

Curling has its rules governing play, but equally important is the way you conduct yourself while curling.

This conduct is outlined in the Curlers' Code of Ethics in the Rulebook.

- **I will play the game with a spirit of good sportsmanship.**
- **I will conduct myself in an honorable manner both off and on 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 officials.**
- **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.**

Some of the key items of proper curling etiquette are as follows:

- **Be on-time for your game. Be ready to start curling at the first opportunity.**
- **Shake hands with your teammates and opponents before and after each game.**
- **The opposing thirds toss a coin before the start of the game to determine last rock advantage.**
- **Remain aware of what's happening in the game, even when it's not your team's shot. Judging the ice and learning strategy are important aspects of the game that can be learned while the other team is in action.**
- **When your opponents are preparing for delivery, stand to the side of the sheet, single file **BETWEEN** the HOG LINES. Move only after the rock has been released.**
- **If you are throwing next, you may stand behind the hack. Remain quiet and out of sight of the thrower.**
- **Only skips and thirds may congregate behind the tee line. They do not move or hold their brooms on the ice while the opposition is preparing to deliver the rock.**

- **Be ready to go when it's your turn to deliver the rock.**
- **At the conclusion of an end, all players remain outside the rings until the opposing thirds have agreed on the score.**
- **After the finish of an end, the third of the team taking points hangs the end-score.**

IMPORTANT RULES FOR PLAY

Stones

- A rock must finish inside the inner edge (closest to the rings) of the hog line to be in play – except when it has hit another rock in-play.
- A rock that completely crosses the back line or touches the side board or side line is taken out-of-play.

Delivery

- The hand/fingers must be clearly off the handle before the rock completely (i.e., the back edge) passes over the hog line.
- A rock that has not been released from the player's hand may be returned to the hack and re-delivered as long as it has not reached the near tee line during the initial attempt.

Sweeping

- Only one player from each team may sweep behind the tee line.
Only the skip or third of the non-delivering team may sweep behind the tee line.
- An opposing team's rock may only be swept behind the tee line.
- The delivering team has first right to sweep its rock behind the tee line, but shall not prevent the non-delivering team from doing so.
- Only the skip or third of the non-delivering team may sweep their own rocks set in motion by the delivering team.
- The sweeping motion must be from side-to-side across the rock's running surface and must not leave debris in front of a moving rock.
- All sweeping must take place no more than six feet in front of a rock in motion.
- If a rock in motion is touched by any player of the delivering team or his/her equipment before the rock stops moving, it shall be removed from play. If the infraction occurs after the rock hits/moves another stone, the infringed rock is returned to original position and the infracting rock shall be removed from play; however, the non-delivering skip can declare stasis (leave everything as the stones landed).
- If a stationary stone is moved by any player, the non-offending team shall replace the rock as close as possible to its original position. If there is any question as to which stone was closer to the button, the displaced rock is placed in favor of the non-offending team.

Measuring

- Measurements shall be taken from the center point of the button to the nearest part of the rock.

- No physical device may be used to measure rocks until the last rock of the end has come to rest.

EXCEPTION: If there is doubt between the skips, the measuring device may be used to determine if one of the first three rocks of an end is in the rings or the free guard zone.

Scoring

- The third of the winning team hangs the score; the skip reports the end-result of the game.
- If a game is tied at the end of the allowed number of ends, the winner will be determined by the skips – each throwing a final rock without sweepers. Closest rock to the center-button wins.

If neither skip's rock lands in-play, the thirds deliver one rock each, and so on, until one team leads the other.