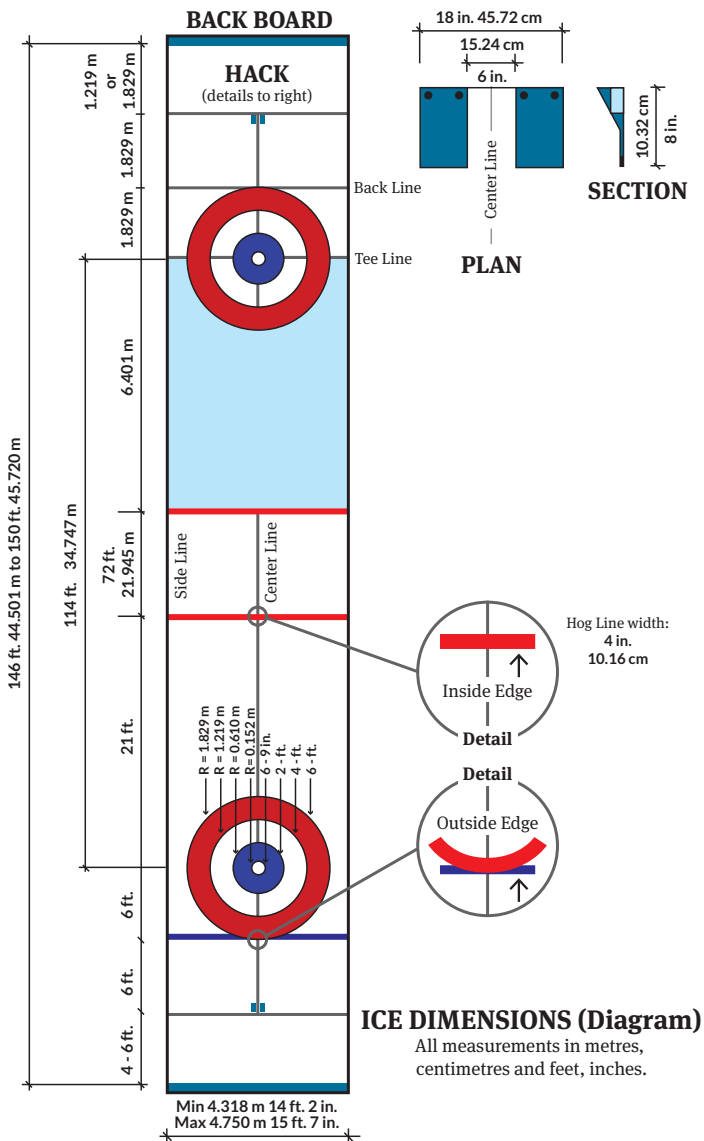
2. Definitions

- (1) “Biting” means that the vertical projection of a stone is in contact with the sheet line(s) to which the stone is in close proximity.
- (2) “Competition” means a playdown involving any number of teams playing games to determine a winner.
- (3) “Counting stone” means any stationary stone in the house that is closer to the tee than any stationary stone of the opposing team.
- (4) “Delivering team” means the team who is in control of the house and whose turn it is to deliver.
- (5) “End” means the part of the game in which two opposing teams each deliver eight stones alternately and then determine the score.
- (6) “Game” means play between two teams to determine a winner.
- (7) “completion of an end” means when the score has been determined.
- (8) “House” means the area within and including the outside circle at each end of the sheet.
- (9) “Sheet” means an area of ice marked in accordance with Rule 3.
- (10) “Delivered stone” means a stone that is in motion from the moment that it has reached the nearer tee line and been released, until it has come to rest or is out of play.
- (11) “Stone set in motion” means a stone in motion whose movement from a stationary position, in play, is caused by a delivered stone or another stone previously set in motion.

- (12) “Team” means three or four players playing together in accordance with Rule 5 and may also include the team alternate and coach as determined by the rules of the competition.
- (13) “Original position” means the position the stones were in immediately before the violation or incident took place.
- (14) “Five Rock Rule”: opposition stones in the Free Guard Zone cannot be moved to an out-of-play position prior to the delivery of the sixth stone of the end.

3. Sheet of Ice

- (1) The recommended length of the sheet from backboard to backboard shall be 146 feet (44.501 metres) to 150 feet (45.720 metres). The width of the sheet from sideline to sideline shall be a minimum of 14 feet 2 inches (4.318 metres) and a maximum of 15 feet 7 inches (4.750 metres). This area shall be delineated by lines drawn or dividers placed on the perimeter.
- (2) The centre line, one-half inch in width, shall be placed the length of the sheet through the centre of the tee lines to a point 12 feet (3.658 metres) behind each tee.
- (3) At each end of the sheet there shall be three distinct lines drawn from sideline to sideline as follows:
 - (a) Each tee line, one-half inch in width, shall be placed 12 feet (3.658 metres) from the hack (see image) to the centre of the tee line and there shall be 114 feet (34.747 metres) from the centre of one tee line to the centre of the other tee line. The distance from the backboard to the centre of the tee line shall be 16 feet (4.877 metres) if the length of the sheet is 146 feet (44.501 metres) from backboard to backboard. The distance from the backboard to the centre of the tee line shall be 18 feet (5.486 metres) if the length of the sheet is 150 feet (45.720 metres) from backboard to backboard. The intersection of the tee line and the centre line is called the tee or centre pin.
 - (b) Each back line, one half inch in width, shall be placed 6 feet (1.829 metres) from the centre of the tee line. The back line is a tangent with the outer edge of the 12-foot circle both exactly 6 feet (1.829 metres) from the tee where the back line intersects the centre line.
 - (c) The hog line, 4 inches (10.16 centimetres) in width, shall be placed with the inner (circle side) edge 21 feet (6.401 metres) from the centre of the tee line.
- (4) With each tee as centre, there shall be drawn four concentric circles at each end with the outer edge of the outer circle having:
 - (a) The twelve-foot circle - a radius of six feet (1.829 metres);



- (b) The eight-foot circle – a radius of four feet (1.219 metres);
 - (c) The four-foot circle – a radius of two feet (60.96 centimetres); and,
 - (d) The button – a radius of a minimum six inches (15.24 centimetres).
 - (e) The marking of the centre line and tee line may be omitted from the button area.
- (5) A tee centre (capable of accepting a measuring device) shall identify the intersection of the tee line and centre line of each house. The base portion shall be securely anchored at the exact intersection of the tee line and centre line of each house.
- (6) Hacks:
- (a) The hack(s) used for delivery shall be of a style and size accepted by Curling Canada.
 - (b) Each hack shall not exceed 8 inches (20.32 centimetres) in length.
 - (c) If two hacks are used, the back edge of each hack shall be placed 12 feet (3.658 metres) from the tee and the inside edge of each hack shall be no further than 3 inches (7.62 centimetres) from the centre line.
 - (d) If one moveable hack or fixed hack is used, it shall be placed with the back edge of the hack 12 feet (3.658 metres) from the tee and be either centered on the centre line or, with the inside edge no further than 3 inches (7.62 centimetres) from the centre line (left or right).
- (7) The **'Ice Dimensions (Diagram)'** shows the proper layout of the sheet in accordance with the measurements in this section.

4. Stones

- (1) A curling stone shall be of circular shape and, including handle and bolt, shall weigh a maximum of 44 pounds (19.96 kilograms) and a minimum of 38.5 pounds (17.46 kilograms).
- (2) It shall have a maximum circumference of 36 inches (91.44 centimetres) and shall be a minimum of 4.5 inches (11.43 centimetres) in height, measured between the bottom and top of the stone.
- (3) Two sets of eight stones shall be provided for each sheet of play.
- (4) A team member or coach shall not physically alter the running surface or weight of either teams assigned or selected game stones in any manner.
- (5) If a stone is broken in play, a replacement stone shall be placed where the largest fragment comes to rest. The inside edge of the replacement stone shall be placed in the same position as the inside edge of the largest fragment with the assistance of a measuring stick.

- (6) A stone that rolls over in its course or comes to rest on its side or top shall be removed immediately from play.
- (7) All sixteen stones originally on the sheet at the start of a game shall be delivered in every completed end. No interchange of stones or redelivery of previously delivered stones in that end may take place so that a stone is delivered for the second time.

If a team declares its own violation of (7), the non-offending team may allow the play to stand or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

5. Teams

- (1) A team is composed of four players.
- (2) Each player delivers two stones in consecutive order in each end while alternating with an opponent.
- (3) Unless otherwise specified in the special rules of the competition:
 - (a) The teams opposing each other in a game shall toss a coin to determine which team delivers the first stone in the first end. The winner of the toss has the choice between playing the first or second stone of the end.
 - (b) The team that plays the first stone of the end has choice of handle colour.
 - (c) In the second and subsequent ends, the winner of the preceding end shall play the first stone of the end.
 - (d) If an end is blanked (no score), the team delivering the first stone in the blanked end, shall deliver first in the next end.
- (4) The delivery rotation declared by a team prior to the start of a game shall be followed throughout that game except as provided for in 5(5), 5(6), 5(7).
- (5) Unless otherwise specified in the special rules of the competition:
 - (a) A team shall include a minimum of two players from the original team and a substitute player(s).
 - (b) A substitute player shall be:
 - i) A team's designated alternate.
 - ii) A player from a players' pool, or.
 - iii) Other eligible player as provided for in the rules of the competition.
 - (c) A team may play with three players with the first two players each delivering three consecutive stones in each end. Under no

circumstance may a team play with fewer than three players delivering stones.

- (d) A substitute player who joins a team prior to the start of a game may deliver stones in any position of the delivery rotation of the team. The team shall declare their delivery rotation at this time.
- (e) A substitute player who joins a team between ends may deliver stones in any position of the delivery rotation of their team. The team may re-declare their delivery rotation at this time.
- (f) During an end in play, if a player(s) is unable to complete the delivery rotation declared by the team at the start of the game, the team may activate a substitute player(s) subject to:
 - (i) A substitute player may only enter a game during an end if they deliver a stone within that end.
 - (ii) A substitute player(s) who enters a game during an end shall replace the sidelined player(s) in the team's delivery rotation for that end.
 - (iii) At the beginning of the next end, the substitute player may deliver stones in any position of the delivery rotation of their team.
 - (iv) The replaced team member may not return to the game.
- (6) A team that commences a game with three players and expects the fourth player to join the team, the fourth player may enter an end already in progress providing they are able to deliver a stone within the team's established delivery rotation. Prior to the next end, the team may re-establish the delivery rotation.
- (7)
 - (a) If a player delivers their first stone of the end and is unable to deliver their second stone of the end and the rules of the competition allow the team to continue play with three players and the team chooses to play with three players, the following procedures shall be followed:
 - (i) If the lead player, the second player shall deliver the stone.
 - (ii) If the second player, the lead player shall deliver the stone.
 - (iii) If the third player, the second player shall deliver the stone.
 - (iv) If the fourth player, the third player shall deliver the stone.
 - (b) If a player is unable to deliver both their stones during an end and the rules of the competition allow the team to continue with three players and the team chooses to play with three players, the following procedures shall be followed for the end in progress:

- (i) If the lead player, the second player shall deliver both lead player's stones and the first of the second player's stones, and the third player shall deliver the second of the second player's stones and both third player's stones.
- (ii) If the second player, the lead player shall deliver the first of the second player's stones, and the third player shall deliver the second of the second player's stones and both third player's stones.
- (iii) If the third player, the lead player shall deliver the first of the third stones and the second player shall deliver the second of the third player's stones.
- (iv) If the fourth player, the second delivers the fourth's first stone and the third delivers the fourth's second stone.

Penalty: If a team declares its own violation of Rule 5(5), 5(6), or 5(7), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team may allow the play to stand or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

6. Skips

- (1) The skip has the exclusive direction of the game for their team and shall deliver stones in each end.
- (2) The skip may play any position in the delivery rotation of their team. Regardless of the position played in the delivery rotation, the player designated as skip shall remain in that capacity throughout the course of that game except as provided for in Rule 5(5), 5(6) and 5(7).
- (3) When it is the skip's turn to deliver, they will elect a teammate to act as skip. Subject to Rule 5(4), the vice-skip may play any position in the delivery rotation of their team. Regardless of the position played in the delivery rotation, the player designated as vice-skip shall remain in that capacity throughout the course of that game except as provided for in Rule 5(4). The vice-skip shall assume the responsibilities of the skip when the skip is not on the playing surface.

Penalty: If a team declares its own violation of Rule 6(1), 6(2) or 6(3), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team may allow the play to stand or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

7. Position of Players

- (1) Members of the non-delivering team:
 - (a) Only the skip and vice-skip may be positioned inside the hog line at the playing end. They shall position themselves behind the back line when the delivering team is in the process of delivery. Both players shall be motionless with their brooms positioned in a manner not to interfere with or distract the attention of the player who is in the process of delivery as provided for in Rule 8(4)(a).
 - (b) The player who is next to deliver may take a stationary position to the side of the sheet behind the hacks at the delivery end. The player shall remain silent and motionless when the delivering team player is in the process of delivery as provided for in Rule 8(4)(a).
 - (c) The players not taking the positions (1)(a) or (1)(b) shall position themselves between the hog lines and to the extreme sides of the sheet when the opposing team is delivering a stone. The players positioned in this area shall remain in single file when the delivering team player is in the process of delivery as provided for in Rule 8(4)(a).
 - (d) The non-delivering team members shall not take any position or cause such motion that would obstruct, interfere with, or distract any member of the delivering team.

Penalty: If a team declares its own violation of Rule 7(1)(a), 7(1)(b), 7(1)(c) or 7(1)(d), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team has the option of allowing the play to stand; or recommencing the delivery of the stone; or replacing all affected stones as close as possible to their original position and redelivering the stone.

- (2) Members of the delivering team:

The skip or vice-skip directing play shall be positioned between the backboards and the hog line, on the ice, of the playing end while their team is in the process of delivery. They shall have choice of position for the purpose of directing play.

Penalty: If a team declares its own violation of Rule 7(2), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team may allow the play to stand; or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

8. Delivery

- (1) The delivery of a stone by the right hand shall be initiated from the hack located to the left of the centre line. The delivery of a stone by the left hand shall be initiated from the hack located to the right of the centre line.
- (2) If a single, moveable hack is in use, the delivery of a stone by the right hand or the left hand may be initiated from a hack located on the centre line.
- (3) The delivery and release of a curling stone are intended to occur in a reasonably straight line from the hack towards the target broom.
- (4)
 - (a) A player, whose team is in control of the house, is in the process of delivery from the time the player is positioned in the hack until the stone is released.
 - (b) A player shall only commence a forward progression from the hack with a stone after the previously delivered stone and any stones set in motion have come to rest or have crossed the back line and their team is in control of the house.
- (5) The stone shall be released before it reaches the hog line at the delivering end.
- (6) If a team declares its own violation of (5), the non-offending team shall remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.
- (7) If a player wishes to recommence the delivery because of their own team's action, the player may do so providing the stone has not reached the nearer tee line.
- (8) If an extreme circumstance occurs during the delivery that distracts the thrower to a significant degree, the stone may be redelivered prior to the opposition delivering their next stone.
- (9) Players shall be ready to deliver when their turn comes. Delay of a game in progress by a player for any reason (excluding accident or illness) shall not exceed three minutes.
- (10) If a player delivers a stone belonging to the opposing team, that stone shall be allowed to come to rest and then is replaced with a stone belonging to the delivering team.
- (11)
 - (a) If a player delivers a stone when it is not their team's turn to deliver:
 - (i) If the error is discovered after only the first stone has been delivered, the end shall be replayed.

- (ii) If the error is discovered after the second (or next) stone of the end has been delivered, the end shall continue, and the new delivery rotation shall take effect.
 - (b) If an error in a team's delivery rotation causes a player to miss a turn, the player who has missed a turn shall deliver the last stone for their team in the end.
 - (c) If opposing teams agree that a stone has been missed but are unable to determine which player missed their turn, the lead of the team that missed a turn shall play the last stone for their team in that end.
- (12) If a team delivers two stones in succession in the same end, they shall remove the second stone that was played, replace any stone(s) displaced by the stone and the end shall continue. The second stone that was played in error will be delivered in its proper rotation. If the infraction is not discovered until after the delivery of a subsequent stone, play will continue in the new rotation.
- (13) If a player on a four-player team delivers three stones in one end, except as provided for in Rule 5(5), 5(6), or 5(7), the stone delivered in error shall be removed from play and all displaced stones put back to their original positions.

9. Touched Moving Stones

- (1) A stone in motion shall not be touched by any player, equipment, or personal belongings of the team to which it belongs.
- (2) A stone re-touched by the hand after release, but re-touched before the hog line, is not a violation.
- (3) Between the tee line at the delivering end and the hog line at the playing end:
 - (a) If a moving stone is touched or is caused to be touched by the team to which it belongs or by its equipment, the touched stone is removed from play immediately by that team.
 - (b) If a moving stone is touched, or is caused to be touched by the opposition or by their equipment or is affected by an external force:
 - (i) If the stone was the delivered stone, it is re-delivered.
 - (ii) If the stone was not the delivered stone, it is placed where the team to which it belongs reasonably considers it would have come to rest had it not been touched.
- (4) Inside the hog line at the playing end:
 - (a) If a moving stone is touched, or is caused to be touched, by the

team to which it belongs, or by its equipment, all stones are allowed to come to rest, after which the touched stone must be removed from play and all stones that were displaced after the infraction are placed to their original positions; unless the non-offending team considers it an advantage to;

- (i) Leave all stones where they came to rest, or;
 - (ii) Place all stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.
- (b) If a moving stone is touched, or is caused to be touched, by the opposition or by their equipment, all stones are allowed to come to rest, after which the non-offending team places the stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.
 - (c) If a moving stone is touched, or is caused to be touched, by an external force, all stones are allowed to come to rest and then placed where they would have come to rest if the incident had not occurred. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their original positions.
 - (d) If a moving stone is touched by a stone deflecting off the sheet dividers, the non-delivering team shall place the stone where it reasonably considers the stone would have come to rest had the moving stone not been touched.

10. Displaced Stationary Stones

- (1) If a stationary stone - that would have had no effect on the outcome of a moving stone - is displaced or caused to be displaced by a player or external force, it is replaced in its original position to the satisfaction of the non-offending team. If there is any question as to which stone was counting, the displaced stone shall be positioned in favour of the non-offending team.
- (2) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced by a player, all stones are allowed to come to rest, after which the stone whose course would have been altered will be removed from play and all stones that were displaced as a result of the infraction are placed to their original positions; unless the non-offending team considers it an advantage to;
 - (a) Leave all stones where they came to rest, or;
 - (b) Place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.
- (3) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced, by an external force, all stones

are allowed to come to rest and are then placed in the positions in which they would have come to rest had a stone not been displaced. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their original positions. If agreement on the original positions cannot be reached, the end is replayed.

- (4) If a stone(s) deflecting off the sheet dividers causes the displacement of a stationary stone(s), the stone(s) is replaced to its original position(s) by the non-delivering team.

11. Sweeping

- (1) Between the tee lines, any and all members of the delivering team may sweep any of their team's stones in motion.
- (2) A stationary stone must be set in motion before any sweeping may occur.
- (3) During the delivery of the first five stones of any end, any two players of the non-delivering team may sweep their stone when set in motion.
- (4) After the delivery of the first five stones of any end, only the skip or vice-skip of the non-delivering team may sweep their team's stone(s) after it is set in motion.
- (5) Behind the tee line at the playing end, only one player from each team may sweep at any one time. This may be any player of the delivering team, but only the skip or vice-skip of the non-delivering team.
- (6) Behind the tee line, a team has first privilege of sweeping its own stone, but it must not obstruct or prevent their opponent from sweeping.
- (7) An opponent's moving stone shall not be swept until the front end of the stone reaches the farther tee line and sweeping shall only take place behind the tee line.
- (8) Given that the intent of sweeping is to keep the path of the stone clean and to take a stone farther.
 - (a) Sweeping shall not leave any debris in front of a moving stone.
 - (b) The final sweeping motion shall finish outside the path of the stone.
- (9) When sweeping with a corn/straw broom, the sweeping motion shall take place with the corn/straw pointing in the direction of play. Backward sweeping with a corn/straw broom is not acceptable.
- (10) Light cleaning anywhere on the sheet is acceptable as long as it does not interfere with the delivering team.
- (11) Prior to the delivery of the stone, the delivering team may lightly clean the intended path of the stone to be delivered or the path(s) of any stones that may be set in motion.

12. Free Guard Zone (FGZ), Five Rock Rule

- (1) The FGZ is the area between the hog line and the tee line, excluding the house.
 - (a) A stone which comes to rest biting or in front of the hog line after making contact with a stone in the FGZ is considered to be in the FGZ.
 - (b) A stone that comes to rest outside the house but biting the tee line is not considered to be in the FGZ.
- (2)
 - (a) Any stationary stone(s) belonging to the opposition located in the FGZ shall not be removed from play by the delivering team prior to the delivery of the sixth stone of the end.
 - (b) When an opposition's stone(s) is removed from play from the FGZ prior to the sixth stone of the end, directly or indirectly and without exception, the delivered stone must be removed from play and any other displaced stones replaced as close as possible to their original position(s).
 - (c) Any stone previously in the FGZ, whose location is now not in the FGZ as per (1)(a) or (1)(b) may be removed at any time without penalty.
 - (d) A delivered third, fourth or fifth stone of an end may hit an opposition stone(s) located in the FGZ on to a stone(s) not in the FGZ providing that any opposition stone originally located in the FGZ remains in play. If an opposition's stone(s) is removed from play, apply (2)(b).
 - (e) A team may remove their own stone from the FGZ providing its removal does not cause an opposition stone to be removed from play from the FGZ. If an opposition's stone(s) is removed from play, apply (2)(b).
 - (f) A team may raise their stone located in the FGZ on to an opposition stone located in the house (not in the FGZ) and remove it from play. If an opposition's stone(s) in the FGZ is removed from play during the execution of the raise, then apply (2)(b).
- (3) After the delivery of each of the first four stones of an end, it is the responsibility of the skip of the team who is about to deliver to ensure agreement with the opposing skip as to whether or not any of the stone(s) in play have come to rest in the FGZ. If they cannot agree, they shall make the determination by using the six-foot measuring stick. If the position of another stone(s) hinders the use of the six-foot measure, they may reposition the stone(s), complete the measurement and replace the stone(s) to its original position.

- (4) A visual agreement by the opposing skips as to whether or not one of the first four stones of the end was in the FGZ, does not preclude a measurement occurring at the conclusion of the end involving the same stone(s).

13. Stones in Play and Scoring

- (1) A stone must be fully over the hog line at the playing end to be considered in play. A stone not fully over the hog line shall be removed from play except as provided for in (2) or (3).
- (2) A delivered stone not fully over or staying outside of the hog line after striking a stone in play shall remain where it stopped and shall be considered to be in play.
- (3) A delivered stone striking a stone outside of the hogline that is considered to be in play because of earlier activity shall be considered to be in play.
- (4) A stone that crosses the hog line but spins such that it comes to rest biting the hog line, is considered "out of play".
- (5) A stone, which clearly crosses the back line, is removed from play immediately.
- (6) A stone that touches a sideline, hits a divider, or comes to rest biting a sideline shall be immediately removed from play.
- (7) If a stone in motion hits a stationary stone and a sideline or divider at the same time, the stationary stone shall be allowed to take its course as if it had been hit first.
- (8) A game shall be decided by a majority of points.
- (9) Each stone, any part of which is within six feet (1.829 metres) of the tee, is eligible to be counted.
- (10) A team scores one point for each eligible stone that is closer to the tee than any stone of the opposing team.
- (11) An end shall be decided and be considered complete when the skips or vice-skips in charge of the house agree upon the score for the end.
- (12) If two or more stones are tied, then none of the tied stones shall count and only stones closer to the tee than the tied stones shall be eligible to be counted. If the tied stones are to determine which team shall count in that end, the end shall be considered blank.
- (13) If a stone(s), which may have affected the points scored in an end, is displaced prior to the skips or vice-skips deciding the score, the team causing the displacement shall forfeit the point(s) involved.
- (14) Should an individual, other than the two teams, displace or cause the displacement of a stone(s) prior to agreement of the score or a measure

being determined, the following shall apply:

- (a) Preceding the final end:
 - (i) If the displaced stone(s) would have determined who won an end, the end shall be replayed.
 - (ii) If a team secured a point(s) and the displaced stone(s) would have determined if an additional point(s) was scored, that team shall have the option of replaying the end or keeping the point(s) already secured and proceeding to the next end.
- (b) In the final end:
 - (i) If the game is tied and the displaced stone(s) would have determined which team won the game, the end shall be replayed.
 - (ii) If the displaced stone(s) would have determined if the game was tied or lost by the team that was behind in points, that team shall have the option of replaying the end or keeping the point(s) they had already secured and playing an additional end without last stone.
 - (iii) If the team that was behind in points had already secured sufficient points to tie the game, and the displaced stone(s) would have determined if they won the game, that team shall have the option of replaying the end or keeping the point(s) already secured and playing an additional end, with last stone being determined by a single draw to the tee with sweeping. The team who was ahead in points when the end began shall have the choice of drawing first or last.
 - (iv) If the displaced stone(s) would have determined if the game was lost, tied, or won, the team that was down in points shall have the option of replaying the end or keeping the point(s) already secured, if any, and playing an additional end, with last stone being determined by a single draw to the tee with sweeping. The team who was ahead in points when the end began shall have the choice of drawing first or last.

Rule 13(14)(b)(iv) applies to the following types of situations:

Situation #1 - A team is one down going home and measuring two of their stones to determine if they have lost, tied, or won the game.

Situation #2 - A team is two down going home counting one and measuring two of their stones to determine if they have lost, tied, or won the game.

- (15) If, after regulation play, the score is tied, play shall be continued

without changing the rotation of play (end the stones are thrown to) for such additional end or ends as may be required to decide the winning team.

(16) Marking the Scoreboard for Incomplete Ends in General Play

- (a) When both teams still have stones to be delivered (at least one each) and there is a concession, no points are placed on the scoreboard.
- (b) When one team has delivered all of their stones (15 of 16 stones have been delivered) and there is a concession:
 - (i) the team that delivered all of their stones has stones counting and the game was conceded, no points are placed on the scoreboard;
 - (ii) the team that did not deliver all of their stones has stones counting and the game was conceded, these points are given and placed on the scoreboard;
 - (iii) if fifteen stones are delivered and no stones are counting when the game is conceded, no points are placed on the scoreboard.

14. Measuring

- (1) The diameter of stones varies; therefore, measurements shall be taken from the tee to the closest part of a stone.
- (2) A measure that results in stones being an identical distance from the tee shall be declared tied.
- (3) No physical device to aid visual observation shall be used in measuring prior to the last stone delivered in the end coming to rest except as provided for in (4) and Rule 12(3).
- (4) Decisions on whether a stone is in or out of play at the hog line, sidelines and back line shall be visual except as provided for in (5). If the opposing skips cannot agree, they may request a non-partisan third party to render a decision.
- (5) A skip may conduct a measurement when a stone is located on the back line in proximity to the centre line to confirm if the stone is in or out of play. The 6-foot measuring stick shall be used. If the position of a stone(s) in the house makes it impossible to use the measuring stick to determine if a stone is in or out of play and the opposing skips cannot agree, they may request a non-partisan third party to render a decision.
- (6) If two or more stones are so close to the tee that a measuring device cannot be used, and a visual comparison cannot determine which stone is closest to the tee, the stones shall be considered tied. If these stones were to determine who counted in the end, the end shall be considered blank.

- (7) A measuring stick that measures a distance of six feet (1.829 metres) from the tee shall be used, if necessary, to confirm whether a stone is within six feet (1.829 metres) of the tee as provided for in (5), Rule 12(3), and Rule 13(9).

15. Equipment

- (1) A player shall not use footwear or equipment that may damage or affect the playing quality of the ice surface. (Examples: shedding brushes, faulty slider or gripper.)
- (2) At the start of each game, players shall declare what type of sweeping device that they will be using for the duration of the game (brush, synthetic straw style broom or corn/straw broom).
- (3) Players shall use the same corn/straw broom for the duration of the game and shall not exchange with another player for a brush or synthetic straw style broom.
- (4) A broom or brush broken during the game shall be replaced by the same type of sweeping device.
- (5) The use of a curling aid commonly referred to as a “delivery balance device” is acceptable. The balance device shall not exceed 5 feet (1.524 metres) in length and 12 inches (30.48 centimetres) in width. Height may vary.

16. Game Duration and Postponement

- (1) A game shall be of such length or duration as is stated in the rules governing the competition or league play.
- (2) If for any reason a game in progress is postponed to another time, the game shall continue from the last completed end.
- (3) If a team does not commence play at the designated time (unless otherwise stated by the rules governing the competition or league play):
 - (a) If the delay of the start of play is 1-15 minutes, then the non-offending team receives one point and will have last stone in the first end of actual play. One end is considered completed;
 - (b) If the delay of the start of play is 16-30 minutes, then the non-offending team receives one additional point and will have last stone in the first end of actual play. Two ends are considered completed;
 - (c) If play has not started after 30 minutes, then the non-offending team is declared winner by forfeit. The final score shall be recorded as ‘W’ and ‘L’ (win – loss).

17. Curling with a Delivery Stick

- (1) The use of a curling aid commonly referred to as a “delivery stick”, which enables the player to deliver a stone without placing a hand on the stone handle, is considered acceptable.
- (2) The use of a delivery stick is not allowed in events leading to Curling Canada championships. Exception: Wheelchair Curling and Curling Club Championships.
- (3) If a player starts a game with a delivery stick, then that player shall use a delivery stick throughout that game.
- (4) A player may not alternate delivery from the traditional hand delivery to a delivery stick or vice-versa.
- (5) If delivery begins from the hack, then players using the delivery stick must adhere to Rule 8(1) and 8(2). The stone must be delivered along a straight line from the hack to the intended target broom.
- (6) The delivery may also begin anywhere along the centre line with a portion of the stone touching the centre line prior to the delivery. The stone must be delivered along a straight line from this position on the centre line to the intended target broom.
- (7) A stone delivered with a delivery stick must be released before it reaches the hog line at the delivering end. Rule 8(5).
- (8) All other delivery rules apply.

18. Miscellaneous

- (1) If any exceptions to the preceding rules are necessary to accommodate players with physical disabilities, appropriate adjustments are acceptable.
- (2) Persons who are considered visually impaired may make use of aids such as flashlights, lighted brooms, monocular or binoculars anywhere on the sheet of ice to assist in guiding. Laser pointers are not allowed.
- (3) Should any situation occur that is not covered by the rules, the decision shall be made in accordance with equity.

RULES OF CURLING FOR OFFICIATED PLAY

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To ensure that all curlers are aware of their responsibilities when playing the game, Curling Canada has adopted the following Code of Ethics as an official supplement to the Rules of Curling:

Curlers' Code of Ethics

- I will play the game with a spirit of good sportsmanship.
- I will conduct myself in an honourable manner both on and off the ice.
- I will never knowingly break a rule, but if I do, I will divulge the breach.
- I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates, or umpires.
- I will interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to ensure that the game is played in an orderly and fair manner.
- I will humbly accept any penalty that the governing body at any level of curling deems appropriate if I am found in violation of the Code of Ethics or rules of the game.

Coaching Code of Ethics

- The coach shall act with integrity in performing all duties owed to athletes, the sport, other members of the coaching profession and the public.
- The coach shall strive to be well prepared and current in order that all duties in their discipline are fulfilled with competence.
- The coach shall act in the best interest of the athlete's development as a whole person.
- The coach shall accept both the letter and the spirit of the rules that define and govern the sport.
- The coach shall accept the role of umpires in providing judgment to ensure that competitions are conducted fairly and in accordance with the established rules.
- The coach's conduct toward other coaches shall be characterized by courtesy, good faith, and respect.
- The coach shall maintain the highest standards of personal conduct and support the principles of Fair Play.

Fair Play

- Fair Play begins with the strict observance of the written rule; however, in most cases, Fair Play involves something more than even unflinching observance of the written rule. The observance of the spirit of the rules, whether written or unwritten, is important.
- Fair Play results from measuring up to one's own moral standards while engaged in competition.
- Fair Play is consistent demonstration of respect for teammates and opponents, whether they are winning or losing.
- Fair Play is consistent demonstration of respect for umpires, an acceptance of their decisions and a steadfast spirit of collaboration with them.
- Sportsmanlike behaviour should be demonstrated both on and off the ice. This includes modesty in victory and composure in defeat.

Fair Play Code for Umpires

- The umpire shall strive to ensure that every athlete has the opportunity to perform to the best of their ability.
- The umpire shall strive to maintain a positive atmosphere and safe environment for competition.
- The umpire shall not permit the intimidation of any athlete either by word or by action.
- The umpire shall not tolerate unacceptable conduct toward themselves, other umpires, athletes, or spectators.
- The umpire shall handle all conflicts firmly and with dignity.
- The umpire shall accept their role as a teacher and role model for Fair Play.
- The umpire shall be open to discussion and contact with the athletes as required.
- The umpire shall remain open to constructive criticism and show respect and consideration for different points of view.
- The umpire shall continue to obtain proper training and upgrade their officiating skills.

1. Application

- (1) These rules apply to:
 - (a) Any competition to which these rules are made applicable by the curling governing body having jurisdiction; and
 - (b) Any competition within the jurisdiction of Curling Canada including a National Championship where special rules may be in effect.
- (2) If special rules are in effect, they shall take precedence over the Rules of Curling for Officiated Play.
- (3) If a competitors' guide is issued for a specific event, the guide shall form an integral part of the rules for the event and be enforceable as part of the rules.
- (4) These Rules apply to traditional team play. Special rules for Mixed Doubles, Wheelchair, Stick Curling and other variations of traditional team play are in addition and described in the sections to which they apply.

2. Definitions

In these rules and rulings made by Umpires, Curling Canada, and its officers:

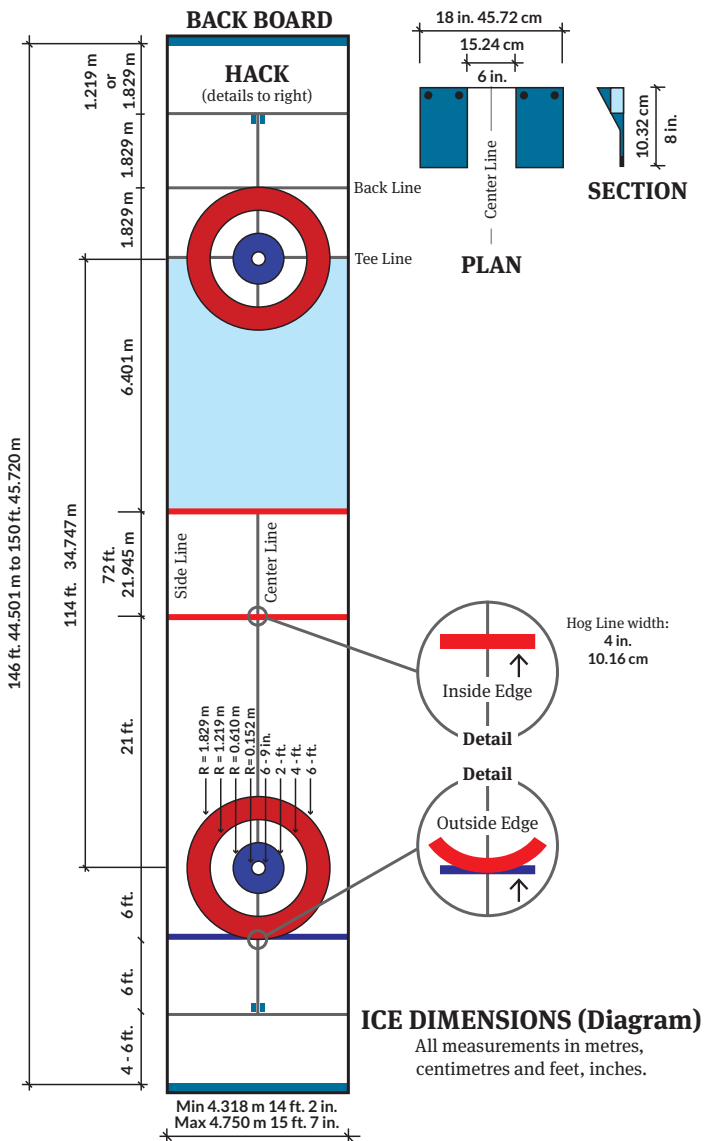
- (1) "biting" means that the vertical projection of a stone is in contact with the sheet line(s) to which the stone is in close proximity.
- (2) "competition" means a playdown involving any number of teams playing games to determine a winner.
- (3) "counting stone" means any stationary stone in the house that is closer to the tee than any stationary stone of the opposing team.
- (4) "delivering team" means the team in control of the house and whose turn it is to deliver.
- (5) "end" means the part of the game in which two opposing teams each deliver eight stones alternately and then determine the score.
- (6) "game" means play between two teams to determine a winner.
- (7) "house" means the area within and including the outside circle at each end of the sheet.
- (8) "umpire" means person or persons assigned to oversee a curling game or competition by the curling governing body having jurisdiction.
- (9) "officiated play" means play that includes a Chief Umpire, game(s) umpires, hog line umpires or hog line detection devices, observers, time clock operators and time clocks as determined by the rules of the competition.
- (10) "National Championship" means: Canadian Men's Championship;

Canadian Women's Championship; Canadian Senior Men's & Women's Championships; Canadian Junior Men's & Women's Championships; Canadian Under-18 boys & Girls Championships; Canadian Mixed Championship; Mixed Doubles Championship; Canadian Wheelchair Championship; Canadian Curling Club Championships; and Canadian University / College Championships.

- (11) "sheet" means an area of ice marked in accordance with Rule 3.
- (12) "delivered stone" means a stone that is in motion from the moment that it has reached the nearer tee line and been released, until it has come to rest or is out of play.
- (13) "stone set in motion" means a stone in motion whose movement from a stationary position, in play, is caused by a delivered stone or another stone previously set in motion.
- (14) "team" means three or four players playing together in accordance with Rule 5 and may also include the team alternate and coach as determined by the rules of the competition.
- (15) "time-out" means stopping the delivering team's time clock and stopping play.
- (16) "original position" means the position the stones were in immediately before a violation or incident took place.
- (17) "violation" means an infraction of a rule as determined by an umpire.
- (18) "thinking time" is the allotted time for each team to complete a game. The time clocks will operate while a team deliberates about choice of shot. The clock will stop when the delivering team's stone reaches the nearer tee-line.
- (19) "triangulation" is the process of determining the location of a point by forming triangles to it from known points (Wikipedia). Used in the "Last Stone Draw" when a stone is covering the tee and a measurement cannot be taken. The two points used for measurement are at the edge of the four foot circle, 61.0 cm from the tee, at either the three o'clock and six o'clock positions or the six o'clock and nine o'clock positions.
- (20) "Five Rock Rule": means opposition stones in the Free Guard Zone cannot be moved to an out-of-play position prior to the delivery of the sixth stone of the end.
- (21) "Sweeping Moratorium": The specifications for brushes in elite curling and all related links on the World Curling Federation website: worldcurling.org.
- (22) "Straight Line Measure" (SLM): A device used to assist in a visual determination if a stone is over or touching a straight line i.e., Hog line, T-Line, Side-Line, Back-Line.

3. Sheet of Ice

- (1) The recommended length of the sheet from backboard to backboard shall be 146 feet (44.501 metres) to 150 feet (45.720 metres). The width of the sheet from sideline to sideline shall be a minimum of 14 feet 2 inches (4.318 metres) and a maximum of 15 feet 7 inches (4.750 metres). This area shall be delineated by lines drawn or dividers placed on the perimeter.
- (2) The centre line, one-half inch in width, shall be placed the length of the sheet through the centre of the tee lines to a point 12 feet (3.658 metres) behind each tee.
- (3) At each end of the sheet there shall be three distinct lines drawn from sideline to sideline as follows:
 - (a) Each tee line, one-half inch in width, shall be placed 12 feet (3.658 metres) from the hack (see image) to the centre of the tee line and there shall be 114 feet (34.747 metres) from the centre of one tee line to the centre of the other tee line. The distance from the backboard to the centre of the tee line shall be 16 feet (4.877 metres) if the length of the sheet is 146 feet (44.501 metres) from backboard to backboard. The distance from the backboard to the centre of the tee line shall be 18 feet (5.486 metres) if the length of the sheet is 150 feet (45.720 metres) from backboard to backboard. The intersection of the tee line and the centre line is called the tee or center pin.
 - (b) Each back line, one half inch in width, shall be placed 6 feet (1.829 metres) from the centre of the tee line. The back line is a tangent with the outer edge of the 12-foot circle both exactly 6 feet (1.829 metres) from the tee where the back line intersects the centre line.
 - (c) The hog line, 4 inches (10.16 centimetres) in width, shall be placed with the inner (circle side) edge 21 feet (6.401 metres) from the centre of the tee line.
- (4) With each tee as centre, there shall be drawn four concentric circles at each end with the outer edge of the outer circle having:
 - (a) The twelve-foot circle - a radius of six feet (1.829 metres);
 - (b) The eight-foot circle – a radius of four feet (1.219 metres);
 - (c) The four-foot circle – a radius of two feet (60.96 centimetres); and,
 - (d) The button – a radius of a minimum six inches (15.24 centimetres).
 - (e) The marking of the centre line and tee line may be omitted from the button area.
- (5) A tee centre (capable of accepting a measuring device) shall identify the intersection of the tee line and the centre line of each house. The base portion shall be securely anchored at the exact intersection of the tee line and centre line of the house.



- (6) Hacks:
 - (a) The hack(s) used for delivery shall be of a style and size accepted by Curling Canada.
 - (b) Each hack shall not exceed 8 inches (20.32 centimetres) in length.
 - (c) If two hacks are used, the back edge of each hack shall be placed 12 feet (3.658 metres) from the tee. The inside edge of each hack shall be no further than 3 inches (7.62 centimetres) from the centre line.
 - (d) If one moveable or fixed hack is used, it shall be placed with the back edge of the hack 12 feet (3.658 metres) from the tee and be either centered on the centre line or with the inside edge no further than 3 inches (7.62 centimetres) from the centre line (left or right).
- (7) The **'Ice Dimensions (Diagram)'** shows the proper layout of the sheet in accordance with the measurements in this section.

4. Stones

- (1) A curling stone shall be of circular shape and, including handle and bolt, shall weigh a maximum of 44 lbs. (19.96 kilograms) and a minimum of 38.5 lbs. (17.46 kilograms).
- (2) It shall have a maximum circumference of 36 inches (91.44 centimetres) and shall be a minimum of 4.5 inches (11.43 centimetres) in height, measured between the bottom and top of the stone.
- (3) The radius of the stone is considered to be 14.2 cm for the purpose of the calculation of triangulation.
- (4) Two sets of eight stones shall be assigned for each sheet of play and only the assigned stones shall be used unless otherwise directed by an umpire.
- (5) A team member or coach shall not physically alter the running surface or weight of either teams assigned or selected game stones in any manner. If the violation occurred prior to the delivery of the stone, the umpire shall assign a replacement stone to the offending team. If a replacement stone is not available, the umpire shall allow the redelivery of a previously delivered stone or facilitate the dual delivery of a stone yet to be delivered. If an altered stone is delivered prior to an umpire intervening in the game, the umpire shall allow all stones to come to rest and provide the non-offending team with the option of allowing the play to stand; or having the umpire remove the delivered stone from play and replacing all affected stones as close as possible to their original positions.
- (6) If a stone is broken in play, the umpire shall place a replacement stone

where the largest fragment comes to rest. The inside edge of the replacement stone shall be placed in the same position as the inside edge of the largest fragment with the assistance of a measuring stick.

- (7) A stone that rolls over in its course or comes to rest on its side or top shall be removed immediately from play.
- (8) All sixteen stones originally on the sheet at the start of a game shall be delivered in every completed end. No interchange of stones or redelivery of previously delivered stones in that end may occur unless so directed by the umpire.

If a violation of (8) occurs, the umpire shall allow the delivered stone and all affected stones to come to rest and provide the non-offending team with the option of: allowing the play to stand; or having the umpire remove the stone just delivered from play and replacing all affected stones as close as possible to their original positions.

- (9) Teams shall not place any sort of cover over the stones under any circumstances.

5. Teams

- (1) Every team shall be composed of a minimum of four players as determined by the rules of the competition except as provided for in (5). Prior to each game, a five-member team shall designate the four eligible members of the team who will commence play as players for that game. If the fifth member is registered as a player, they shall be recognized as the alternate for that game.
- (2) Each player on a four-player team shall deliver two stones in each end alternately with their opponent.
- (3) Unless otherwise specified in the rules of the competition, last stone advantage in the first end (hammer) will be decided by a draw to the button (triangulation used where required) following each team's pre-game practice. This is referred to as the Last Stone Draw (LSD).
 - (a) Last stone advantage in the first end will be marked with an asterisk sign in the space allocated for this on the scoreboard. This mark is to note last stone in the first end and is not moved.
 - (b) In the second and subsequent ends, the winner of the preceding end shall deliver the first stone of the end.
 - (c) If an end is blanked (no score), the team delivering the first stone in the blanked end shall deliver the first stone in the next end.
- (4) The delivery rotation declared by a team prior to the start of a game shall be followed throughout that game except as provided for in (5), (6) or (7).
- (5) Unless otherwise specified in the special rules of the competition:

- (a) A team shall include a minimum of three of four players from the original team.
- (b) A substitute player shall be a team's designated alternate or other eligible player as provided for in the rules of the competition.
- (c) A team may play with three players with the first two players each delivering three consecutive stones in each end. Under no circumstance may a team play with fewer than three players delivering stones.

Exception: Four-person mixed curling must always have four players on the ice with two men and two women alternating delivery of stones. The skip must deliver fourth stones and the player acting as vice-skip must deliver third stones and be the opposite gender.

The following are the two accepted position/delivery rotations for 4-person mixed competition:

- (1) male lead (first thrower), female second (second thrower), male third (third thrower and vice-skip), and female skip (fourth thrower).
 - (2) female lead (first thrower), male second (second thrower), female third (third thrower and vice-skip), and male skip (fourth thrower).
- (d) A substitute player who joins a team prior to the start of a game may deliver stones in any position of the delivery rotation of the team. The team shall declare their delivery rotation at this time.
 - (e) A substitute player who joins a team between ends may deliver stones in any position of the delivery rotation of their team. The team may re-declare their delivery rotation at this time. The designation of skip and vice-skip may also be changed at this time.
 - (f) During an end in play, if a player(s) is unable to complete the delivery rotation declared by the team at the start of the game, the team may activate a substitute player(s) subject to:
 - (i) A substitute player may only enter a game during an end if they deliver a stone(s) of the sidelined player within that end.
 - (ii) At the beginning of the next end, the substitute player may deliver stones in any position of the delivery rotation of their team and the team may re-declare their delivery rotation at this time. The designation of skip and vice-skip may also be changed at this time.
 - (iii) The replaced team member shall not re-join the team until the next game unless the team loses a subsequent player(s) and is therefore placed in a default position as per (5)(a).

(6)

- (a) A team that commences a game with three players and expects the fourth player to join the team, the fourth player may enter an end already in progress providing they are able to deliver a stone within the team's established delivery rotation. Prior to the next end, the team may re-establish the delivery rotation. The designation of skip and vice-skip may also be changed at this time.
- (b) A player, who has left a game without being able to deliver any of their stones during the current end, may re-enter an end already in progress providing that they are able to deliver a stone within the team's established delivery rotation. A player may leave and return to a game only one time in any game.
- (c) If a substitute player has been activated, the replaced team member shall not re-join the team until the next game except as provided in (5)(f)(iii).

(7)

- (a) If a player delivers their first stone of the end and is unable to deliver their second stone of the end and the rules of the competition allow the team to continue play with three players and the team chooses to play with three players, the following procedures shall be followed:
 - (i) If the lead player, the second player shall deliver the stone.
 - (ii) If the second player, the lead player shall deliver the stone.
 - (iii) If the third player, the second player shall deliver the stone.
 - (iv) If the fourth player, the third player shall deliver the stone.
- (b) If a player is unable to deliver both of their stones during an end and the rules of the competition allow the team to continue with three players and the team chooses to play with three players, the following procedures shall be followed for the end in progress:
 - (i) If the lead player, the second player shall deliver both lead player's stones and the first of the second player's stones, and the third player shall deliver the second of the second player's stones and both third player's stones.
 - (ii) If the second player, the lead player shall deliver the first of the second player's stones, and the third player shall deliver the second of the second player's stones and both of the third player's stones.
 - (iii) If the third player, the lead player shall deliver the first of the third stones and the second player shall deliver the second of the third player's stones.

- (iv) If the fourth player, the second delivers the fourth's first stone and the third delivers the fourth's second stone.

Penalty: If a violation of Rule 5(5), 5(6) or 5(7) occurs, the umpire shall allow all stones to come to rest and provide the non-offending team with the option of allowing the play to stand; or having the umpire remove the stone just delivered from play and replacing all affected stones as close as possible to their original position.

6. Skips

- (1) The skip has the exclusive direction of the game for their team and shall deliver stones in each end.
- (2) Subject to Rule 5(5), the skip may play any position in the delivery rotation of their team. Regardless of the position played in the delivery rotation, the player designated as skip shall remain in that capacity throughout the course of that game except as provided for in Rule 5(5), 5(6) and 5(7). Exception: Rule 5. Teams (5)(c)(i)(ii) Mixed curling.
- (3) When it is the skip's turn to deliver, they will elect a teammate to act as skip. Subject to Rule 5(4), the vice-skip may play any position in the delivery rotation of their team.
- (4) Regardless of the position played in the delivery rotation, the player designated as vice-skip shall remain in that capacity throughout the course of that game except as provided for in Rule 5(6).
- (5) The vice-skip shall assume the responsibilities of the skip when the skip is not on the playing surface. Exception: Mixed curling Rule 5(5)(c) "Exception".

Penalty: If a violation of Rule 6(1), 6(2), 6(3), 6(4), or 6(5) occurs, the umpire shall allow all stones to come to rest and provide the non-offending team with the option of allowing the play to stand; or having the umpire remove the stone just delivered from play and replacing all affected stones as close as possible to their original position.

7. Position of Players

- (1) Members of the non-delivering team:
 - (a) Only the skip or vice-skip, and one other player may be positioned inside the hog line at the playing end. They shall position themselves behind the back line when the delivering team is in the process of delivery. Both players shall be motionless with their brooms positioned in a manner not to interfere with or distract the attention of the player who is in the process of delivery as provided for in Rule 8(4)(a).
 - (b) The player who is next to deliver may take a stationary position

to the side of the sheet behind the hacks at the delivery end. The player shall remain silent and motionless when the delivering team player is in the process of delivery as provided for in Rule 8(4)(a).

- (c) The players not taking the positions (1)(a) or (1)(b) shall position themselves between the hog lines and to the extreme sides of the sheet when the delivering team's time clock is running. The players positioned in this area shall remain in single file when the delivering team player is in the process of delivery as provided for in Rule 8(4)(a).
- (d) The non-delivering team members shall not take any position or cause such motion that would obstruct, interfere with, or distract any member of the delivering team.

Penalty: If a violation of Rule 7(1)(a), 7(1)(b), 7(1)(c) or 7(1)(d) occurs, the umpire shall allow all stones to come to rest and provide the non-offending team with the option of: allowing the play to stand; or recommencing the delivery of the stone; or replacing all affected stones as close as possible to their original position and redelivering the stone.

- (2) Members of the delivering team:

The skip or vice-skip directing play shall be positioned between the backboards and the hog line, on the ice, of the playing end while their team is in the process of delivery. They shall have choice of position for the purpose of directing play.

Penalty: If a violation of Rule 7(2) occurs, the umpire shall allow all stones to come to rest and provide the non-offending team with the option of allowing the play to stand or having the umpire remove the stone just delivered from play and replacing all affected stones as close as possible to their original position.

8. Delivery

- (1) The delivery of a stone by the right hand shall be initiated from the hack located to the left of the centre line. The delivery of a stone by the left hand shall be initiated from the hack located to the right of the centre line.
- (2) If a single, moveable hack is in use, the delivery of a stone by the right hand or the left hand may be initiated from a hack located on the centre line. If a single, moveable hack is in use it shall be positioned as required by the delivering team in accordance with Rule 3(6).
- (3) The delivery and release of a curling stone are intended to occur in a straight line towards the target broom.

Penalty: If a violation of Rule 8(1), 8(2) or 8(3) occurs, the umpire shall

allow all stones to come to rest and provide the non-offending team with the option of: allowing the play to stand; or having the umpire remove the stone just delivered from play and replacing all affected stones as close as possible to their original position.

(4)

(a) A player - whose team is in control of the house - is in the process of delivery from the time the player is positioned in the hack until the stone is released.

(b) A player shall only commence a forward progression from the hack with a stone after the previously delivered stone and any stones set in motion have come to rest or have crossed the back line and their team is in control of the house.

(5) The stone shall be released before it reaches the hog line at the delivering end.

(6) If a violation of (5) occurs when the hog line detection device is not being used, the delivered stone and all affected stones shall come to rest before any action is taken. The umpire shall remove the delivered stone from play and replace all affected stones as close as possible to their original positions.

(7) If a violation of (5) occurs when the hog line detection device is being used, the red lights displayed in the handle will come on and the delivering team sweepers shall take responsibility for stopping the delivered stone prior to it reaching the playing end and guiding it across the back line and out of play.

(8) A stone re-touched by the hand after release but re-touched before the hog line is not a violation.

(9) If a player wishes to recommence the delivery as a result of their team's action the player may do so providing the stone has not reached the nearer tee line. The player will redeliver the same called shot and ice.

(10) If in the estimation of the umpire, an extreme circumstance occurs during the delivery that distracts the thrower to a significant degree, the stone may be redelivered prior to the opposition delivering their next stone. The umpire shall allow all stones to come to rest and provide the delivering team with the option of allowing the play to stand; or recommencing the delivery of the stone; or, if required, replacing all affected stones as close as possible to their original positions, and redelivering the stone. The player will redeliver the same called shot and ice.

(11) If a player delivers a stone belonging to the opposing team, that stone shall be allowed to come to a rest and then is replaced with a stone belonging to the delivering team.

- (12)
- (a) If a player delivers a stone when it is not their team's turn to deliver:
 - (i) If the error is discovered after only the first stone has been delivered, the end shall be replayed;
 - (ii) If the error is discovered after the second stone of the end has been delivered, the end shall continue, and the new delivery rotation shall take effect.
 - (b) If an error in a team's delivery rotation causes a player to miss a turn, the player who has missed a turn shall deliver the last stone for their team in the end.
 - (c) If a team or umpire realizes that the delivery of a stone has been missed but is unable to determine which player missed their turn, the lead of the team that missed a turn shall play the last stone for their team in that end.
- (13) If a team delivers two stones in succession in the same end, they shall remove the second stone that was played, replace any stone(s) displaced by the stone and the end shall continue. The second stone that was played in error will be delivered in its proper rotation. If the infraction is not discovered until after the delivery of a subsequent stone, the end shall be replayed.
- (14) If a player on a four-player team delivers three stones in one end, except as provided for in Rule 5(6) or 5(7), the stone delivered in error shall be removed from play and all displaced stones put back to their original positions.

9. Touched Moving Stones

- (1) Except as provided by Rule 8(8), a stone in motion shall not be touched by any player, equipment, or personal belongings of the team to which it belongs.
- (2) Between the tee line at the delivering end and the hog line at the playing end:
 - (a) If a moving stone is touched or is caused to be touched by the team to which it belongs or by its equipment, the touched stone is removed from play immediately by that team.
 - (b) If a moving stone is touched, or is caused to be touched by the opposition or by their equipment or is affected by an external force:
 - (i) If the stone was the delivered stone, it is re-delivered.
 - (ii) If the stone was not the delivered stone, it is placed where

the team to which it belongs reasonably considers it would have come to rest had it not been touched.

- (3) Inside the hog line at the playing end:
- (a) If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by its equipment, all stones are allowed to come to rest, after which the touched stone is removed from play and all stones that were displaced after the infraction are replaced to their original positions, unless the non-offending team considers it an advantage to;
 - (i) Leave all stones where they came to rest or;
 - (ii) Place all stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.
 - (b) If a moving stone is touched, or is caused to be touched, by the opposition or by its equipment, all stones are allowed to come to rest, after which the non-offending team places the stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.
 - (c) If a moving stone is touched, or is caused to be touched, by an external force, all stones are allowed to come to rest and then placed where they would have come to rest if the incident had not occurred. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their original positions. If agreement on the original positions cannot be reached, the end is replayed.
 - (d) If a moving stone is touched by a stone deflecting off the sheet dividers, the non-delivering team shall place the stone where it reasonably considers the stone would have come to rest had the moving stone not been touched.
- (4) Last Stone Draw (LSD) stones:
- (a) If a member of the delivering team touches a moving stone, or causes it to be touched, the stone will be removed and recorded as 199.6 cm.
 - (b) If a member of the non-delivering team touches a moving stone, or causes it to be touched, the stone will be redelivered.
 - (c) If an external object touches a moving stone, or causes it to be touched, the stone will be redelivered.

10. Displaced Stationary Stones

- (1)
 - (a) If a stationary stone, which would have had no effect on the outcome of a moving stone, is displaced or caused to be displaced by a player, it is replaced in its original position. If there is any question as to which stone was counting, the displaced stone shall be positioned in favour of the non-offending team.
 - (b) If a stationary stone, which would have had no effect on the outcome of a moving stone, is displaced or caused to be displaced by an external force, it is replaced in its original position.
- (2) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced by a player, all stones are allowed to come to rest, after which the stone whose course would have been altered is removed from play and all stones that were displaced as a result of the infraction are replaced to their original positions, unless the non-offending team considers it an advantage to;
 - (a) Leave all stones where they came to rest, or;
 - (b) Place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.
- (3) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced by an external force, all stones are allowed to come to rest, and are then placed in the positions in which they would have come to rest had a stone not been displaced. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their original positions. If agreement on the original positions cannot be reached, the end is replayed.
- (4) If a stone(s) deflecting off the sheet dividers causes the displacement of a stationary stone(s), the stone(s) is replaced to its original position(s) by the non-delivering team.
- (5) Last Stone Draw (LSD) Stones:
 - (a) A draw to the button for last stone advantage that is moved by a team member prior to the measure will be assigned the distance to the next defined circle away from the button.
 - (b) If a member of the non-delivering team displaces a stationary stone, or causes it to be displaced, before the umpire completes the measurement, the stone is replaced to its original position by the delivering team.
 - (c) If an external force displaces a stationary stone, or causes it to be displaced, before the umpire completes the measurement, the stone is replaced to its original position by the delivering team.

11. Sweeping

- (1) Between the tee lines, all members of the delivering team may sweep any of their team's stones in motion.
- (2) A stationary stone must be set in motion before any sweeping may occur.
- (3) During the delivery of the first five stones of any end, any two players of the non-delivering team may sweep their stone when set in motion.
- (4) After the delivery of the first five stones of any end, only the skip or vice-skip of the non-delivering team may sweep their team's stone(s) after it is set in motion.
- (5) Behind the tee line at the playing end, only one player from each team may sweep at any one time. This may be any player of the delivering team, but only the skip or vice-skip of the non-delivering team.
- (6) Behind the tee line, a team has first privilege of sweeping its own stone, but it must not obstruct or prevent their opponent from sweeping.
- (7) An opponent's stone in motion shall not be swept until the front end of the stone reaches the farther tee line and sweeping shall only take place behind the tee line.
- (8) Given that the intent of sweeping is to keep the path of the stone clean and to take a stone farther.
 - (a) Sweeping shall not leave any debris in front of a moving stone.
 - (b) The final sweeping motion shall finish outside the path of the stone.
- (9) When the umpire observes a violation of (1)-(8), all stones shall be allowed to come to rest before any action is taken. At this time the non-offending team has the option of:
 - (a) Allowing the play to stand, or;
 - (b) Removing the unfairly swept stone from play and replacing all affected stones as close as possible to their original position, or;
 - (c) Placing the unfairly swept stone and stone(s) it would have affected where they would have come to rest had the sweeping violation not occurred.
- (10) Light cleaning by the non-delivering team with a sweeping device anywhere on the sheet is acceptable as long as it does not interfere with the delivering team.
- (11) Prior to the delivery of the stone, the delivering team may lightly clean the intended path of the stone to be delivered or the path(s) of any stones that may be set in motion.
- (12) Brush heads:

- (a) Only World Curling Federation (WCF) approved sweeping brushes as per the WCF 'Specifications for brushes in elite curling' and brush heads listed on the WCF 'Approved Code List' will be allowed for use at Curling Canada championships leading to WCF events, WCF-sanctioned events, and any event where CTRS points are available.
- (b) Many competitive events in Canada are not formally officiated; therefore, in the spirit of the sport of curling, the obligation is on individual players (and/or coach) to source a compliant sweeping brush (sweeping device) and brush head for play in these events. Players and coaches will be responsible for ensuring any sweeping device brought on to the field of play is compliant with the WCF list of approved brushes. The umpires may conduct random checks of brush heads during all competitions.
- (c) A "delivery balance device" in accordance with Rule 15(4) can never be used for sweeping. Light cleaning as per (10), (11) is permissible. If a delivery balance device is used to sweep, the player is disqualified from the competition and the team forfeits the game.

Penalty: During all practice sessions (pre-event, pre-game, evening practice), if a delivery balance device is used to sweep, the player will be warned by an umpire. If it occurs a second time during the same session, the player will not be allowed to continue in the practice session or participate in the LSD stones or in the game that immediately (same day) follows the practice session.

- (d) A delivery balance device broken during the game shall be replaced by the same type of delivery balance device. The replacement shall be inspected and accepted for game play by an umpire prior to use Rule 15(1), if not previously inspected as per Rule 15(2)(b). If the delivery balance device is broken due to abuse, the delivery balance device may not be replaced for the remainder of the game (the player's sweeping device must be used for delivery). The player may continue to play subject to the Chief Umpire approval.
- (e) Any player using a sweeping device in competitions noted in 11(12)(a) that is not approved by the WCF will be suspended from the remainder of the competition and the game in question will be forfeited. The team will not be allowed to replace the player for the remainder of the competition and will play with three players (except as in Rule 18 (8)). A second infraction by the same player or same team (any player, any time) will suspend that team for the remainder of the competition in question and for the next 365 days. In addition, the team will forfeit any Canadian Team Ranking System (CTRS) points earned in that season. A second

infraction by a specific player will suspend the team for the remainder of the competition in question, regardless of whether the player's first offence was with another team. The player with a second offence will be suspended for 365 days from the date of the second infraction. (A first infraction in Mixed Doubles will result in suspension for the rest of the competition.)

- (f) Prior to pregame practice, each player must declare his or her approved sweeping device. Only that player can use that device for sweeping during the Last Stone Draws (LSDs) and game.

Penalty: If a player sweeps with another person's sweeping device during the LSD or during the game to sweep their team's stone, the stone shall be removed from play. If a player sweeps with another person's sweeping device to sweep an opposition's stone(s), the stone(s) will be placed by the non-offending team in the position(s) the team reasonably considers they would have come to rest had the stone(s) not been swept.

- (g) For pre-competition / evening / special play-off / pre-game practices only these conforming brushes may be used to sweep; however, a player or coach can sweep with any one of those brushes, and their sweeping device need not be the one that is identified for their personal use during LSD stones and games.
- (h) A player may not change their brush or brush head during a game, or during / after a pre-game practice, unless the Chief Umpire grants special permission.

Penalty: If a change is made without permission, the team will forfeit the game.

- (i) A sweeping device broken during the game shall be replaced by the same type of sweeping device Rule 15(3). If the sweeping device is broken due to brush abuse, the brush may not be replaced for the remainder of the game. The player may continue to play (subject to the Chief Umpire approval) but cannot sweep.
- (j) If an alternate or substitute player comes into a game, they must use the brush of the player they are replacing.

Penalty: If a new sweeping device is brought into the game, the team will forfeit the game.

- (k) The target brooms must be the declared sweeping brushes of the skip and vice-skip. Using a separate or different broom as the target broom is not allowed (even if it is a compliant and approved version).

Penalty: If the skip or vice-skip sweeps with a brush used for sliding, or any other non-declared broom, or uses a separate or different broom than their declared sweeping brush as the target broom, the

stone shall be removed from play. If a player sweeps an opposition's stone(s) with another person's brush used for sliding, or any other non-declared broom, the stone(s) will be placed by the non-offending team in the position(s) the team reasonably considers they would have come to rest had the stone(s) not been swept.

12. Free Guard Zone (FGZ), Five Rock Rule

- (1) The Free Guard Zone is the area between the hog line and the tee line, excluding the house.
 - (a) A stone which comes to rest biting or in front of the hog line after making contact with a stone in the FGZ is considered to be in the FGZ.
 - (b) A stone that comes to rest outside the house but biting the tee line is not considered to be in the FGZ.
- (2)
 - (a) Any stationary stone(s) belonging to the opposition located in the FGZ shall not be removed from play by the delivering team prior to the delivery of the sixth stone of the end.
 - (b) When an opposition's stone(s) is removed from play from the FGZ prior to the sixth stone of the end, directly or indirectly, without exception, the delivered stone must be removed from play and any other displaced stones replaced as close as possible to its original position.
 - (c) Any stone previously in the FGZ, whose location is now not in the FGZ – as per (1) – may be removed at any time without penalty.
 - (d) A delivered third, fourth or fifth stone of an end may hit an opposition stone(s) located in the FGZ on to a stone(s) not in the FGZ providing that any opposition stone originally located in the FGZ remains in play. If an opposition's stone(s) is removed from play, apply (2)(b).
 - (e) A team may remove its own stone from the FGZ providing its removal does not cause an opposition stone to be removed from play from the FGZ. If an opposition's stone(s) is removed from play, apply (2)(b).
 - (f) A team may raise its own stone located in the FGZ on to an opposition stone located in the house (not in the FGZ) and remove it from play. If an opposition's stone(s) in the FGZ is removed from play during the execution of the raise, then apply (2)(b).
- (3) After the delivery of each of the first four stones of an end it is the responsibility of the skip of the team who is about to deliver to ensure agreement with the opposing skip as to whether or not any of the

stone(s) in play have come to rest in the FGZ. If they cannot agree, the umpire shall make the determination by using the six-foot measuring stick. If the position of another stone(s) hinders the use of the six-foot measure, the umpire shall make a visual determination (with the aid of a "Straight Line Measure" if available and possible).

- (4) A visual agreement by the opposing skips as to whether or not one of the first four stones of the end was in the FGZ, does not preclude a measurement occurring at the conclusion of the end involving the same stone(s). If a visual determination by an Umpire was required, the stone(s) in question cannot be measured at the conclusion of the end if the stone(s) were determined to be in the FGZ.

13. Stones in Play and Scoring

- (1) A stone must be fully over the farther hog line to be considered in play. A stone not fully over the hog line shall be removed from play except as provided for in (2), (3).
- (2) A delivered stone not fully over or staying outside of the hog line after striking a stone in play shall remain where it stopped and shall be considered to be in play.
- (3) A delivered stone striking a stone outside of the hogline that is considered to be in play because of earlier activity shall be considered to be in play.
- (4) A stone that crosses the hog line but spins such that it comes to rest biting the hog line, is considered "out of play".
- (5) A stone that clearly crosses the back line is removed from play immediately.
- (6) A stone that touches a sideline, hits a divider, or comes to rest biting a sideline shall be removed immediately from play.
- (7) If a stone in motion hits a stationary stone and a sideline or divider at the same time, the stationary stone shall be allowed to take its course as if it had been hit first.
- (8) A game shall be decided by a majority of points.
- (9) Each stone, any part of which is within 6 feet (1.829 metres) of the tee, is eligible to be counted.
- (10) A team scores one point for each eligible stone that is closer to the tee than any stone of the opposing team.
- (11) An end shall be decided when the skips or vice-skips in charge of the house at the time agree upon the score for the end.
- (12) If two or more stones are tied, then none of the tied stones shall count and only stones closer to the tee than the tied stones shall be eligible

to be counted. If the tied stones are to determine which team shall count in that end, the end shall be considered blank.

- (13) If a stone(s), which may have affected the points scored in an end, is displaced prior to the skips or vice-skips deciding the score, the team causing the displacement shall forfeit the point(s) involved.
- (14) Should an individual other than the two teams or their coaches displace or cause the displacement of a stone(s) prior to agreement of the score, or a measure being determined, the following shall apply:
 - (a) Preceding the final end:
 - (i) If the displaced stone(s) would have determined who won an end, the end shall be replayed.
 - (ii) If a team secured a point(s) and the displaced stone(s) would have determined if an additional point(s) was scored, that team shall have the option of replaying the end or keeping the point(s) already secured and proceeding to the next end.
 - (b) In the final end:
 - (i) If the game is tied and the displaced stone(s) would have determined which team won the game, the end shall be replayed.
 - (ii) If the displaced stone(s) would have determined if the game was tied or lost by the team that was behind in points, that team shall have the option of replaying the end or keeping the point(s) they had already secured and playing an additional end without last stone.
 - (iii) If the team that was behind in points had already secured sufficient points to tie the game, and the displaced stone(s) would have determined if they won the game, that team shall have the option of replaying the end or keeping the point(s) already secured and playing an additional end, with last stone being determined by a single draw to the tee with sweeping/brushing. The team who was ahead in points when the end began shall have the choice of drawing first or last.
 - (iv) If the displaced stone(s) would have determined if the game was lost, tied, or won, the team that was down in points shall have the option of replaying the end or keeping the point(s) already secured, if any, and playing an additional end, with last stone being determined by a single draw to the tee with sweeping. The team who was ahead in points when the end began shall have the choice of drawing first or last. This applies to the following types of situations:

Situation #1 - A team is one down going home and measuring two of their stones to determine if they have lost, tied, or won the game.

Situation #2 - A team is two down going home counting one and measuring two of their stones to determine if they have lost, tied, or won the game.

- (15) If, after regulation play, the score is tied, play shall be continued without changing the rotation of play (end the stones are thrown to) for such additional end or ends as may be required to decide the winning team.
- (16) Marking the scoreboard for incomplete ends:
 - (a) When both teams still have stones to be delivered (at least one each) and there is a concession, no points are placed on the scoreboard.
 - (b) When one team has delivered all of their stones (15 of the 16 stones have been delivered) and there is a concession:
 - (i) the team that delivered all of their stones has stones counting and the game is conceded, no points are placed on the scoreboard;
 - (ii) the team that did not deliver all of their stones has stones counting and the game is conceded, these points are given and placed on the scoreboard;
 - (iii) If after fifteen stones are delivered and no stones are counting and the game is conceded, no points are placed on the scoreboard.

14. Measuring

- (1) An umpire shall conduct all measurements unless otherwise specified in the rules of the competition.
- (2) The diameter of stones varies; therefore, measurements shall be taken from the tee to the closest part of a stone. A measure that results in stones being an identical distance from the tee shall be declared tied.
- (3) No physical device to aid visual observation shall be used in measuring prior to the last stone delivered in the end coming to rest except as provided for in (4), (5), or Rule 12(3).
- (4) Decisions on whether a stone is in or out of play at the hog line, sidelines and back line shall be visual (with the aid of a "Straight Line Measure" if available) except as provided for in (5). If the opposing skips cannot agree, the umpire shall make the final decision.

- (5) A skip may request that an umpire conduct a measurement when a stone is located on the back line in proximity to the centre line to confirm if the stone is in or out of play. The 6-foot (1.829 metres) measuring stick shall be used. If the position of a stone(s) in the house makes it impossible to use the measuring stick to determine if a stone is in or out of play, the umpire shall make a visual determination (with the aid of a “Straight Line Measure” if available) and their decision shall be final.
- (6) If two or more stones are so close to the tee that a measuring device cannot be used, and if a visual comparison by an umpire cannot determine which stone is closest to the tee, the stones shall be considered tied. If these stones were to determine who counted in the end, the end shall be considered blank.
- (7) A measuring stick that measures a distance of six feet (1.829 metres) from the tee shall be used, if necessary, to confirm whether a stone is within six feet (1.829 metres) of the tee as provided for in (5), Rule 12(3), and Rule 13(9).

15. Equipment

- (1) Any team equipment that may possibly come into contact with the playing surface is subject to inspection by an umpire prior to or during competition. The team equipment that is subject to inspection includes, but is not limited to, brushes, sliders, grippers, shoes in general, sliding/delivery devices and on-ice clothing. If the umpire determines the equipment is in conflict with the ideals of fair play, potentially damaging to the ice surface or not in compliance with the integrity and positive image of the championship, the umpire shall identify the equipment as being unacceptable and direct the team to remove the equipment from the playing surface.
- (2) Prior to the start of the competition:
 - (a) All brushes and brush heads used for sweeping may be inspected, tested, and identified as acceptable for game play in accordance with Rule 11(12)(a)(b).
 - (b) All sliding/delivery devices may be inspected, tested, and identified as acceptable for game play.
- (3) At the start of each game, each player shall declare what type of WCF approved sweeping device will be used for the duration of the game.
- (4) The use of a curling aid commonly referred to as a “delivery balance device” is acceptable. The balance device shall not exceed 5 feet (1.524 metres) in length and 12 inches (30.48 centimetres) in width. Height may vary.
- (5) Teams shall not use any electronic communication device or any

modification to the voice, i.e., bull horn, whistle, etc. unless previously approved by the Chief Umpire.

- (6) The use of a curling aid commonly referred to as a “delivery stick” which enables the player to deliver a stone without placing a hand on the stone handle, is not allowed at a Curling Canada championship leading to a world championship (wheelchair excluded).

16. Game Duration and Postponement

- (1) A game shall be of such length or duration as is stated in the rules governing the competition.
- (2) The umpire may delay a game for up to one hour, after which time the game may be postponed. At the discretion of the umpire, when a game is delayed, it shall start at the point at which it was delayed or at the last end completed.
- (3) If for any reason a game is postponed to another time, the game shall continue from the last completed end.
- (4) The teams shall start the game at the time designated by the competition draw. If a team does not commence play at the designated time:
 - (a) The offending team's game time clock may be started at the discretion of the umpire;
 - (b) If the delay of the start of play is 1-15 minutes, then the non-offending team receives one point and will have last stone advantage in the first end of actual play. One end is considered completed;
 - (c) If the delay of the start of play is 16-30 minutes, then the non-offending team receives one additional point and will have last stone advantage in the first end of actual play. Two ends are considered completed;
 - (d) If play has not started after 30 minutes, then the non-offending team is declared winner by forfeit. The game shall be recorded as W-L (win - loss) by forfeit;
 - (e) When the game does start, the teams will have thirty-four minutes for a nine end game, thirty minutes for an eight end game, twenty-six minutes for a seven end game, and twenty-two minutes for a six end game.

17. Game Time Operation

- (1) Thinking Time allotted to each team to complete a ten-end game shall be thirty-eight minutes. Thinking Time allotted to each team to complete an eight-end game shall be thirty minutes. Thinking Time

allotted to each team to complete each extra end shall be four minutes, thirty seconds.

- (2) Except as provided for in Rule 16(4) and except for the first stone delivered in any end, the delivering team's time clock shall be started when:
 - (a) All stones have come to rest in play or have crossed the back line, and
 - (b) The sweepers and player who has just delivered have moved to the side of the sheet, and
 - (c) The opposing team has relinquished control of the house.The clock will stop when the delivering team's stone reaches the nearer tee-line.
- (3) If the allotted time of a team expires before the team's final stone of the game has reached the nearer tee line, the umpire shall call a time-out and apply the penalty as follows:
 - (a) If the non-offending team is ahead based on the points on the scoreboard and the counting stones in the house, they shall be declared the winner of the game;
 - (b) If the non-offending team is not declared the winner as per (3)(a), they shall be provided the opportunity to use their remaining time to continue play in an attempt to tie or win the game as outlined in (4)(a)-(e); or
 - (c) If the non-offending team has no stones left to deliver, the end shall be considered over and the score for the end determined as per Rule 13(9), 13(10). If the game results in a tie, an extra end(s) shall be played in accordance with Rule 13(15). The team that incurred the time violation shall deliver the first stone of the extra end.
- (4) A team may continue play after their opponent's game clock has expired in an attempt to tie or win the game within their allotted game time.
 - (a) The team whose time has expired shall be considered the non-delivering team from this point on and all rules shall be applied accordingly.
 - (b) The non-offending team shall be allotted an interval of a maximum of twenty seconds between their consecutive deliveries. Time management shall be under the direction of the Chief Umpire who shall communicate as required with the Time Clock Supervisor. Their time clock shall start at the expiration of the 20-second interval. The time clock will stop when the delivered stone reaches the nearer tee-line.

- (c) If the non-offending team scores sufficient additional points to win the game within their allotted time, they shall be declared the winner.
 - (d) If the non-offending team scores sufficient additional points to tie the game within their game time, an extra end(s) shall be played in accordance with Rule 13(15). The team that incurred the time violation shall deliver the first stone of the extra end.
 - (e) If the non-offending team is unable to score sufficient additional points to tie or win the game within their allotted time, they shall lose the game.
- (5) A mandatory break of five minutes shall take place at the conclusion of the end that is at the mid-way point through the game. All other allotted time for breaks between ends including extra ends shall be determined by the rules of the competition or as determined by the Chief Umpire.
- (6) Delay of a game in progress due to accident or illness shall be at the discretion of the umpire.
- (7) If time clocks are not used in officiated play, and an umpire determines that a team is unnecessarily delaying a game, the umpire notifies the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line at the delivering end within forty-five seconds, the stone is removed from play immediately.
- (8) An umpire may call a time-out at any time and shall call a technical time-out when requested or required to make a ruling, measurement, judgement, to communicate or administer penalties.
- (9)
- (a) If a player is allowed or required to redeliver a stone, the time clock will not operate.
 - (b) If an end is replayed, the time clocks shall be reset to the time recorded at the completion of the previous end.
- (10)
- (a) Each team may request two time-outs per game and one time-out during any extra end. The time-out will be a maximum of sixty seconds in length plus any designated travel time for the coach (or alternate) to access the field of play.
 - (b) During an end, the time-out may only be requested from the playing surface by a player of the delivery team. A team's coach or alternate player may physically signal a request for their players on the ice but are only permitted to communicate with their players during the time-out.
 - (c) With the approval of the umpire, coaches or alternate players from both teams can meet with their players.

- (d) In arena settings and with the approval of the Chief Umpire, the coach and/or alternate player may communicate with their team during breaks between ends when neither team's time clock is running.
- (e) For communication as permitted in (10)(a), (c);
 - (i) The coach or alternate player of the team who requested the time-out may access the playing area adjacent to or at the end of the sheet but shall not access the playing surface.
 - (ii) The team that did not request the time-out may communicate with their coach or alternate player, positioned at their team coach's designated seating area, behind the scoreboard if space permits, for the same time as the coach or the alternate player of the team who called the time-out. They cannot cause any delay to the stone being delivered.
- (11) A team whose clock has run due to a timing error (wrong clock running) will have double the agreed error time added back to its clock.

18. Chief Umpire

- (1) The Chief Umpire has the general supervision of and shall govern any competition to which they are assigned.
- (2) The rules pertaining to on-ice violations cannot be appealed beyond the Chief Umpire.
- (3) Where so authorized, the Chief Umpire may directly intervene at any time in any game and give such directions concerning conduct of the game and adherence to the rules as they consider proper.
- (4) Teams may defer their non-offending options to an umpire. The Umpire will make a determination in accordance with equity and fair play.
- (5) The Chief Umpire shall hear and determine appeals of decisions made by game umpires. Their decision is final.
- (6) The Chief Umpire is authorized to make decisions on matters not covered by the rules and shall do so in accordance with equity.
- (7) The Chief Umpire may recommend expulsion or suspension of any player or coach to the official curling body having jurisdiction. The expulsion or suspension may involve the competition at hand or future competitions governed by the curling body having jurisdiction.
- (8) The Chief Umpire may expel a player or coach from the game or competition area for what they consider to be abusive or unacceptable behaviour including refusal to comply with the rules and direction provided by an umpire. If a player is ejected from the game or competition area, they cannot be replaced by an alternate player. The team must continue with three players. If an additional player is ejected

from the game, the team will forfeit the game. Exception: Two person Mixed Doubles and Four person mixed curling. If a player is ejected from the game the team will forfeit the game.

19. Miscellaneous

- (1) If any exceptions to the preceding rules are necessary to accommodate a player(s) with a physical disability, with the approval of the umpire, appropriate adjustments are considered acceptable. Any adjustment made by an umpire shall not include the introduction of new or non-approved equipment into the game.
- (2) Smoking or drinking alcoholic beverages by a player or coach on or in proximity to the ice surface is prohibited. The umpire may suspend the player or coach from the game in which the violation took place.
- (3) If a competition has a specific dress code, the team members shall adhere to it. The Chief Umpire may suspend the player from the game until the dress code has been met.
- (4) All other rule adjustments that relate to the operation of a specific Curling Canada competition will be covered in the Special Rules and Competitions Guide that govern operational aspects of competitive play.

SUPPLEMENTAL RULES

WHEELCHAIR CURLING

- (1) Stones are delivered from a stationary wheelchair and the stone must be positioned completely within 18 inches (45.72 centimetres) of the centre line. Curling clubs that have active wheelchair programs or clubs hosting wheelchair competitions should install two lines eighteen inches (45.72 centimetres) on either side of the centre line running from the inside edge of the hog line to the outside edge of the twelve-foot circle.
- (2) During delivery, the wheels of the chair must be in direct contact with the ice and the feet of the player delivering the stone must not touch the ice surface during delivery.
- (3) The delivery of the stone is undertaken by the conventional arm/hand release or by the use of an approved delivery stick.
- (4) Stones must be released from the hand or stick before the stone reaches the hog line at the delivering end.
- (5) A stone is in play when it reaches the hog line at the delivering end. A stone that has not reached the hog line at the delivering end may be returned to the player and redelivered.
- (6) Sweeping is not permitted.
- (7) Curling Canada-sanctioned wheelchair competitions require that all participating teams be comprised of players of both genders for all games. Teams may play with three (3) assuming both genders are present.
- (8) Motorized wheelchairs are acceptable.
- (9) Each team shall receive thirty-eight minutes of Thinking Time for an eight-end game. Each team shall be permitted two timeouts per game. A timeout shall be ninety seconds in length. There will be a seven-minute break at the conclusion of the fourth end. All other Game Time Operation rules apply.
- (10) When extra ends are required, the clocks will be reset, and each team shall receive six minutes of playing time and one, ninety second, timeout for each extra end.

MIXED DOUBLES

- (1) A team is composed of two players, one male, and one female. Alternate players are not allowed.
- (2) A team must forfeit any game(s) in which it fails to have both athletes playing for the entire game.
- (3) The scoring shall be the same as in a regular game of curling. The “positioned” stones that are placed before the beginning of each end are eligible to be counted in the scoring.
- (4) Each team shall deliver five stones per end. The player delivering the team’s first stone of the end must also deliver the team’s last stone of that end. The other team member shall deliver the team’s second, third and fourth stones for that end. The player delivering the first stone can change from end to end.
- (5) **Modified Free Guard Zone:** no stone in play, including the “positioned” stones and those in the house, can be moved to an out-of-play position prior to the delivery of the fourth stone of an end. If there is a violation, without exception the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.
- (6) Before the start of every end, one team shall place their team’s “positioned” stone at the playing end of the sheet in one of two positions, designated A and B. The opponent’s “positioned” stone shall then be placed in whichever position (A or B) remains vacant. The location of these positions shall be as follows (see Figure No. 1):

- (a) **Position A:** Placement so that the stone is bisected by the centre line and is either immediately in front of or immediately behind one of three points in the ice. Teams will mutually

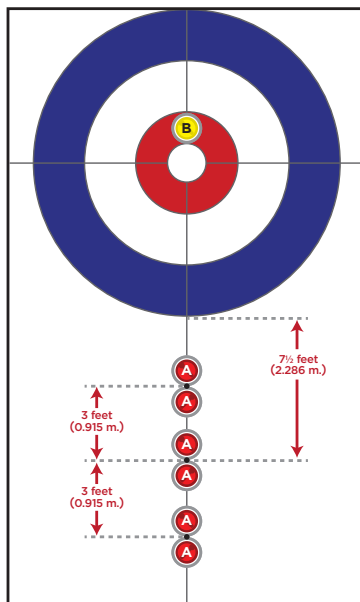


Fig. 1: Position A & B

agree on the location, and this will remain the same position for the entire game. The points are placed on the centre line:

- (i) At the mid-point between the hog line and the outermost edge of the top of the house 2.286 m. (7 feet 6 inches), or;
 - (ii) 0.915 m. (3 feet) from the mid-point (i) closer to the house, or;
 - (iii) 0.915 m. (3 feet) from the mid-point (i) closer to the hog line.
- (b) **Position B:** The Position B stone is placed so that the stone is bisected by the centre line and is in the back of the 4-foot circle. The back edge of the stone is aligned with the back edge of the 4-foot circle.
- (7) **Power Play Option:** Once per game, each team, when they have the decision on the placement of the “positioned” stones, can use the “Power Play” option to position the stones.
- (a) The in-house stone, which belongs to the team with the option in that end, is placed with the back edge of the stone abutting the front edge of the tee line, with half the stone in the 8-foot and half in the 12-foot circle.

- (b) The guard stone is positioned to the side of the sheet, so it would be bisected by a direct line between the middle of the in-house stone to the middle of the hack where the hack intersects with the centre line. The distance of this corner guard from the house will be the same distance that was determined for the centre guards and is either immediately in front of or immediately behind one of three points in the ice.

- (c) The team with the stone positioned in the house (stone B), shall position the guard (Stone A) (see Fig. No. 2):

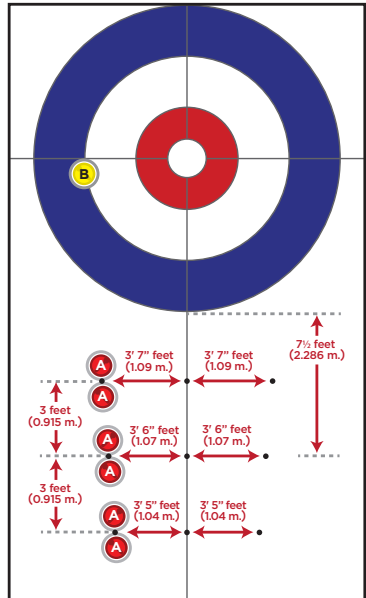


Fig. 2: Power Play Option

- (i) At the mid-point between the hog line and the outermost edge of the top of the house 2.286 m. (7 feet 6 inches); then 1.07 m. (3 feet 6 inches) to the left or right of the centre line and the same side as the in-house stone, or;
 - (ii) 0.915 m. (3 feet) from the mid-point (i) closer to the house; then 1.09 m. (3 feet 7 inches) to the left or right of the centre line and the same side as the in-house stone, or;
 - (iii) 0.915 m. (3 feet) from the mid-point (i) closer to the hog line; then 1.04 m. (3 feet 5 inches) to the left or right of the centre line and the same side as the in-house stone, or;
 - (iv) The corner guard can be placed on either side of the 'spot' (closer to the house or closer to the hog line) determined prior to the game.
- (d) The "Power Play" option cannot be used in extra ends.
- (8) The team having the decision on the placement of the "positioned" stones shall be decided by draws to the button (triangulation used where required):
- (a) Following the first team's pre-game practice, each player will deliver a stone to the button one clockwise to the home end and one counter-clockwise to the home end. Both will be measured and combined to determine the team's LSD value.
 - (b) Following the second team's pre-game practice, each player will deliver a stone to the button one clockwise to the home end and one counter-clockwise to the home end. Both will be measured and combined to determine the team's LSD value.
 - (c) The team with the lesser LSD distance shall have decision on placement of the stones for the first end. Teams are required to designate the throwing order for the LSD's prior to practice.
- (9) Following the first end, the team that did not score shall have the decision on the placement.
- (10) If neither team scores in an end, the team that delivered the first stone in that end shall have the decision on placement in the next end. In the case of a blanked end due to an equal measure, the team that had the decision on the placement of the "positioned" stones shall not change for the next end.
- (11) The team whose "positioned" stone is placed in Position A in both Figure No. 1 & No. 2 shall deliver the first stone in that end.
- (12) While a team is in the process of delivery, that team's non-delivering player may be anywhere on the ice surface.
- (13) After delivery, either or both players may sweep their delivered stone and any stones set in motion belonging to their team anywhere in front

of the tee line at the playing end. This applies to all the teams' delivered stones, including the LSD.

- (14) If a player delivers a stone out of proper rotation, the delivered stone is removed from play and any displaced stones are returned to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred; however, the player that delivered the first stone of the end can deliver a maximum of two stones in that end.
- (15) Each team shall receive twenty-two minutes of thinking time. There will be a four-minute break after the completion of the fourth end. When extra ends are required, the clocks will be reset, and each team shall receive three minutes of thinking time for each extra end.

CANADIAN STICK CURLING ASSOCIATION (CSCA) RULES

The CSCA applies the Rules of Curling for General Play, as approved by Curling Canada with the following exceptions:

- (1) Each team is comprised of two players regardless of gender.
- (2) One member of each team stays at each end of the rink and must not cross centre ice (except as provided for in (9), (10)).
- (3) The two delivering curlers alternately deliver six stones each per end, while their teammates skip that end. Then the roles are reversed. All games are six ends.
- (4) Each stone must be delivered with a delivery stick, from a standing or sitting (in a wheelchair) position.
- (5) A stone is in play when it reaches the hog line at the delivering end.
- (6) A stone that has not reached the hog line at the delivering end may be returned to the player and redelivered. The player will redeliver the same called shot and ice.
- (7) Sweeping/brushing is not allowed between the hog lines.
- (8) The first three stones delivered in any end may not be removed from play before delivery of the fourth stone of that end. When an opposition's stone(s) is removed from play prior to the fourth stone of the end, directly or indirectly and without exception, the delivered stone is removed from play and any other displaced stones replaced as close as possible to their original position(s).
- (9) Each team may call a maximum of two, 90 second, time outs during a game. During an extra end, one time out per team is allowed. Whenever a time out is called, the team calling the time out may consult anywhere on the ice surface, including in the playing area inside the hog line of the receiving end. Whenever a time out is called, the opposing team may consult outside the hog line of the receiving end or on the boards but not in the playing area inside the hog line of the receiving end.
- (10) In case of a tie, an extra end is played, with each player delivering three stones. The curlers then exchange roles at the mid-point of an extra end to complete the end.
- (11) A wheelchair curler, or competitors with declared and confirmed mobility issues, if they so choose, can have a designated Ice Player Assistant (IPA) during play, per impacted curler. The IPA could hold/brace the wheelchair and position/clean rocks for delivery. The same IPA could also sweep for the impacted player only at the direction of the delivering partner competitor and only in the "in play area" (from the hogline to the back line), including opponent's stones behind the tee line. The IPA would also catch wayward stones when needed. IPAs

would not be allowed to be involved in the shot calling or strategy discussions during a game. In the event that an IPA is the declared coach of the team they could participate in strategy only during the approved timeouts during the game. For safety reasons the IPA would need to wear proper footwear to actively participate on the ice.

- (12) In the case of a wheelchair player, or a player throwing with a delivery stick from a stationary standing position between the top of the house and the near hogline, the stone must begin from a point within 18 inches of the center line. When the player delivers the stone from an area between the hack and the outermost edge of the top of the house at the delivery end, a portion of the stone must be touching the centre line prior to starting the delivery.

VISION IMPAIRED

- (1) A team shall be comprised of five people and must have a minimum of four curlers as outlined in the Functional Classification Guidebook and may be any combination of men and / or women.
- (2) For the purpose of competition:
 - (a) A coach is defined as an individual who educates and instructs players in the mechanical techniques of the game and game strategies. A coach shall not be permitted access to the field of play unless utilizing coach time.
 - (b) A guide is an individual who may describe the shot that the skip is requesting to the curler delivering a stone including weight, turn and what the shot is meant to accomplish. The guide can ensure the curler is lined up correctly in the hack.
- (3) Excluding the coach, only one member of a team may be a sighted individual. This individual must fulfill the role of guide.
- (4) The guide shall not have any physical contact with a delivery stick or with a curler who has started the motion of delivering a stone.
- (5) The guide shall not have any physical contact with the stone being delivered other than the placement of the head of the delivery stick to stone.
- (6) A guide is permitted to make reference to the location of the target broom but is not permitted to sweep or call line.
- (7) When a guide is using a stopwatch to communicate split times, the timing may only be given in seconds and the guide shall not provide any other information that may be perceived as interpreting the split time.
- (8) Aids, such as flashlights, lighted brooms, monocular or binoculars may be used without consultation and may be used anywhere on the sheet to assist in guiding. Laser pointers shall not be permitted.
- (9) Each team shall be permitted one designated sweeper. This person must meet the requirements outlined in the Functional Classification Guidebook as a B2 or B3 classification. The designated sweeper is not permitted behind the back line at any time.
- (10) Each team shall receive thirty-six minutes of Thinking Time. Each team shall be permitted two timeouts per game. A timeout shall be ninety seconds in length. There will be a seven-minute break at the conclusion of the fourth end. All other Game Time Operation rules apply.
- (11) If an extra end is required, the clocks will be reset, and each team shall receive six minutes of Thinking Time and one, ninety second, timeout for each extra end.

- (12) If the extra end is blanked, one player from each team will deliver one stone with closest to the tee to determine the winning team. Sweeping is allowed. The team scoring in the eighth end will deliver first.
- (13) The coach and guide are permitted to access the field of play during a time-out. The guide is not permitted to call for a time-out.

