

Curling Rules and Etiquette

Standard rules and etiquette are essential to the sport

(First draft
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Sorry for any errors or omissions)

Etiquette

1. Manners

- a. Curlers should have good sportsmanship and should never knowingly break a rule and if they do they will divulge it immediately.
 - i. This includes burning a stone
 - 1. Burning means any touch of the stone by a broom, clothing, dropped article from a sweeper, or body part
- b. Curlers may not take any action to inhibit, intimidate or demean opponents, teammates or officials.

2. Greeting players

- a. All players should shake hands prior to and after each game and wish them “good curling.”
 - i. If gloves are worn they should be removed prior to shaking hands

3. Who goes first

- a. Vice skips or their representatives are responsible for deciding who has the hammer and what color stone they should have.
 - i. This is usually done by a flip of a coin and the winning team may pick the color or the hammer.
 - ii. The losing team will pick the color unless already decided.

4. Where to stand

- a. Players waiting to deliver their stone may stand behind the back line.
 - i. The player not delivering should stand near the side line and behind the back line
 - ii. No movements or sounds should be made as to avoid distraction of the delivering player.
- b. The two sweepers of the delivering team may stand next to the delivering player ready to sweep and may sweep at any time down to the distant T-line
- c. Non-Delivering curlers should stand between the hog lines
 - i. No-one should cross the ice in front of a delivering player in the hack or before or after delivery
 - 1. This allows for the deliverer to watch the stone all the way down the ice
 - 2. It allows the deliverer to see the skips instructions as to how to throw the stone
 - 3. And, it allows the deliverer to concentrate without interruption until the shot is delivered.
 - ii. If the delivering team is throwing a stone to the side of the ice where you are standing, then players should move out of the way without crossing in front of the delivering team.
- d. Behind the T-line

- i. Only the skip, designated skip, or Vice Skip may stand behind the tee line
 - 1. Unless designated to hold the broom the lead and second should not be behind the T-line and should remain between the hog lines
 - 2. Trust your skip and vice skip to make the right decisions.
 - ii. Brooms should be held off the ice behind the T-line to help prevent confusion by the delivering player
 - 1. Brooms are a target behind the T-line and the opposing team's brooms should not be confused with the target.
 - a. Tip for Skips: Place broom on its edge for your target and spread your feet to allow better visualization of the broom between your feet.
 - iii. The opposing team should remain motionless behind the T-line when the opposing team delivers
 - 1. Motion is distracting to the deliverer
- e. When finished sweeping
 - i. Walk in single file to the edge of the sheet and stand still when the next player delivers
 - 1. Avoid affecting the opponent's concentration with motion
 - 2. The next player needs a clear line of sight
 - 3. This also avoids unnecessary delays in play

5. Nice shots

- a. A nice shot should be complimented by the throwing team and opposing team
 - i. Use discretion when cheering which should be subdued and be considerate of the opposing team
 - ii. Traditionally skips raise a broom calmly to indicate nice shot for either team

6. Missed shots

- a. Do not cheer a missed shot by the opposing team
- b. Try to avoid showing frustration from lucky shots by the opposing team or missed shots by your team.

7. Be ready to throw

- a. Have your stone ready behind the hack when it is your turn to throw
 - i. This avoids big delays

8. Scoring and Measuring

- a. After the End all player should remain out of the house until the Vice Skip's have agreed on a score.
 - i. Do not remove countable stones until the Vice Skips say it is ok
 - ii. Respect the Vice Skip's responsibility to measure and count
- b. The Vice Skips are responsible for placing the score on the score board and recording the score after the game
 - i. They may designate this to another member, but it should not delay the game.

- ii. This should normally be done by the Vice Skip and can be completed at the end of the end or the beginning of the next end.

9. Placing stones

- a. It used to be tradition to place your opponents stone near the hack as a courtesy.
 - i. This has changed because curlers tend to change the throwing order of rocks and change this during play
- ii. It is still ok to put the skips last rocks up as there is no confusion as to which stone is to be thrown
 - 1. Play can be sped up if the lead or second place the stones near the hacks for the skips prior to the skip coming down the ice to throw.

10. Clean Ice

- a. If you see dirt or hairs on the ice remove them
 - i. Winning is best achieved by skill rather than luck or bad ice
 - 1. Best to have an equal chance of winning on both sides.
- b. Please be sure shoes are clean as well as equipment
 - i. Dirty shoes mean dirty ice
 - 1. Shoes should be dedicated curling shoes
 - ii. Your curling equipment should not affect the ice
- c. You should not kneel or leave your hand on the ice for any significant time as it leaves a mark on the ice that could affect the stones.

Basic Rules of Play

1. Stone in play

- a. A stone must finish inside the inner edge (closest to the rings) of the hog line to be in play, except when it has hit another stone in play
- b. A stone that completely crosses the back line or touches the side board or side line is taken out of play
 - i. This is determined by the widest part of the stone perpendicular to the ice.

2. Delivery

- a. Right-handed players deliver from the hack to the left of the center line
- b. Left-handed players deliver from the hack to the right of the center line
- c. The stone should be released before it reaches the hog line at the delivering end
 - i. If not, it is burnt rules for burnt stones apply.
 - ii. Determined by the widest part of the stone perpendicular with the ice.
- d. A stone that does not leave the deliverer's hand and has not crossed the near T-line may be returned to the hack and redelivered.
- e. If a stone was delivered out of order and the mistake was not noted until the stone has come to rest or hit another stone
 - i. The stone is in play and can stay.
 - ii. The player missing his turn will throw his stone as the last one for his team on that end.
 - iii. If skips cannot agree who missed his turn then the lead of the team that made the mistake will throw the last stone for his team in that end.

3. Sweeping

- a. Only one player from each team may sweep behind the tee line
 - i. Only the skip or Vice skip of the non-delivering team may sweep behind the tee line
 - ii. An opposing team's stone may only be swept behind the Tee line.
 - 1. Sweeping cannot start on the ice until the stone crosses the Tee line
 - a. No warming the ice
 - 2. You can only sweep a hit stone after the stone hits and moves
 - a. No warming the ice
 - iii. The delivering team has first right to sweep its stone behind the tee line, but shall not obstruct or prevent the non-delivering team from sweeping
- b. Sweeping motion should not leave debris on the ice
 - i. Dumping debris on the ice is not allowed and can burn the stone
 - 1. Burnt stones are placed where the opposing team feels it would have land or may be removed from play at the discretion of the opposing team
 - a. This is not subject to debate as the stone was burnt

2. Tapping the ice with the broom in front of a stone that changes the course of a stone is dumping.
- c. Final sweeping motion should finish outside the path of the stone
- d. If a stone in motion is touched by any player of the delivering team or his equipment before the far hog line:
 - i. 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
 - ii. Or, leave the stones where they come to rest
 - iii. Or, place all stones where it reasonably considers the stones would have come to rest had the moving stone not been touched
 1. If there is any question as to which stone(s) was closer to the button, the displaced stone is placed in favor of the non-offending team
- e. If a stationary stone is moved by any player the non-offending team shall replace the stone as close as possible to its original position.
 - i. If there is any question as to which stone(s) was closer to the button, the displaced stone is placed in favor of the non-offending team.

4. Measuring

- a. Measurements shall be taken from the button to the nearest part of the rock
- b. No physical device may be used in measuring rocks until the last rock of the end has come to rest, except to determine if one of the first two rocks of an end is in the rings or the free guard zone.
- c. If there is any doubt between the two opposing skips as to whether one of the first three rocks of an end finishes in the free guard zone, then a measuring device may be used to decide the matter.

5. Equipment

- a. No player may use any footwear or equipment that may damage the surface of the ice
- b. At the start of the game, each curler must declare which broom or brush they will be using for sweeping
 - i. Brushes may be exchanged between players on the same team, but a corn broom cannot be exchanged.

6. Ruling body

- a. The president (as directed and interpreted by the curling board's rules if available) will settle all disputes and violations and the decision should be accepted without argument.
 - i. Appeal is possible to the board or president only as to future rulings as to similar incidents but not to what was decided by the president or his representative in his/her interpretation of the rules at the time of the initial incident.
 1. For example: if a rule is misinterpreted by the president or his representative and a ruling is made it will be abided by for that decision though future decisions may differ if the rule was determined to be misinterpreted.

7. Timing:

- a. You should be on time and if their team cannot make a game then they are responsible for calling the skip of the opposing team prior to play.
 - ii. If a team starts more than 10 minutes late 1 point will be awarded to the non-offending team and will be awarded the End and the hammer for the next end.
 - iii. After 20 minutes there is the option to force a forfeit of the game
 - 1. Skips may over-rule these rules in observance of sportsmanship
- d. Late players
 - i. If you start with three players and the fourth arrives. They may join at the beginning of the next end.
 - ii. If someone is injured during a game, they may leave
 - 1. A suitable substitute may join at the beginning of the next end
 - 2. The injured player may return only once and at the beginning of the next end.

11. Club play

- a. If a team forfeits the winning team will receive maximum points for the win if points are used
 - i. At least 6 ends should be played to allow more time to curl for each team
 - ii. The sheet may be used for practice by the teams after play within the allotted time for the game.
- b. Tie games
 - i. Ties will be determined by throwing closest to the button and normal rules for sweeping apply
 - 1. If the skips have no stones in play, then the vice skip will throw closest to the button, then second, and then Lead if necessary.
 - a. If no-one is in play a flip of the coin will determine the game between the vice skips.
- c. End of Play
 - i. 10 minutes prior to the end of the game a signal or buzzer will sound
 - 1. The current end that is being played will be the last end of the game