

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.

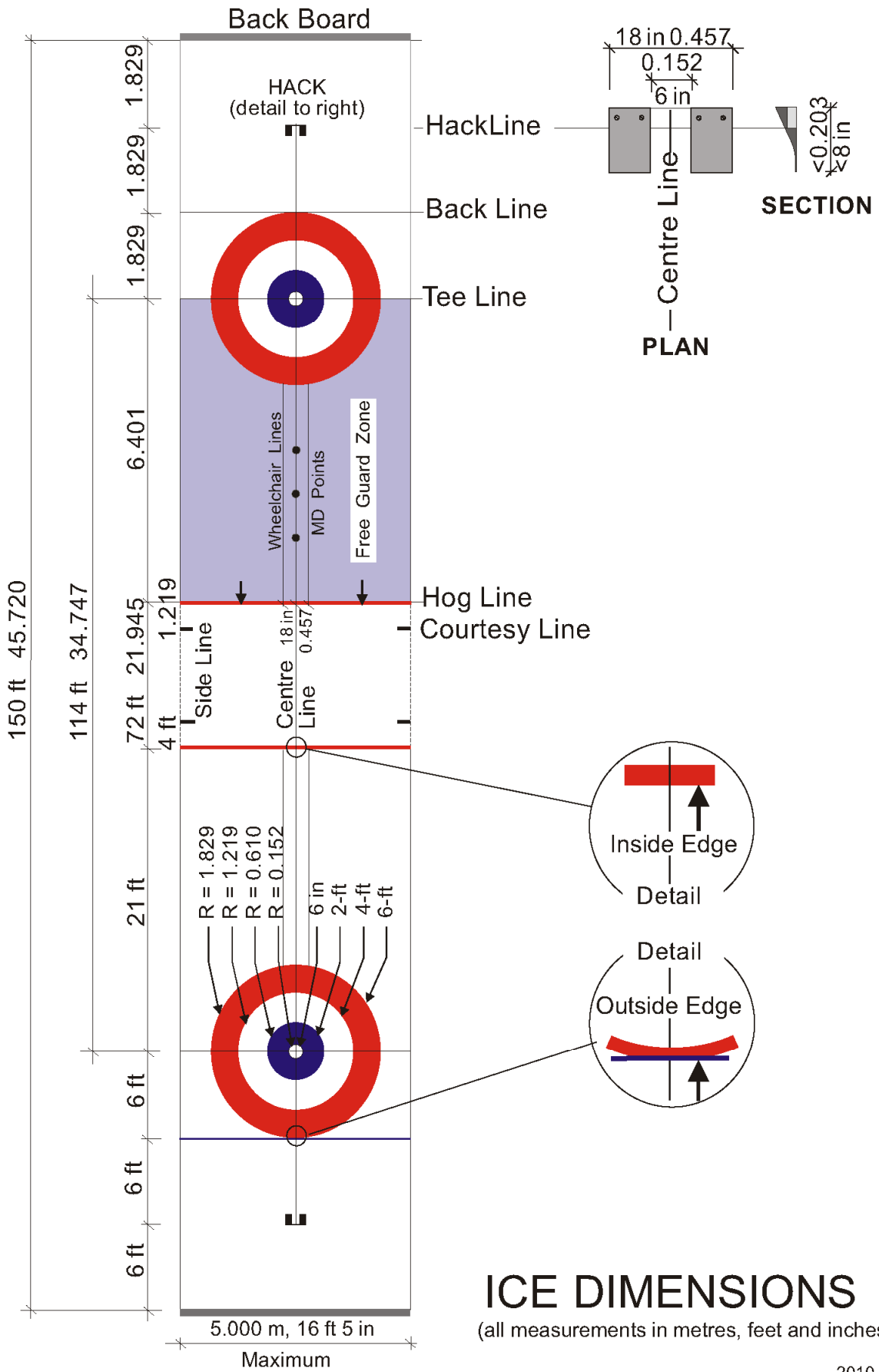
This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

The Spirit of Curling	1
Table of Contents	2
Rules of the Game:	
R1. Sheet Layout	5
R2. Stones	7
R3. Teams	8
R4. Position of Players	10
R5. Delivery	10
R6. Free Guard Zone (FGZ)	12
R7. Sweeping	12
R8. Touched Moving Stones	13
R9. Displaced Stationary Stones	14
R10. Equipment	16
R11. Scoring	16
R12. Interrupted Games	19
R13. Wheelchair Curling	19
R14. Doubles Curling	20
R15. Prohibited Substances	22
R16. Inappropriate Behaviour	22
R17. The Outdoor Game	22
Competition Rules:	
C1. General	24
C2. Participating Teams	24
C3. Uniforms / Equipment	26
C4. Pre-Game Practice	28
C5. Length of Games	28
C6. Game Timing	29
C7. Team time-out / Technical Time-Outs	31
C8. Stone Assignment	32
C9. Team Ranking Procedure/DSC	33
C10. Umpires	34
C11. Forfeiture of the Game	35
C12. National Representation	36
C13. International Representation	36

System of Play:

S1.	The Scottish Men's Championship	37
S2.	The Scottish Women's Championship	38
S3.	The Scottish Men's & Women's European Playdowns	39
S4.	The Scottish Junior Championships	41
S5.	The Scottish Senior Championships	42
S6.	The Scottish Mixed Championship	43
S7.	The Scottish Mixed Doubles Championship	43
S8.	The Scottish Senior Mixed Championship	44
S9.	The National Masters Championships	44
S10.	The Scottish Schools' Championship	45
S11.	The Scottish Pairs Championship	45
S12.	The Rink Championship	46
S13.	The Henderson Bishop Trophy	47
S14.	The National Province Championship	48
S15.	The Grand Match	49
S16.	The International Matches	50
S17.	The Waldie-Griffith Inter-Province Comp.	51
S18.	The Maxwell Trophy	52
S19.	The Morton Trophy	53
S20.	The Unders and Overs	54
S21.	The Double Rink Championship	55
S22.	The Scottish Junior Curling Club Challenge	56
S23.	The Scottish Wheelchair Championship	58
S24.	The National Pairs Wheelchair Championship	59
S25.	The Friendship Trophy	60
S26.	Medal Competitions	61
S27.	Tie-Breaker Charts	63
S28.	Points Competition	67
	The Olympic Winter Games	41
	Glossary of Terms	78

SHEET LAYOUT



ICE DIMENSIONS

(all measurements in metres, feet and inches)

2010-June
LÖ

THE RULES OF THE GAME

These rules apply to any game or competition to which they are made applicable by the Royal Club having jurisdiction.

R1. SHEET LAYOUT

Note: Imperial measurements are listed for guidance.

- (a) The length of the playing area is 42.07m. (138 feet), and the ice should be continued a further 1.83m. (6 feet) behind each hack line. The width of the sheet from the inside edges of the side lines is a maximum of 5.00 m. (16 ft. 5 inches). Dividing lines must be drawn from back line to back line or barriers placed between adjoining sheets. The length may be reduced to a minimum of 44.50m. (146ft) and the width to a minimum of 4.42 m. (14 ft. 6 in.). If the local conditions of an existing facility do not permit those dimensions, then reasonable variation will be allowed. In the case of a Royal Club's competition any variations will be subject to approval by the Chief Umpire.
- (b) At each end of the sheet there are clearly visible parallel lines in the ice perpendicular to and running from side line to side line as follows:
 - (i) the tee line, 1.3 cm. (1/2 in.) maximum width, placed so that the centre of the line is 17.37 m. (57 ft.) from the middle of the sheet.
 - (ii) the back line, 1.3 cm. (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, 10.2cm. (4 in.) maximum width, placed so that the inside edge is 6.40 m. (21 ft.) from the centre of the tee line.
- (c) A centre line, 1.3cm. (1/2 in.) maximum width, joins the midpoints of the tee lines and extends 3.66 m. (12 ft.) beyond the centre of each tee line.
- (d) A hack line, 45.7 cm. (18 in.) in length and 1.3 cm. (1/2 in.) maximum width, is placed parallel to the tee line, at each end of the centre line.
- (e) A courtesy line, 15.2 cm. (6 in.) in length and 1.3 cm. (1/2 in.) maximum width, is placed 1.22 m. (4 ft.) outside and parallel to the hog lines, on each side of the sheet.

- (f) For wheelchair events, at each end of the sheet, 2 thin (e.g. - wool) wheelchair lines are placed parallel to and on both 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 45.7cm. (18 in.) from the centre line.
- (g) 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 182.9 cm. (6 ft.), the next circle a radius of 121.9 cm. (4 ft.), the next circle a radius of 61.0 cm. (2 ft.), and the innermost circle having a minimum radius of 15.2 cm. (6 in.).
- (h) Two hacks are placed on the hack line, on both sides of the centre line, with the inside edge of each hack 7.6 cm. (3 in.) from the midpoint of the centre line. The width of each hack shall not exceed 15.2 cm. (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 20.3 cm. (8 in.) in front of the hack line. If the hack is recessed into the ice, this is not to be more than 3.8 cm. (1.5 in.) in depth.
- (i) All lines shall be as in the accompanying diagram (on the previous page) which shall form part of the rules subject to the additional provisions in R17: The Outdoor Game.

R2. STONES

- (a) A curling stone is of circular shape, having a circumference no greater than 91.4 cm. (36 in.), a height no less than 11.4 cm. (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 which should have the same handle colour and be individually identifiable 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 a replacement stone shall be placed where the largest fragment came to rest. The end in play, and the game, shall be completed using the replacement stone.
- (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) If a handle completely separates 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 original positions.
- (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 moving stone that touches or crosses a dividing line will be allowed to continue in its progress until it comes to rest providing that it has not made contact or is likely to make contact with any object in the adjoining sheet. After coming to rest a stone must lie completely inside the dividing line or it is removed from play.

- (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, or fourth stone of an end, to determine if a stone is in the Free Guard Zone.
- (j) Teams are not to make alterations to, nor place any object on or over, their game stones, subject to the provisions in R17: The Outdoor Game

R3. TEAMS

The rules below apply unless individual competition rules state otherwise.

- (a) A team is composed of four players. 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 positions, prior to the start of a game and maintains that rotation and those positions throughout that game subject to (d) (ii).
- (c) A team must start a game in the first end with a full complement of four players. Any team not having its full complement shall be subject to R11(k).
 - (i) Where a player is unable to play in a round of a competition due to illness, accident or any other valid reason, that player may be replaced by a substitute, provided this substitute has not already taken part in that competition in any other team.
 - (ii) A substitute may play in any position in any round but not higher than the position of the curler he is replacing.
 - (iii) The skip shall declare any substitute in the first round of a competition or the nominated team in the first round shall be understood to be the entered team.
 - (iv) No team shall take into play more than two substitutes, in any game, match or competition.
 - (v) All substitutes must be eligible in terms of the rules of the competition. If a substitute plays in a position higher than the curler he is replacing the result will be the forfeiture of the game. In league play, penalties shall apply as under Forfeiture of the Game, R11(k)

- (d) Where a player is unable to continue to play in a game, the team may either:
- (i) continue play with the remaining three players, in which case the player who left the game may re-enter at any time provided that the returning player's two stones are delivered within the team's declared delivery rotation in that end. A player may leave and return to a game only one time in any game; or
 - (ii) bring in a qualified alternate/ substitute at the beginning of an end, Any alternate/ substitute must play in the position of the replaced player when entering a game in progress. If an alternate/ substitute joins a game, the player who was substituted may rejoin his team for the next game.
- (e) A team may not play with fewer than three players, all players delivering all their allocated stones in each end.
- (f) A team may not use more than two substitutes in a game.
- (g) 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 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
- (h) 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 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 sidelines between the courtesy lines where marked or otherwise between the hog lines. However:
 - the skip and/or vice-skip 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,
 - the player who is to deliver next may take a stationary position to the side of the sheet, behind the hacks, at the delivering 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.

(b) Delivering Team:

- (i) The skip, or the vice-skip when it is the skip's turn to deliver, is in charge of the house.
- (ii) The player in charge of the house is positioned inside the hog line, and on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery (excluding Pairs competitions).
- (iii) The players who are not in charge of the house or delivering a stone take positions to sweep.

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 to their original positions by the non-offending team.

Wheelchair curlers playing in games involving non-wheelchair curlers shall be subject to R13(b)

- (d) A stone must be clearly released from the hand before it reaches the hog line at the delivering end. If the player fails to do so, the stone is immediately removed from play by the delivering team.
- (e) If a hog line violation stone is not immediately removed and strikes another stone, the delivered stone is removed from play by the delivering team, and any displaced stones are replaced to their original positions by the non-offending team.
- (f) A stone is in play when it reaches the tee line at the delivering end. A stone that has not reached the tee line at the delivering end may be returned to the hack and redelivered.
- (g) All players must be ready to deliver their stones when their turns come, and not take an unreasonable amount of time to play.
- (h) 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.
- (i) 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.
- (j) 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.
- (k) If a team delivers two stones in succession in the same end:

- (i) the second stone is removed and any displaced stones replaced to their original positions by the non-offending team. 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.
- (l) Where the wrong team starts an end the end shall be replayed.
- (m) No player shall deliver a stone, until the stone delivered by the previous player has come to rest or until such time as any stone whose movement has been generated by that stone comes to rest. Where an infringement takes place the stone shall be returned to the offending player who shall re-deliver it.

R6. FREE GUARD ZONE (FGZ)

The Free Guard Zone shall apply for any game, match or competition played under Royal Club Rules excepting The Grand Match and the Points Competition.

- (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 fifth 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 to their original positions by the non-offending team.

In the event of any stone being measured whether by instrument or eye to determine if it is in the FGZ, and provided that stone has not been touched for the remainder of that end, no further measurement of it will be made.

R7. SWEEPING

- (a) The sweeping motion is in a side-to-side direction (it need not cover the entire width of the stone), deposits no debris in front of a moving stone, and finishes to either side of the stone.

- (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) A delivered stone may be swept by any one or more of the delivering team anywhere in front of the tee line at the playing end.
- (d) No player may sweep an opponent's stone except behind the tee line at the playing end or start to sweep an opponent's stone until it has reached the tee line at the playing end.
- (e) 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.
- (f) 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.
- (g) If a sweeping violation occurs, 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.

R8. TOUCHED MOVING STONES

- (a) Between the tee line at the delivering 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 its equipment, the touched stone is removed from play immediately by that team.
 - (ii) If a moving stone is touched, or is caused to be touched, by an opposition team, or by its equipment, or is affected by an external force:
 - If the stone was the delivered stone, it is redelivered
 - 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 its equipment, all stones are allowed to come to rest, after which the non-offending team has the option to:
- remove the touched stone, and replace all stones that were displaced after the infraction to their original positions; or
 - leave all stones where they came to rest; or
 - place all stones where it reasonably considers 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 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.
- (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 original positions. If agreement on the original 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 185.4 cm (6 ft. 1 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 object touches a moving stone, or causes it to be touched, the stone will be redelivered.

R9. 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, it is replaced in its original position by 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, with agreement of the teams.
- (c) 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 and then the non-offending team has the option to:
 - (i) leave all stones where they came to rest; or
 - (ii) remove the stone whose course would have been altered from play and replace in their original positions any stones that were displaced after the violation; 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 original positions.
- (e) If a displacement is caused by stones deflecting off a barrier the stones are replaced to their original positions by the non-delivering team.
- (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 185.4 cm (6 ft. 1 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 to its original position by the delivering team.
 - (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 to its original position by the delivering team.

R10. EQUIPMENT

- (a) No player shall cause damage or engage in any action which could lead to damage to the ice surface by means of equipment, hand prints, or body prints. A player may be ejected from a game under C10(g) if continually breaking this rule.
- (b) Teams must not use electronic communication equipment, or any device to modify the voice, during a game.
- (c) When a properly functioning electronic hog line device 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.
- (d) A player may change the type of brush or synthetic broom at any time during a game, provided there is no delay.
- (e) The use of a delivery stick shall be restricted as follows:
 - (i) The delivery stick may not be used in any WCF or ECF competition or qualifying event, except wheelchair events.
 - (ii) Players choosing to deliver with a delivery stick must use that device for the delivery of all their stones during the entire game.
 - (iii) The stone must be delivered along a straight line from the hack to the intended target.
 - (iv) The stone must be clearly released from the delivery stick before it reaches the hog line at the delivering end.
 - (v) A delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand.

R11. SCORING

- (a) The result of a game is decided by a majority of shots at the completion of the scheduled ends of play or by pre-determined time or when a team concedes victory to its opponent, or when one team is mathematically eliminated (in the case of a game requiring only a win/loss decision). In the event of the scores being equal at the end of a game play may be continued for one or more ends to determine a winner, or as provided for by the conditions of the competition.

If the time signal has not started when the last stone of the last played end has come to rest and any stone(s) whose movement has been generated by that stone has also come to rest or gone out of play then another end shall be played.

- (b) At the completion of an end (when all stones have been played), a team scores one shot 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 shots 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.

The person in charge of the house from each team is allowed to observe any measurement that is made by a measuring device. Following the measurement the shot(s) will be indicated before any stone(s) is moved. Either person in charge of the house has the right to ask for the stones to be re-measured.

- (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 shots, 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 shot(s), and the displaced stone(s) would have determined if an additional shot(s) was scored, that team has the option of replaying the end or of keeping the shot(s) already secured.

No stone shall be measured by instrument until the last stone of the end has come to rest except to decide whether or not a stone is in play or in the FGZ.

(h) 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, "C"s are placed on the scoreboard.

(ii) When only one team has delivered all of its stones:

- If the team that delivered all its stones has stone(s) counting, no shots are given, "C"s are placed on the scoreboard unless the shots are required to determine the outcome.
- If the team that did not deliver all its stones has stone(s) counting, these shots are given and placed on the scoreboard.
- If no stones are counting, "C"s are placed on the scoreboard.

(i) Ends not played should be shown with an "X" being placed against them on the scoreboard.

(j) The final score of a forfeited game is recorded as "W - L" (win - loss) where only a final result is required.

(k) Failure to appear:

(i) Unless Individual Competitions state otherwise a game commences when all players are on the ice and ready to play.

(ii) If a team entered to play has a member(s) failing to appear on the ice and ready to play the following penalties shall apply:

5 minutes	1 end	and	1 shot
10 minutes	1 end	and	2 shots
15 minutes	1 end	and	3 shots
20 minutes	2 ends	and	4 shots
25 minutes	2 ends	and	5 shots

30 minutes game forfeited.

(iii) Where a late penalty applies in any game, ends forfeited shall be deducted from the total ends to be played.

(iv) Upon forfeiture of the game the following penalties shall be imposed:

[a] Six shots shall be awarded to the non-offending team i.e. score would read 6 - 0.

[b] Games played to session times:

- Under 1 hour 40 minutes 4 ends awarded
- 1 hour 40 minutes and over but under 2 hours 10 minutes 5 ends awarded
- 2 hours 10 minutes and over 6 ends awarded
- No ends shall be awarded to the offending team.

[c] Games played to a fixed number of ends:

- 6-7 ends 4 ends awarded
- 8-9 ends 5 ends awarded
- 10 ends 6 ends awarded

(v) The latecomers rule shall apply whether games are played by time or a fixed number of ends.

(vi) A team entered to play and failing to appear at a competition shall be liable for the payment for ice charges arising from the default.

R12. INTERRUPTED GAMES

If for any reason, a significant interruption of a game occurs, play recommences when possible, with the end that was in progress being replayed, subject to the provisions in R17: The Outdoor Game.

R13. 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 delivering end at the start of the delivery the stone must be 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 delivering end so that at the start of the delivery the entire width of the stone must be within the wheelchair lines.

- (c) During delivery, the feet of the player delivering the stone must not touch the ice surface and the wheels of the chair must be in direct contact with the ice.
- (d) The delivery of the stone is undertaken by the conventional arm/hand release or by the use of an approved delivery stick. Stones must be clearly released from the hand or stick before the stone reaches the hog line at the delivering end.
- (e) 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.
- (f) Sweeping is not permitted.
- (g) Unless individual competition rules state otherwise all games shall be 8 ends or the bell.

R14. DOUBLES CURLING

- (a) A team is composed of two players. A team must forfeit any game(s) in which it fails to have both players playing for the entire game.
- (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 may be scheduled for a maximum of 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) 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 (the fourth delivered stone is the first stone that can remove any stone from play). If there is a violation, 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.

- (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 3 points in the ice. The points are placed on the centre line:
- at the mid-point between the hog line and the outermost edge of the top of the house.
 - 0.92 m. (3 feet) from the mid-point closer to the house.
 - 0.92 m. (3 feet) from the mid-point closer to the hog line.
- Based on the ice conditions, the teams shall determine the specific placement for each sheet for Position A to be used prior to the start of the pre-game practice and that same placement must be used for the entire game.
- (ii) Position B: Placement so that the stone is in the back of the house, bisected by the centre line and abutting the back edge of the tee.
- (g) The team having the decision on the placement of the “positioned” stones shall be:
- (i) Unless predetermined, a coin toss will determine which team has the decision in the first end.
- (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.
- (h) 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.

- (i) While the team is in the process of delivery, the non-delivering player must be positioned inside the hog line and on the ice surface at the playing end 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.
- (j) If a player delivers a stone out of proper rotation, that stone is returned to the hack to be delivered by the correct player, after any displaced stones have been replaced 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.

R15. PROHIBITED SUBSTANCES

The use of all performance-enhancing drugs, whether taken knowingly or otherwise, is unethical and prohibited.

R16. 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.

R17. THE OUTDOOR GAME

(a) General

- (i) Play shall be from a single hack or crampit placed on the centre line. When hack and crampit are both being used on the same sheet, the heel of the crampit will be placed on the foot line and the hack, if used, placed immediately in front of the crampit.
- (ii) If from any change of weather after a game has begun, or from any other reasonable cause, one side should desire to shorten the sheet, or to change to another, and if the two skips cannot agree, the umpire shall, after seeing one end played, determine whether and by how much the sheet shall be shortened, or whether it shall be changed, and his decision shall be final.
- (iii) In no case, however, shall the sheet be shortened to less than 29.26m (96 feet) from the foot line to the tee.

(iv) Should there be no umpire, or should he be otherwise engaged, the two skips may call in any neutral curler to decide, and his powers shall be equal with those of an umpire.

(b) Stopping, Postponing a Game

(i) Should the skips not agree, the umpire shall, in the event of the ice appearing to be dangerous, stop the game.

(ii) The Umpire shall postpone the game, even if begun, when the state of the ice is not fitted for testing the curling skill of the players.

(iii) Except in very special circumstances, of which the umpire shall be judge, the game or match shall not proceed, or be continued:

- When a thaw has fairly set in;
- When snow is falling and likely to continue during the game or match:
- If darkness comes on to prevent the played stones being well seen by players at the other end of the sheet.
- In every case of such postponement to another day the game or match, when renewed, must begin anew.

(c) Cleaning Sheet

(i) At the completion of any end, either of the skips may call upon all the players to clean and sweep the entire sheet.

(ii) If objected to, this shall be subject to the approval of the umpire.

(d) Sweeping

When snow is falling or drifting, both skips have equal right to clean and sweep the ice behind the tee line

(e) Reversing of Stone

During a game, the sole of a stone may be reversed provided there is no delay when the player's turn comes.