



OLYMPIC / PARALYMPIC WINTER SPORT

THE RULES OF CURLING

1 September 2026



THE SPIRIT OF CURLING

Curling is a game of skill and of tradition. A shot well executed is a delight to see and it is also a fine thing to observe the time-honoured traditions of curling being applied in the true spirit of the game. Curlers play to win, but never to humble their opponents. A true curler never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of curling demands good sportsmanship, kindly feeling and honourable conduct.

This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

CODE OF ETHICS AND FAIR PLAY FOR CURLERS, COACHES, UMPIRES

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 unfailing 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.

CURLING CANADA: WHAT WE DO

Curling Canada is a National Sport Organization (NSO) and the leading expert and growth engine for curling excellence in Canada. Curling Canada's exclusive function is to promote amateur athletics in the form of curling in Canada, on a nation-wide basis at all levels.



Curling Canada is furthermore an association of provincial, territorial, and regional curling associations.

The philosophy of Curling Canada is to develop resources and services to support the entire curling journey, whether new to the game or as someone who has been with us for years. Whether a participant, official, ice-technician, board member, employee, volunteer, partner, or fan of the game, there's something for everyone. Curling Canada collaborates and leads the development of these resources on a national level that support capacity building and a healthy sport system, while relying largely on Member Associations to deliver these resources to affiliated clubs and curlers from coast to coast to coast.

Focused programs include increasing awareness, development and growing participation through Girls Rock, U-12 Hit Draw Tap, U-12 RockStars, U-15 RockFest, Youth Learn-to-Curl and Adult Learn-to-Curl. Programs have been developed to help increase the leadership capacity and support for a safe-sport community including a National Coach Certification Program, Ice-Technician training and Sport Integrity education and resources. Curling Canada supports building a skilled workforce through the delivery of the Association of Curling Professionals and support the ever-growing business complexities for club operations through the Business of Curling program.

Curling Canada manages a robust athlete development pathway and high-performance programs that support the athlete and coaches daily training environment. Curling Canada selects and manages national teams and has the exclusive right to name teams to World, Olympic and Paralympic competitions as defined by our International Federation, World Curling.

Curling Canada delivers a diverse series of events annually. These events are resourced and developed with the aim to be age and stage appropriate and cater to a wide range of athletes on our Long-Term Curler Development pathway. Key championships include Podium Pathway events such as U-18, U-20, collegiate and university as well as U-21 mixed doubles. Olympic and Paralympic discipline events of women's, men's, mixed doubles and wheelchair curling as well as Sport for Life championships including mixed fours, curling club championships and seniors.

REVIEW PROCESS

The Rules of Curling and the Rules of Competition will be reviewed by the World Curling Competitions & Rules Commission on an annual basis. Member Associations may submit in writing suggestions for this review to the Secretariat by 31 December.

WORLD CURLING MISSION STATEMENT

To be the world's favourite Olympic / Paralympic Winter team sport.

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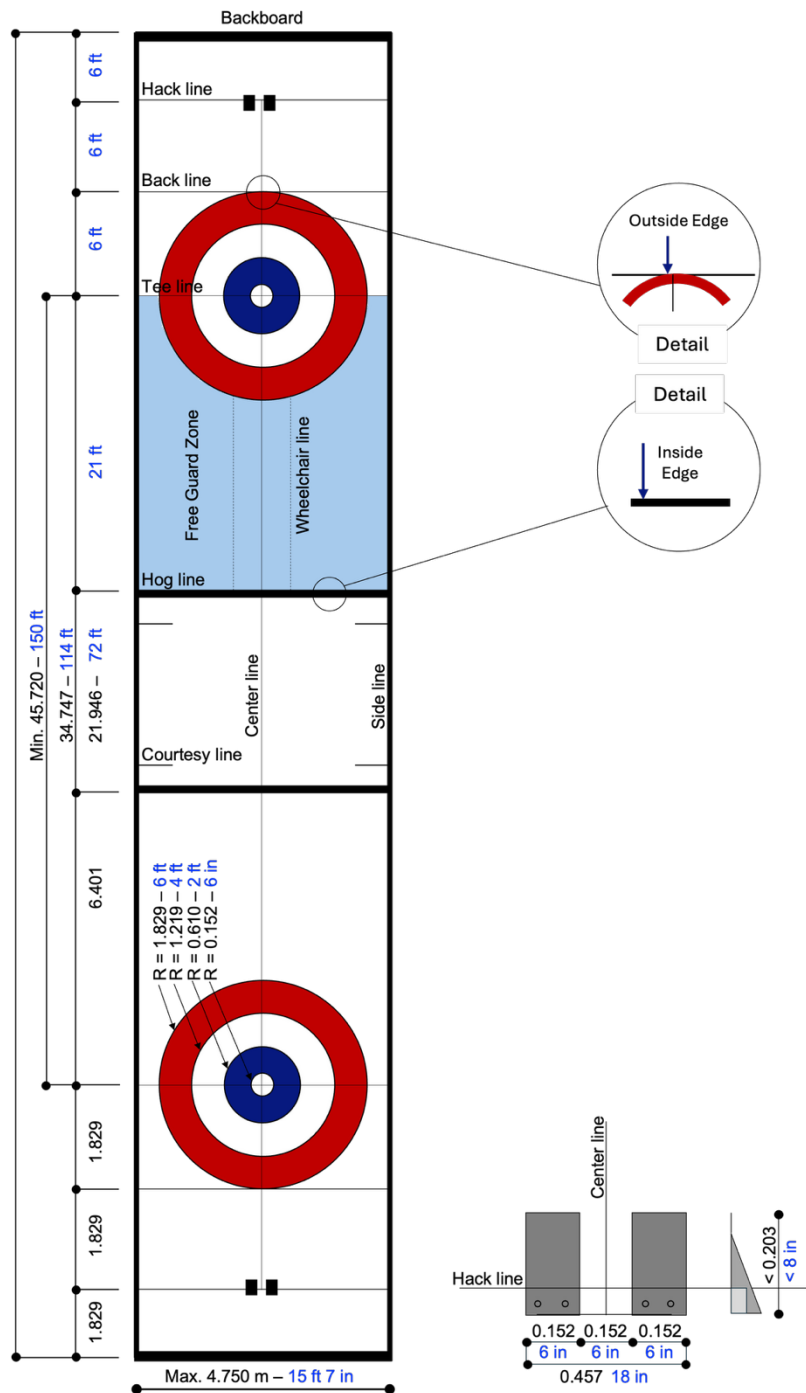


THE RULES OF CURLING

These rules apply to any game or competition to which they are made applicable by the curling organization having jurisdiction. Curling Canada Member Associations, Clubs, and Leagues may modify any of these rules to suit their organizational needs, requirements, and suitability of play.

R1. SHEET

- (a) The length of the ice sheet from the inside edges of the back boards is minimum 45.720 metres (minimum 150 feet). The width of the sheet from the inside edges of the side lines is a maximum of 4.750 m (15 ft. 7 inches). This area is delineated by lines drawn, or by dividers placed on the perimeter. If the size of an existing facility will not permit these measurements, then the length may be reduced to a minimum of 44.501 m (146 ft.), and the width to a minimum of 4.420 m (14 ft. 6 in.).
- (b) At each end of the sheet there are clearly visible parallel lines in the ice from side line to side line as follows:
 - I. the tee line, 13 mm (1/2 in.) maximum width, placed so that the centre of the line is 17.375 m (57 ft.) from the middle of the sheet.
 - II. the back line, 13 mm (1/2 in.) maximum width, placed so that the outside edge is 1.829 m (6 ft.) from the centre of the tee line.
 - III. the hog line, 102 mm (4 in.) in width, placed so that the inside edge is 6.401 m (21 ft.) from the centre of the tee line.
 - IV. the centre line, 13 mm (1/2 in.) maximum width, joins the midpoints of the tee lines and extends 3.658 m (12 ft.) beyond the centre of each tee line.
 - V. the hack line, 457 mm (1 ft. 6 in.) in length and 13mm (1/2 in.) maximum width, is placed parallel to the tee line, at each end of the centre line.
 - VI. the courtesy line, 152 mm (6 in.) in length and 13mm (1/2 in.) maximum width, is placed 1.219 m (4 ft.) outside and parallel to the hog lines, on each side of the sheet.





- (c) For wheelchair events, at each end of the sheet, 2 thin (i.e. – wool) wheelchair lines are placed parallel to and on opposite sides of the centre line, extending from the hog line to the outermost edge of the nearest circle, with the outside edge of each line being 457 mm (18 in.) from the centre line.
- (d) A centre hole (tee) is placed at the intersection of each tee line and centre line. With the tee as centre, there are four concentric circles placed at each end of the sheet, with the outer edge of the outer circle having a radius of 1.829 m (6 ft.), the next circle a radius of 1.219 m (4 ft.), the next circle a radius of 610 mm (2 ft.), and the innermost circle having a minimum radius of 152 mm (6 in.).
- (e) Two hacks are placed on the hack line, on opposite sides of the centre line, with the inside edge of each hack 76 mm (3 in.) from the midpoint of the centre line. The width of each hack shall not exceed 152 mm (6 in.). The hack is attached to suitable material, and the inside edge of that material is placed on the inside edge of the hack line so that the hack does not extend more than 203 mm (8 in.) in front of the hack line. If the hack is recessed into the ice, this is not to be more than 38 mm (1.5 in.) in depth.

R2. STONES

- (a) A curling stone is of circular shape, having a circumference no greater than 914 mm (36 in.), a height no less than 114 mm (4.5 in.), and a weight, including handle and bolt, no greater than 19.96 kg (44 lbs.) and no less than 17.24 kg (38 lbs.).
- (b) Each team uses a set of eight stones having the same handle colour and individually identified by visible markings. If a stone is damaged and becomes unsuitable for play, a replacement stone is used. If a replacement stone is not available, a stone previously delivered in the end is redelivered.
- (c) If a stone is broken in play, the teams use the “Spirit of Curling” to decide where the stone(s) should be placed. If agreement cannot be reached, the end will be replayed.
- (d) If a stone rolls over while in motion, or comes to rest on its side or top, it is removed from play immediately.
- (e) Should a handle completely separate from a stone during delivery, the delivering player has the option of either allowing the play to stand, or of redelivering the stone after any displaced stones have been replaced to their positions prior to the incident taking place.
- (f) A stone that does not come to rest completely beyond the inside edge of the hog line at the playing end is removed from play immediately, except when it strikes another stone, in which case it remains in play.
- (g) A stone that completely crosses the outside edge of the back line at the playing end is removed from play immediately.
- (h) A stone that touches a divider or a side line is removed from play immediately and is prevented from entering adjacent sheets.



- (i) A stone may be measured only visually until the last stone of the end has come to rest, except to determine if a stone is in play, or, prior to playing the second, third, fourth or fifth stone of an end, to determine if a stone is in the Free Guard Zone or in the No-Tick Zone.
- (j) Teams are not to make alterations to, nor place any object on or over, their game stones.

R3. TEAMS

- (a) A team is composed of four players. A team may also include a fifth player, acting as an alternate and team officials. Each player delivers two stones, in consecutive order in each end, while alternating with an opponent.
- (b) A team declares its delivery rotation, and the skip and vice-skip functions, prior to the start of a game and maintains that rotation and those functions throughout that game subject to rule R3
- (c) I. A team that deliberately changes its delivery rotation, or functions, during a game will forfeit the game, unless it was done when bringing in an alternate player.
- (c) Where a player is unable to deliver one or both of their allocated stones in an end, the team may:
 - I. immediately bring in an alternate in the position of the departing player. The replaced player may not re-enter the game. If desired, the team may change the line-up at the start of the next end. The revised rotation and functions will then apply for the rest of that game; or
 - II. continue play with three players for the remainder of that end and the following full end. A player who leaves the game and does not deliver all of their stones in any given end, may re-enter only at the start of an end. A maximum of 4 stones allocated to the missing player may be delivered as per rule R3 (f) or (g). At the completion of these two consecutive ends the team must continue the game with four players delivering stones, either by having the departing player return or by bringing in an alternate. Failure to do so results in forfeiture of the game.

Each team is permitted only one instance per game of a player being absent (unable to deliver their allocated stones).

- (d) A team may not play with fewer than three players, all players delivering all their allocated stones in each end.
- (e) In competitions where alternates are allowed, only one alternate can be registered and used in that competition. If there is a violation, the offending team will forfeit the game.
- (f) If a player delivers the first allocated stone of an end and is unable to deliver the second allocated stone, the following is the procedure for the remainder of that end, if the player is not replaced immediately. If the player is the:
 - I. first player, the second player delivers the stone.
 - II. second player, the first player delivers the stone.
 - III. third player, the second player delivers the stone.
 - IV. fourth player, the third player delivers the stone.



- (g) If a player whose turn it is to deliver is unable to deliver both of the allocated stones during an end, the following is the procedure for the remainder of that end, if the player is not replaced immediately. If the player is the:
- I. first player, the second player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones.
 - II. second player, the first player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones.
 - III. third player, the first player delivers the first stone of the third player, then the second player delivers the second stone of the third player, then the fourth player delivers the last two stones.
 - IV. fourth player, the second player delivers the first stone of the fourth player, then the third player delivers the second stone of the fourth player.

R4. POSITION OF PLAYERS

(a) Non-Delivering Team:

- I. During the process of delivery, the players take stationary positions along the side lines between the courtesy lines. However:
 - 1) two players may take stationary positions behind the back line at the playing end but must not interfere with the choice of place of the skip or vice-skip of the delivering team.
 - 2) the player who is to deliver next may take a stationary position to the side of the sheet, behind the hack at the delivery end.
- II. The non-delivering team players must not take any position, nor cause any motion, which could obstruct, interfere with, distract or intimidate the delivering team. If such an action occurs, or an external force distracts a player during delivery, that player has the option of allowing the play to stand, or of redelivering the stone after all displaced stones have been replaced to their positions prior to the violation taking place.

(b) Delivering Team:

- I. The skip, or the vice-skip when it is the skip's turn to deliver, or when the skip is not on the ice, is in charge of the house.
- II. The player in charge of the house is positioned inside the hog line, with at least one foot/wheel on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery.
- III. If the skip, or vice-skip, are not in the Field of Play, and it is either the skip's or vice-skip's turn to deliver, any on-ice player of that team can be in charge of the house for that stone.
- IV. Any improper position of players will result in the delivered stone being removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.



R5. DELIVERY

- (a) Unless predetermined or decided by the Last Stone Draw (LSD), the teams opposing each other in a game shall use a coin toss to determine which team delivers the first stone in the first end. This order of play shall be maintained until one team scores, after which the team that most recently scored delivers the first stone in any subsequent end.
- (b) Unless predetermined, the team playing the first stone of the first end has the choice of stone handle colour for that game.
- (c) Right-handed deliveries are delivered from the hack on the left of the centre line and left-handed deliveries are delivered from the hack on the right of the centre line. A stone delivered from the wrong hack is removed from play, and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.
- (d) The curling stone must be delivered using the handle of the stone. Touching the granite at any time after the tee line at the delivery end is not allowed and considered a touched moving stone which results in the stone being removed from play.
- (e) A stone must be clearly released from the hand before it reaches the hog line at the delivery end. If the player fails to do so, the stone is immediately removed from play by the delivering team.
- (f) If a hog line violation stone is not immediately removed and strikes another stone, the delivered stone must be removed from play by the delivering team, and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.
- (g) A stone is in play when it reaches the tee line (hog line for wheelchair curling) at the delivery end. A stone that has not reached the relevant line may be returned to the player and redelivered.

A stone is considered delivered when it reaches the hog line at the delivery end.
- (h) All players must be ready to deliver their stones when their turns come, and not take an unreasonable amount of time to play.
- (i) If a player delivers a stone belonging to the opposing team, that stone is allowed to come to rest, and is then replaced by a stone belonging to the delivering team.
- (j) If a player delivers a stone out of proper rotation, the end continues as if the mistake had not occurred. The player who missed a turn delivers the last stone for that team in that end. If it cannot be determined which player delivered out of proper rotation, the player who delivered the first stone in the end for that team delivers the last stone for that team in that end.
- (k) If a player inadvertently delivers too many stones in one end, the end continues as if the mistake had not occurred, and the number of stones allocated to the last player of the offending team shall be reduced accordingly. If the player delivering the last stones of an end is the player that inadvertently delivers too many stones, the last delivered stone will be removed from play and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.



- (l) If a team delivers two stones in succession in the same end:
 - I. the second stone is removed, and any displaced stones replaced, by the non-offending team, to their positions prior to the violation taking place. The player who delivered the stone played by mistake, redelivers it as the last stone for the team in that end.
 - II. should the infraction not be discovered until after the delivery of a subsequent stone, the end is replayed.
- (m) If the wrong team delivers the first stone of an end:
 - 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 2nd stone of the end has been delivered, play continues as if the error had not occurred.

R6. FREE GUARD ZONE (FGZ)

- (a) A stone that comes to rest between the tee line and the hog line at the playing end, excluding the house, is deemed to be within an area designated as the FGZ. Also, stones that are in play, on or before the hog line, after striking stones in the FGZ, are deemed to be in the FGZ.
- (b) If, prior to the delivery of the sixth stone of an end, a delivered stone causes either directly or indirectly, an opposition stone to be moved from the FGZ to an out-of-play position, then the delivered stone is removed from play, and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.

R7. NO-TICK SHOT

- (a) If, prior to the delivery of the sixth stone of an end, a delivered stone causes either directly or indirectly, an opposition stone in the Free Guard Zone (FGZ) which is touching the centre line to be moved to an off-centre line position or to a position outside the FGZ, the non-offending team has the option to:
 - I. Remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place; or
 - II. Leave all stones where they came to rest.
- (b) If the stone is moved from the centre line to an out-of-play position, then the FGZ rule R6(b) applies.
- (c) This rule does not apply for Wheelchair Curling or for Mixed Doubles competitions.

R8. SWEEPING

- (a) Sweeping can be in any direction (it need not cover the entire width of a stone), the brush head must not be raised in front of a moving stone, must not deposit debris in front of a moving stone, and sweeping must finish to either side of a stone.

In officiated play, the umpires will observe sweeping. If they see a violation when a team is sweeping their own stone, an official warning will be issued to the entire team.



For any subsequent violation(s) during the same event by the same team, the following will be applied:

- I. If the violation occurs during a Last Stone Draw (LSD), the maximum distance will be recorded;
 - II. If the violation occurs during the game, the non-offending team has the choice to either:
 - 1) Allow the stone to remain in play, or
 - 2) Remove the delivered stone and replace any displaced stones to their positions prior to the violation taking place
- (b) A stationary stone must be set in motion before it can be swept. A stone set in motion by a delivered stone, either directly or indirectly, may be swept by any one or more of the team to which it belongs anywhere in front of the tee line at the playing end.
- (c) All players may clean the playing surface prior to the delivery of the next stone.
- (d) A stone in play may be swept by any one or more of the delivering team anywhere in front of the tee line at the playing end.
- (e) No player may ever sweep an opponent's stone except behind the tee line at the playing end and may not start to sweep an opponent's stone until it has reached the tee line at the playing end.
- (f) 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.
- (g) Behind the tee line, a team has first privilege of sweeping its own stone, but it must not obstruct or prevent its opponent from sweeping.

If a sweeping violation occurs, (b) to (g), the non-offending team has the option of allowing the play to stand, or of placing the stone, and all stones it would have affected, where they would have come to rest had the violation not occurred.

R9. TOUCHED MOVING STONES

- (a) Between the tee line at the delivery end and the hog line at the playing end:
- I. If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by their equipment, the touched stone is removed from play immediately by that team. A double touch of the stone handle by the person delivering the stone, prior to the hog line at the delivering end, is not considered a violation.
 - II. If a moving stone is touched, or is caused to be touched, by an opposition team, or by their equipment, or is affected by an external force:
 - 1) If the stone was the delivered stone, it is redelivered.
 - 2) 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.



(b) Inside the hog line at the playing end:

- I. If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by their equipment, all stones are allowed to come to rest, after which the non-offending team has the option to:
 - 1) remove the touched stone, and replace all stones that were displaced after the infraction to their positions prior to the violation taking place; or
 - 2) leave all stones where they came to rest; or
 - 3) place all stones where they reasonably consider the stones would have come to rest had the moving stone not been touched.
- II. If a moving stone is touched, or is caused to be touched, by an opposition team, 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.
- III. 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 positions prior to the violation taking place. If agreement on those positions cannot be reached, the end is replayed.

(c) Last Stone Draw (LSD) stones:

- I. 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 1.996 m (6 ft. 6.5 in.).
 - II. If a member of the non-delivering team touches a moving stone, or causes it to be touched, the stone will be redelivered.
 - III. If an external force touches a moving stone, or causes it to be touched, the stone will be redelivered.
- (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.

R10. DISPLACED STATIONARY STONES

- (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 or their equipment, it is replaced, by the non-offending team, to their positions prior to the violation taking place.
- (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, with agreement of the teams, to its position prior to the violation taking place.
- (c) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced, by a player or their equipment, all stones are allowed to come to rest and then the non-offending team has the option to:
 - I. leave all stones where they came to rest; or



- II. remove from play the stone whose course would have been altered, and replace any stones that were displaced after the violation to their positions prior to the violation taking place; or
 - III. place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.
- (d) 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 positions prior to the violation taking place. If agreement on those positions cannot be reached, the end is replayed.
- (e) If a displacement is caused by stones deflecting off the sheet dividers, the stones are replaced, by the non-delivering team, to their positions prior to the violation taking place.
- (f) Last Stone Draw (LSD) Stones:
- I. If a member of the delivering team displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone will be removed and recorded as 1.996 m (6 ft. 6.5 in.).
 - II. If a member of the non-delivering team displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone is replaced, by the delivering team, to its position prior to the violation taking place.
 - III. If an external force displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone is replaced, by the delivering team, to its position prior to the violation taking place.

R11. EQUIPMENT

- (a) No player shall cause damage to the ice surface by means of equipment, handprints or body prints. The procedure will be:
- 1st incident = 1st official on-ice warning, repair damage.
 - 2nd incident = 2nd official on-ice warning, repair damage.
 - 3rd incident = repair damage and eject player from the game.
- (b) No equipment shall be left unattended anywhere on the ice surface.
- (c) Teams must not use electronic communication equipment or any device to modify the voice, during a game. With the exception of stopwatches that are limited to providing 'time' data only, the use of electronic devices during the games, which provide information to players on the athletes' field of play, are forbidden. A whistle or another signalling instrument can be used in case of medical reason and after consultation and written approval from the curling organization having jurisdiction.
- (d) When an electronic hog line system is being used:
- I. The handle must be properly activated so that it is functioning during the delivery, or it will be considered a hog line violation stone.



- II. A glove or mitt must not be worn on the delivery hand during the delivery of a stone. If there is a violation, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.
- (e) The use of a delivery stick shall be restricted as follows:
 - I. The delivery stick may not be used in any World Curling competition or qualifying event, except wheelchair events.
 - II. Players choosing to deliver with a delivery stick must use a delivery stick for the delivery of all their stones during the entire game.
 - III. A delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand.
 - IV. All delivery sticks must conform to the Wheelchair Curling Policy.
 - V. For the use of a delivery stick in non-wheelchair curling competitions, refer to the document "World Curling recommendations for Delivery Sticks in Recreational Play".

R12. SCORING

- (a) The result of a game is decided by a majority of points at the completion of the scheduled ends of play, or when a team concedes victory to its opponent, or when one team is arithmetically eliminated, provided the minimum number of ends has been completed. A team that has been arithmetically eliminated may finish the current end, but no new end may be started. However, if a team is arithmetically eliminated in the last end of a game, the game must stop when this occurs, and the end will not be finished. If the score is tied at the completion of the scheduled ends, play continues with extra end(s) and the team that scores first wins the game.
- (b) At the completion of an end (when all stones have been played), a team scores one point for each of its own stones located in or touching the house that are closer to the tee than any stone of the opposition.
- (c) The score of an end is decided when the skips or vice-skips in charge of the house agree upon the score. If stones that may have affected the points scored in an end are displaced prior to that decision, the non-offending team receives the benefit that might have accrued from a measurement.
- (d) When determining the score of an end, if teams cannot visually decide which stones are closer to the tee, or whether a stone is touching the house, a measuring device is used. Measurements are taken from the tee to the nearest part of the stone. Any one player on the ice from each team is allowed to observe any measurement that is made by a measuring device.
- (e) If two or more stones are so close to the tee that it is impossible to use a measuring device, the determination is made visually.
- (f) If a decision cannot be reached, either visually or with a measuring device, the stones are considered equal, and:
 - I. If the measure was to determine which team scored in the end, the end is blanked.



- II. If the measure was to determine additional points, only the stones closer to the tee are counted.
- (g) Should an external force cause the displacement of stones that would have affected the score prior to agreement of the score the following applies
 - I. If the displaced stones would have determined which team scored in an end, the end is 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 has the option of replaying the end or of keeping the point(s) already secured.
- (h) If a measure is required to determine the correct score in a final end, and the result of the measure does not affect the outcome of the game, a displacement of the stone(s) by an external force before the measurement is completed will not result in the end being replayed and the Chief Umpire will determine the score of the final end.
- (i) A team concedes a game only when it is the delivering team. When a team concedes the game before the completion of an end, the score of the end is determined at that time, in the following manner:
 - I. If both teams still have stones to be delivered, "X"s are placed on the scoreboard.
 - II. When only one team has delivered all of its stones:
 - 1) If the team that delivered all its stones has stone(s) counting, no points are given, "X"s are placed on the scoreboard unless the points are required to determine the outcome.
 - 2) If the team that did not deliver all its stones has stone(s) counting, these points are given and placed on the scoreboard.
 - 3) If no stones are counting, "X"s are placed on the scoreboard.
- (j) The final score of a forfeited game is recorded as "W – L" (win – loss).



- (k) If one or both teams are not available to start a game at the designated time, the following takes place:

	Team #1	Team #2	Both teams
0:00 – 0:59 seconds late for the start of the game	If only team #1, no penalty. Use LSD or coin toss (if required) to determine LSFE. Score 0 – 0	If only team #2, no penalty. Use LSD or coin toss (if required) to determine LSFE. Score 0 – 0	If both teams, no penalty. Use LSD or coin toss (if required) to determine LSFE. Score 0 – 0
1:00 – 14:59 (1:00 – 9:59 for Mixed Doubles)	If team #1 is late then team #2 has last stone advantage, one end is considered completed. Score is 0 – 1	If team #2 is late then team #1 has last stone advantage, one end is considered completed. Score is 1 – 0	If both teams are late then one end is considered completed, use LSD or coin toss (if required) to determine last stone. Score is 0 – 0
15:00 – 29:59 (10:00 – 19:59 for Mixed Doubles)	If team #1 is late then team #2 has last stone advantage, two ends are considered completed. Score is 0 – 2	If team #2 is late then team #1 has last stone advantage, two ends are considered completed. Score is 2 – 0	If both teams are late then two ends are considered completed, use LSD or coin toss (if required) to determine last stone. Score is 0 – 0
30:00 minutes (20:00 for Mixed Doubles) - or more	If team #1 is late then it forfeits the game and team #2 is declared the winner. Final score is recorded with a L and W.	If team #2 is late then it forfeits the game and team #1 is declared the winner. Final score is recorded with a W and L.	If both teams are late then the game is considered over and both teams take a loss. If one team 'must' advance in the draw, then the DSC would decide, if no DSC done, then a coin toss will decide.
If one team is 1:00 – 14:59 (1:00 – 9:59 MD) min. late and the other team is 15:00 – 29:59 (10:00 – 19:59 MD) min. late: two ends will be considered played, the team that was 1:00 – 14:59 (1:00 – 9:59 MD) min. late receives last stone advantage and 1 point.			

R13. INTERRUPTED GAMES

If for any reason, a game is interrupted, the game recommences where play was stopped. In the case that the stones need to be removed for ice maintenance (agreement between Chief Ice Technician, Chief Umpire and Event Manager), then the end is replayed.

R14. WHEELCHAIR CURLING

- (a) Stones are delivered from a stationary wheelchair.
- (b) When the stone is delivered between the hack and the outermost edge of the top of the house at the delivery end, at the start of the delivery the stone is positioned on the centre line. When the stone is delivered between the outermost edge of the top of the house and the hog line at the



delivery end, the entire width of the stone must be within the wheelchair lines at the start of the delivery.

During delivery, no part of the delivering player's body can touch the ice surface and the wheels of the chair must be in direct contact with the ice.

The delivery of the stone is undertaken by an arm/hand release or using a delivery stick conforming to the Wheelchair Curling Policy. Stones must be clearly released from the hand or stick before the stone reaches the hog line at the delivery end.

- (c) During the process of delivery, the non-delivering team players must take stationary positions behind the back line at the delivering end. However, any two players may take stationary positions behind the back line at the playing end, but must not interfere with the choice of place of the skip or vice-skip of the delivering team.
- (d) Sweeping is not permitted.
- (e) If a delivery violation occurs, (b) or (d), the delivered stone must be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.
- (f) For World Curling wheelchair competitions, each on-ice team must have four players delivering stones and must be comprised of both genders at all times during games. A team violating this rule will forfeit the game.

If a player leaves during an end because of illness, accident, or other extenuating circumstances (excluding ejection by an umpire):

- I. the player may return to the game, provided they deliver all their allocated stones.
 - II. if the departing player's stone(s) need to be delivered in that end, an alternate must be immediately brought into the game in the position of the departing player to deliver those stone(s), and the team still needs to be composed of both genders. Failure to do so results in forfeiture of the game. At the start of the next end the team may change the team line-up if desired (the revised rotation of play will apply for the remainder of that game), and the replaced player may not re-enter the game.
 - III. if both stones have been delivered by the departing player, at the start of the next end the team must bring in an alternate and may change the team line-up if desired (the revised rotation of play will apply for the remainder of that game), and the replaced player may not re-enter the game.
- (g) All games will be scheduled for 8 ends.



R15. WHEELCHAIR MIXED DOUBLES CURLING

- (a) Wheelchair Curling Rules R14 apply with the exception of (f):
In Wheelchair Mixed Doubles Curling a team is composed of two players, one male and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both players playing for the entire game. Two team officials are allowed for each team.
- (b) Wheelchair Mixed Doubles is played as described under Rule R17, with the exception of rule R17 (l) as there is no sweeping allowed at any time in Wheelchair Mixed Doubles.
- (c) Electric wheelchairs are not allowed unless the athlete uses an electric wheelchair for daily mobility.

R16. MIXED CURLING

- (a) Each team shall have two male and two female players, and the male and female players must deliver stones alternately (M, F, M, F - or - F, M, F, M). No alternate players are permitted. Two team officials are allowed for each team.
- (b) A team must forfeit any game(s) in which it fails to have 4 players playing for the entire game. Where a player is unable to deliver one or both of their allocated stones in one end, a team may continue play with three players for the remainder of that end and the following full end. A player who leaves the game and does not deliver all of their stones in any given end, may re-enter only at the start of an end. A maximum of 4 stones allocated to the missing player may be delivered as per rule R3 (f) or (g). At the completion of these two consecutive ends the team must continue the game with four players delivering stones. Failure to do so results in forfeiture of the game.

Each team is permitted only one instance per game of a player being absent (unable to deliver their allocated stones).
- (c) The delivery rotation must maintain the required gender order (M, F, M - or - F, M, F). If required, the delivery rotation must be changed to meet this requirement.
- (d) The skip and vice-skip can be anyone in the team, but they must be from opposite genders.
- (e) All Mixed games are scheduled for 8 ends.

R17. MIXED DOUBLES CURLING

- (a) A team is composed of two players, one male and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both players playing for the entire game. Two team officials are allowed for each team.
- (b) The scoring shall be the same as in a regular game of curling. The “positioned” stones that are placed prior to the beginning of each end are eligible to be counted in the scoring.
- (c) Each game will be scheduled for 8 ends.
- (d) Each team shall deliver 5 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.

- (e) If, prior to the delivery of the fourth stone of an end, a delivered stone causes either directly or indirectly, any previous delivered or placed stone to be moved to an out-of-play position, the delivered stone shall be removed from play and any displaced stone(s) shall be replaced, by the non-offending team, to their positions prior to the violation taking place.
- (f) Prior to the start of every end, one team shall place its "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:
 - I. 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 4 points in the ice. The points are placed on the centre line (see diagram):
 - 1) 4'6" (1,372 m) from the outermost edge of the top of the house
 - 2) 6'6" (1,981 m) from the outermost edge of the top of the house
 - 3) 8'6" (2,591 m) from the outermost edge of the top of the house
 - 4) 10'6" (3,200 m) from the outermost edge of the top of the houseIn officiated play, the Chief Umpire together with the Chief Ice Technician will determine the specific placement for each sheet for Position A, prior to the start of pre-game practice. That same placement must be used for the entire game.
When no event official is available to make the decision, the teams shall determine the specific placement for Position A, prior to the start pre-game practice and based on the ice conditions. The same placement must be used for the entire game.
 - II. Position B: Placement 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 (see diagram).
 - III. Power Play: Once per game, each team, when it has the decision on the placement of the "positioned" stones, can use the "Power Play" option to position those two stones. The in-house stone (B), which belongs to the team with last stone in that end, is placed on either side of the house with the back edge of the stone touching the tee line, at the point where the 8-foot and 12-foot circles meet. The guard stone (A) is positioned to the same side of the sheet, the same distance that was determined for the centre guards (see diagram). The Power Play option cannot be used in extra ends.



- (g) The team having the decision on the placement of the “positioned” stones shall be:
- I. Teams opposing each other in the game shall use the Last Stone Draw (LSD) to determine which team has the decision in the first end. The team with the lesser LSD distance shall have the decision on the placement.
 - II. Following the first end, the team that did not score shall have the decision on the placement.
 - III. 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.
- (h) If the “positioned” stones are placed in the wrong position:
- 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 2nd stone of the end has been delivered, play continues as if the error had not occurred.
- (i) The team whose “positioned” stone is placed in Position A (in front of the house) shall deliver the first stone in that end, and the team whose “positioned” stone is placed in Position B (in the house) shall deliver the second stone in that end.
- (j) If a team delivers a clearly marked “positioned” stone, the last delivered stone of that team is removed from play, as soon as the infraction is realised. If the same violation happens any subsequent time by the same team during the same competition, the team will forfeit the game(s).
- (k) Each team is responsible for the placement of their stone. If either team delays the start of an end, their timeclock will be activated. If both teams delay the start of an end, the time clock of the team that must start the end will be started.
- If a team is using their Power Play, they must let their opponent know their decision at the end of the 60-second break time, or after 4 ½ minutes (6 ½ minutes in Wheelchair Mixed Doubles) of the mid-game break to allow the opponent to place their stone within the break. If there is a delay, the time-clock of the team calling the Power Play will be started.
- (l) While the team is in the process of delivery, the non-delivering player may be anywhere on the ice surface of the team’s sheet. After delivery, either or both players may sweep their delivered stone and any stones set in motion that belong to their team anywhere in front of the tee line at the playing end. This applies during all of the team’s delivered stones, including the LSD.
- (m) If a delivery violation occurs, the delivered stone must be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.
- 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.

- (n) If an end needs to be replayed, the choices of the original end (e.g., position of positioned stones, throwing order) have to stand as they were for the “original” end.

Figure 1 – Centre Guard

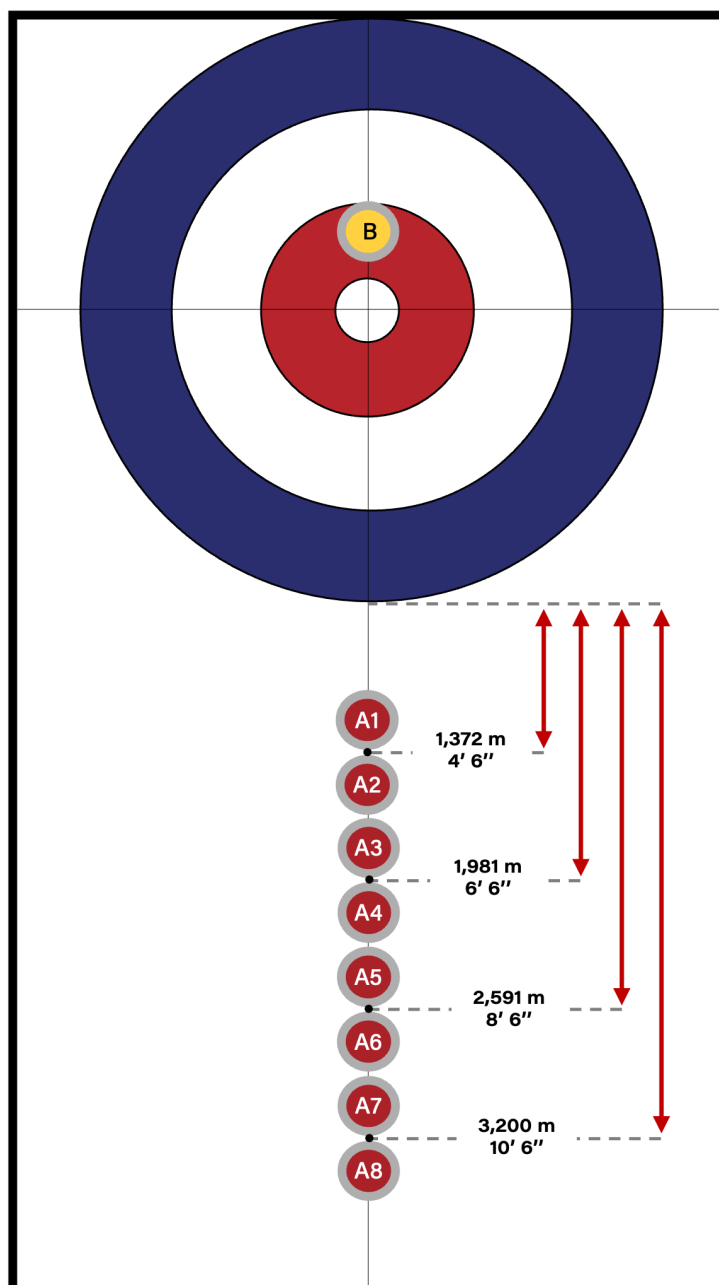
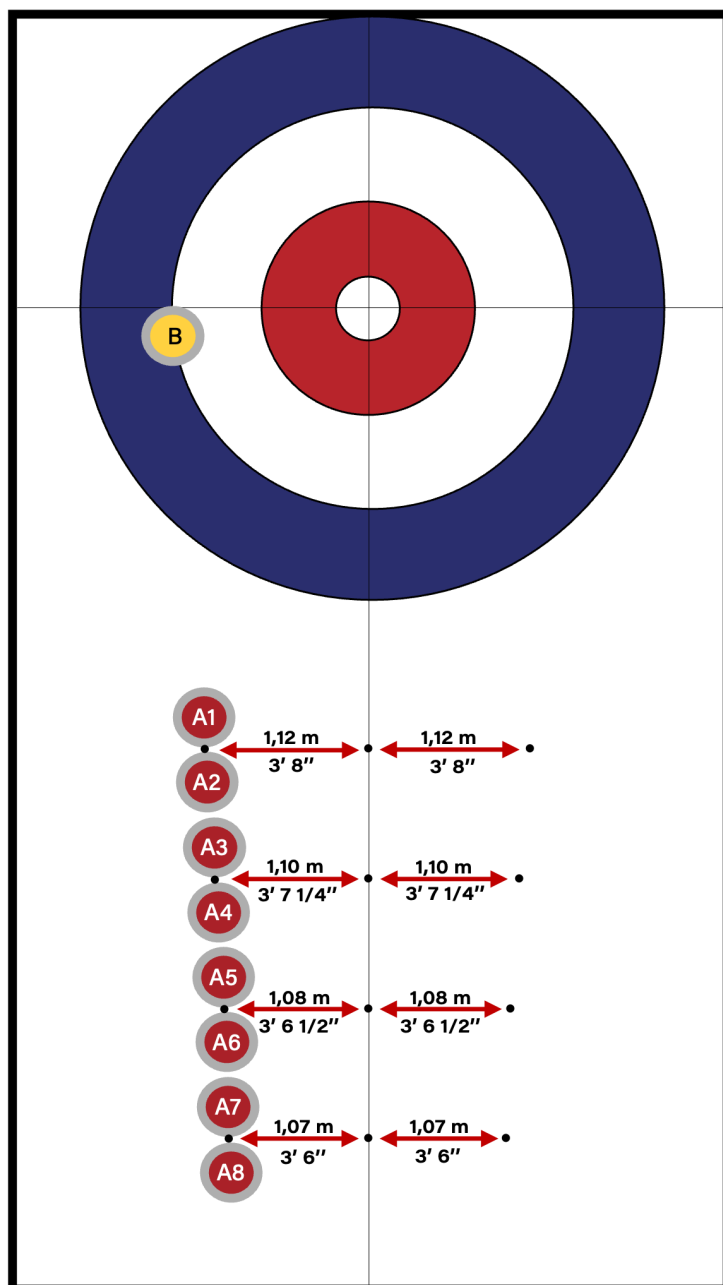


Figure 2 – Power Play Option





R18. PROHIBITED SUBSTANCES

The use of all performance-enhancing drugs, without therapeutic use exemption, whether taken knowingly or otherwise, is unethical and prohibited. If such use occurs the player(s) will be disqualified from the competition, their Member Association will be notified, and it could lead to further suspension.

R19. INAPPROPRIATE BEHAVIOUR

Improper conduct, foul or offensive language, equipment abuse, or wilful damage on the part of any team member is prohibited. Any violation may result in suspension of the offending person(s) by the curling organisation having jurisdiction.



GLOSSARY OF TERMS

Alternate	A registered, non-playing member of the team who is eligible to substitute for one of the competing players.
Arithmetically Eliminated	The status of a team that has a combined total of stones left to be delivered and/or remaining in play that is less than the number needed to produce either a tie or a win.
Athlete Field of Play	The area between the scoreboards at each end and extends to the outside edge of each walkway beside the outermost sheets.
Away End	The end of the sheet to which the first stone of a game is delivered.
Back Board / Bumper	Material (e.g., foam or wood) placed at the end (perimeter) of each sheet of ice.
Back House Weight	The speed given to a stone at delivery so that it will just reach the back of the house.
Back Line	A line at the back of the house, extending across the width of the sheet, which is parallel to the tee line.
Back of the House	The area within the house that lies between the tee line and the back line.
Biter	A stone that just touches the outer edge of the outside circle of the house.
Blank End	An end resulting in no score for either team.
Bonspiel	A curling competition or tournament.
Brush (Broom)	See definition: Sweeping Device.
Brush Head	The part of the brush that comes in contact with the ice surface when sweeping.
Button	The small circle at the centre of the house.
Burned Stone	A stone in motion touched by a player or any part of a player's equipment.
Centre Line	The line dividing the playing surface down the middle. It joins the midpoints of the tee lines and extends beyond the centre of each tee line to the hack line.
Circles	See definition: House.
Competition	Any number of teams playing games to determine a winner.
Come Around	A shot that curls behind another stone.
Counter	Any stone in or touching the house and is considered a potential point.
Courtesy Line	A line indicating where the sweepers from the non-delivering team are allowed to stand in order to ensure that an umpire can view the hog line and to prevent distraction of a delivering player.
Curl	The curved path of a stone as it travels down the sheet of ice.
Debris	Any substance, including frost, snow or material originating from brushes, shoes or clothing.
Delivery End	The end of the sheet from which the stones are being delivered.
Delivering Team	The 4-player team (2-player team in Mixed Doubles) in the athlete field of play that is currently in control of the playing area, and scheduled to deliver the next stone.
Delivery	The motion a player makes when playing a curling stone.
Delivery Stick	A device that attaches to the handle of the stone and acts as an extension of the arm/hand during the delivery process.
Displaced Stone	A stationary stone that has been moved to a new location.
Divider	Material (e.g., foam or wood) used to separate the sheets of curling ice.



Double Take-out	A stone that removes two of the opponent's stones from play.
Draw	A stone which stops inside or in front of the house.
Draw Shot Challenge (DSC)	The calculation made by taking the average distance of the Last Stone Draws (LSD), excluding the least favourable LSD(s), and used, if required, to assist in the determination of ranking after a round robin.
Draw Weight	The momentum required for a delivered stone to reach the house at the playing end.
Electronic Hog Line Device	A device that indicated if a stone was released by a player before the stone reached the hog line at the delivery end.
End	A portion of a curling game that is completed when each team has thrown eight stones (5 in Mixed Doubles) and/or the score has been decided.
End of Competition	A competition ends at the end of the medal ceremony, or if there is no ceremony, when the last game of the competition ends.
End of a Game	A game ends with the signature on the scorecard, or in case where a team leaves the field of play without signing the card the game ends when the athletes exit the field of play.
Equipment	Anything that is worn or carried by a player.
Event Technical Delegate	The World Curling personnel appointed to organise and run a competition. The Event Technical Delegate is considered as Head of all Technical Officials at that event.
Extra End	An additional end played to break a tie at the end of regulation play.
External Force	An occurrence not caused by either team.
Field of Play	The combined area of the Athlete Field of Play and the team official field of play.
First Player	The first curler on a team to deliver two stones in each end.
Fourth Player	The fourth curler on a team to deliver two stones in each end.
Free Guard Zone (FGZ)	The area at the playing end, between the hog line and the tee line, but excluding the house.
Freeze	A form of a draw shot that stops directly up against another stone.
Front House Weight	The momentum required for a delivered stone to reach the front part of the house at the playing end.
Forfeit	If a team cannot start or continue a game the other team will win that game. The final game score will be recorded as W-L.
Game	Two teams playing a specified number of ends to determine a winner.
Group Rank	In a competition with more than one group, the ranking at the end of the round robin within a group.
Guard	A stone that is placed in a position so that it may protect another stone.
Hack	The foot-hold at each end of the ice which is used by players (except wheelchair curlers) to start the delivery of a curling stone.
Hack Line	A small line parallel to the tee line, at each end of the centre line.
Hack Weight	The momentum required for a delivered stone to reach the hack at the playing end.
Handle	The part of a curling stone that a player grips in order to deliver.
Hammer	A term used to describe the stone that will be the last stone delivered in that end.
Heavy	A stone delivered with a greater speed than necessary.
Hit	A take-out. Removal of a stone from the playing area by hitting it with another stone.



Hit and Roll	A stone that knocks an opponent's stone out of play, and then rolls to another position in play.
Hog Line	A line extending across the width of the sheet that is parallel to each tee line.
Hog Line Violation	A stone that is removed from play for the end, because it was not released before it reached the hog line at the delivery end.
Hogged Stone	A stone that is removed from play for the end, because after being delivered, it did not come to rest completely beyond the inside edge of the hog line at the playing end.
Home End	The end of the sheet from which the first stone of a game is delivered.
House	The area within the concentric circles at each end of the sheet.
Hurry	A command, which instructs players to sweep harder.
Ice Surface	The complete ice area that is within the perimeters of the curling sheet.
In the Process of Delivery	The sequence of play that begins when the delivering player is in position to start the delivery and concludes when the stone is released.
In-turn	The rotation applied to the handle of a stone by a right-handed curler, which causes the stone to rotate in a clockwise manner, for left-handed curlers it is a counter-clockwise rotation.
Last Stone Draw (LSD)	A contest conducted at the conclusion of a team's pre-game practice in which each team delivers two stones by different players, the first stone with a clockwise and the second with a counter-clockwise rotation, to the tee at the home end. The resulting distances are measured and used to determine which team has the choice of delivering the first or second stone in the first end.
Last Stone First End (LSFE)	A term to describe the stone that will be delivered last in the first end.
Lead	The first player on a team to deliver two stones in each end.
Member Association	A National Association/Federation recognised by World Curling (short: MA).
Measuring Device	An instrument that determines which stone is closer to the centre of the house (Tee), or whether a stone is in the house.
Moving Stone	A stone in motion either from a delivery or from being struck by another stone.
Non-Delivering Team	The 4-player team (2-player team in Mixed Doubles) in the athlete field of play that is not currently in control of the playing area.
Officiated Play	A competition where there is one game umpire per sheet for the entire session.
Original Position of a Stone	The location on the ice where a stone rested prior to its being displaced.
Out-of-play Position	The location of a stone that is not in play (e.g., one which has touched a side line, or crossed the back line).
Out-turn	The rotation applied to the handle of a stone by a right-handed curler, which causes the stone to rotate in a counter-clockwise manner, for left-handed curlers it is a clockwise rotation.
Pebble	The water droplets applied to a sheet of ice before commencing play. These droplets freeze, which then reduces the friction between the ice and the stones.
Peel	A shot designed to remove a guard.
Playing End	The end of the sheet to which the stones are being delivered.
Point	At the completion of an end, one is awarded to a team for each of its own stones located in or touching the house that is closer to the tee than any stone of the opposition.



Port	An opening, or gap, between stones.
Positioned Stones	In Mixed Doubles games, the two stones that are placed in designated positions prior to the start of each end.
Power Play	In Mixed Doubles games, the team that has the decision on the placement of the “positioned” stones, can one time in a game place the stones in designated positions to the side of the sheet instead of the designated centre positions.
Raise	A type of draw which bumps forward another stone.
Raise Take-out	A delivered stone hits a stationary stone, which then starts to move and it hits a third stone out of play.
Rings	See definition: House.
Rock	See definition: Stone.
Roll	The sideways movement of a curling stone after it has struck a stationary stone.
Rotation	The direction of turn of a stone (clockwise or counter-clockwise).
Round Robin	A competition in which each team plays all the other teams in their group.
Score	The number of points received by a team in an end.
Scoring	A team scores one point for each of its stones that is within the house and closer to the tee than any stone of the opposing team.
Second Player	The second curler on a team to deliver two stones in each end.
Sheet	The specific ice surface upon which a curling game is played.
Shot (stone or rock)	At any time during an end, the stone closest to the tee.
Side Line	A line placed at the side (perimeter) of each sheet of ice.
Skip	The player who directs play for the team.
Slider	Slippery material placed on the sole of the sliding shoe, which makes it easier to slide on the ice.
Spare	See definition: Alternate.
Start of Competition	A competition starts at the beginning of the scheduled team meeting or the start of the first pre-event practice, whichever comes first.
Start of a Game	A game starts at the scheduled time for that game. The pre-game practice as well as the delivery of the LSD stones also fall under the official game rules with the exception where a rule or policy specifically states a difference for either of them.
Stationary Stone	A stone in play which is not in motion.
Stone	Also known as a rock, a curling stone is made of granite and is delivered by the players in a curling game.
Stone Set in Motion	A stationary stone hit by another stone which causes it to move.
Sweeping	The action of moving a broom or brush back and forth in front of the path of a moving stone to clean or polish the ice surface.
Sweeping Device	A device used by players to sweep/clean the ice.
Swingy Ice	The condition of the ice or stones causing the stones to have excessive curl.
Take-out	Removal of a stone from the playing area by hitting it with another stone.
Team	Four players competing together. A team may include a fifth player (to act as an alternate) and team officials. Mixed Doubles have one female and one male player and may include team officials.



Team Official Field of Play	The area behind the scoreboards inside the boards or a dedicated coach bench outside the boards
Team Time-out	A 60 second on-ice meeting between a team and one of their team members from the team official field of play.
Technical Time-out	Stoppage of play called by a team or umpire for a ruling, injury, or in other extenuating circumstances, etc.
Tee	The exact centre of the house.
Tee Line	A line extending across the width of the sheet that passes through the centre of the house parallel to the hog line and backline.
Third Player	The third curler on a team to deliver two stones in each end.
Tie-breaker	A game that is played to break a tied ranking at the end of the round robin.
Top of the House	The area within the house that lies between the hog line and the tee line.
Umpire	The person(s) responsible for the conduct of the game in accordance with the rules.
Vice-Skip (Mate or Acting Skip)	The player who directs play for the team when it is the skip's turn to deliver.
Weight	The amount of force/speed given to the stone during the delivery.
Wheelchair Lines	Two lines that run from the hog line to the outermost edge of the nearest circle of the house. Wheelchair curlers are allowed to start their delivery with the stone placed between these lines.