

CURLING ... the unwritten and written rules.

ETIQUETTE

- **Be on time! Get to the club in time to change and warm up before the game. When you're late you're holding up seven other players. Delays are upsetting to your opponents and your own team. If you know you'll be unavoidably late, inform your team in advance.**
- **Start with a handshake. At the beginning of a game, greet the members of the opposing team with a handshake, tell them your name, and wish them good curling. Make sure everyone knows everyone else. Wear your nametag.**
- **Practice on a different sheet. If you arrive early and want to throw a few stones to practice or warm up, by all means do so. But be sure not to use the sheet you'll be playing on.**
- **Keep the ice clean. Change your shoes in the warm room. Sand, grit and dirt are the ice's worst enemy. The shoes you wear should only be used for curling. Keep them clean.**
- **Compliment a good shot. One of the nicest curling traditions is that players and spectators compliment a good shot by either side while not remarking on a poor shot or a competitor's misfortune.**
- **Be ready. Take your position in the hack as soon as your opponent has delivered his/her stone. Keep the game moving; delays detract from the sport. Be prepared to sweep as soon as your teammate releases the rock. Complete each end within 15 minutes.**
- **Place your skip's rock in front of the hack to help speed up the game.**
- **Be courteous. Don't distract your opponent in the hack. Keep your distance, be silent and motionless. Don't walk or run across the ice when a player is in the hack. Don't gather around the back of the house when an opponent is throwing. Sweepers should stay on the sidelines between the hog lines when not sweeping.**
- **Wait for the score. Vice skips are the only players allowed in the house while the score for the end is being decided. All other players should wait beyond the hog line until told they may move into the house to clear the rocks.**
- **Skips should keep the game moving by minimizing delay in making decisions. Avoid long conferences. This is rock science, not rocket science.**
- **Finish with a handshake. When the game is over, offer each of the players a hearty handshake and move off the ice. The winning curlers traditionally join with their opponents for some refreshment and conversation in the social/concessions area.**



THE SPIRIT OF CURLING

- **Curling is a game of skill and traditions. A shot well executed is a delight to see and so, too, it is a fine thing to observe the time-honored 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 would prefer to lose rather than win unfairly.**
- **A good curler never attempts to distract an opponent or otherwise prevent him/her from playing his/her best.**
- **No curler ever deliberately breaks a rule of the game or any of its traditions. But, if he/she should do so inadvertently and be aware of it, he/she is the first to divulge the breach.**
- **While the main object of curling is to determine the relative skills of the players, the spirit of the game demands good sportsmanship, kindly feeling and honorable conduct. This spirit should influence both the interpretation and application of the rules of the game and also the conduct of all participants on and off the ice.**

SAFETY DO'S

- **Step onto the ice gripper foot first.**
- **Step off the ice slider foot first.**
- **Warm up before starting the game.**
- **Face towards the skip when sweeping.**
- **Watch for stray rocks from other sheets.**

You can learn important information about requisite curling skills at the following website: http://issuu.com/uscurlingnews/docs/pamphlet_2011.12

Pages 4-8: Delivery (alignment, timing, release)

Pages 9-12: Strategy

Pages 13-15: Sweeping

Pages 18-19; Stick Curling

Page 20: Important Rules

You can access directly the following **RULES** at <http://www.usacurl.org/curlingrocks>

We reproduce it here for your ease of reference. We all need to adhere to the rules

RULES pertinent to ...

R1. DELIVERY

(a) Unless predetermined, or decided by the Last Stone Draw (LSD), the teams opposing each other in a game use a coin toss to determine which team delivers the first stone in the first end, after which the team that most recently scored delivers the first stone in the next end.

(b) Unless predetermined, the team playing the first stone of the first end has the choice of stone handle color for that game.

(c) Right-handed deliveries are delivered from the hack on the left of the center line and left-handed deliveries are delivered from the hack on the right of the center 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.

(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.

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 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.

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 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 its 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 original positions; or

2) Leave all stones where they came to rest; or

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

(e) If a displacement is caused by stones deflecting off the rink dividers, 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 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 to the ice surface by means of equipment, hand prints or body prints.

(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 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.

When sensor handles are in use, players should be familiar with their operation.

Each sensor handle is equipped with two green LED lights and two red LED lights. The red LED's flash when the rock is tilted with a bare hand touching the coated handle grip. When the rock is returned to the playing position and the grip is released, the green LED's flash quickly for 10 seconds and then slowly for 2 minutes. If the grip is not touched, the electronics will turn off after the slow flashing stops. If the grip is touched, the LED's turn off to prevent distracting the curler during delivery. When the grip is released before the hog line, the green LED's flash until the center of the rock crosses the center of the hog-line magnet; then, the green LED's turn on steady for seconds to indicate a valid delivery. If the grip is not released before the center of the rock crosses the center of the hog-line magnet, a violation is indicated for 25 seconds by flashing red LED's. The touch sensor remains on for a short interval after the hog line is crossed. If the grip is touched in this interval, indication will switch from valid (solid green) to violation (flashing red). A low battery is indicated by alternating red and green LED's. There are two LED's of each color in case of bulb failure, thus, a single LED (red or green) has the same meaning as two LED's.

The coated handle grip and the LED's can be damaged by brushes and shoes. Do not push on the handle with brushes or shoes.

Do not invert the rock on the ice with the grip contacting the ice. The grip coating can be damaged.

If a handle becomes loose, do not attempt to tighten it by rotating the handle. This can damage the battery carrier. Have an official notify the ice crew to properly torque the mounting screw.

(d) A player may change the type of brush or synthetic broom at any time during a game, provided there is no delay. A player choosing to sweep with a corn broom must use only that style of broom during the entire game.

(e) The use of a delivery stick shall be restricted as follows: (i) May not be used in any USCA National Championship or any 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 the stone has reached the hog line at the delivering end. (NOTE: The WCF rule requires release before either foot has reached the tee line. The USCA has delayed implementation of the WCF rule pending further study.)

(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 points at the completion of the scheduled ends of play, or when a team concedes victory to its opponent, or when one team is mathematically eliminated. 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. The person in charge of the house 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) 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 the 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.**
 - (i) If a team does not commence play at the designated time, the following takes place:**
 - (i) If the delay of the start of play is 1-15 minutes, then the non-offending team receives one point, and will have last stone in the first end of actual play; one end is considered completed.**
 - (ii) If the delay of the start of play is 15-30 minutes, then the non-offending team receives one additional point, and last stone advantage in the first end of actual play; two ends are considered completed.**
 - (iii) If play has not started after 30 minutes, then the non-offending team is declared the winner by forfeit.**
- (j) The final score of a forfeited game is recorded as "W – L" (win – loss).**

R12. INTERRUPTED GAMES

If for any reason, a game is interrupted, the game resumes where play was stopped
As we prepare the LCC to host our first bonspiel since 1998, we want to afford all LCC curlers the opportunity to familiarize themselves with the terms we use frequently in curling.

GLOSSARY OF TERMS

- Alternate:** A registered, non-playing member of the team who is eligible to substitute for one of the competing players.
- Away End:** the end of the sheet to which the first stone of a game is delivered.
- Back Board/Bumper:** Material (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 and located 6 ft. from each 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 tournament or competition.
- Brush: (Broom)** A device used by players to sweep/clean the in front of a moving stone.
- Button:** The small circle at the center of the house.
- Burned Stone:** A stone in motion touched by a player or any part of a player's equipment.
- Center Line:** The line dividing the playing surface down the middle. It joins the midpoints of the tee lines and extends 12 ft. beyond the center of each tee.
- 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.
- Delivering end:** The end of the sheet from which the stones are being delivered.
- Delivering team:** The team 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 which 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 Takout:** 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 favorable LSD, 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 indicates if a stone was released by a player before the stone reached the hog line at the delivering end.
- End:** A portion of a curling game that is completed when each team has thrown eight stones and/or the score has been decided.
- Equipment:** Anything that is worn or carried by a player.
- 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.
- Free Guard Zone (FGZ):** The area at the playing end, between the hog line and the tee line, but excluding the house.
- Game:** Two teams playing a specified number of ends to determine a winner.

Hack: The foothold at each end of the ice which is used by a player to start the delivery of a curling stone.

Hack Line: A small line (1 ft. 6 in.) parallel to the tee line, at each end of the center line.

Hack Weight: The momentum required for a delivered stone to reach the hack at the playing end.

Hammer: A term used to describe the stone which will be the last stone delivered in that end.

Handle: The part of a curling stone that a player grips in order to deliver.

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 and located 21 ft. from 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 delivering 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 positioned in the hack 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.

Last Stone Draw (LSD): A contest conducted at the conclusion of a team's pre-game practice in which each team delivers a single stone to the tee at the home end. The resulting distance is measured and used to determine which team has the choice of delivering the first or second stone in the first end.

Lead: The first player on a team to deliver two stones in each end.

Measuring device: An instrument that determines which stone is closer to the center 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.

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.

Pebble: The water droplets applied to a sheet of ice before commencing play. These droplets freeze, which then reduce 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.

Round robin: A competition in which each team plays all the other teams.

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.

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.

Swingy Ice: The condition of the ice of stones causing the stones to have excessive curl.

Takeout: 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 a coach. Mixed Doubles have one male and one female player, & may include a coach.

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 center of the house.

Tee Line: A line extending across the width of the sheet that passes through the center 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.

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: 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.

Weld: A perfect freeze.

Curling Lingo

"Hit the broom" A rock thrown accurately at the aiming point.

"On the broom" Same as above.

"Lost its handle" A rock that loses its rotation.

"Nice rock" Good shot.

"Nice Toss" Same as above.

"Split'em" Hitting a rock at such an angle as to split them apart.

"You dumped it" or "You're narrow"

A rock thrown inside the line of delivery, usually at the point of release.

"You flipped it" or "You're wide"

A rock thrown outside the line of delivery, usually at the point of release

"Take the rock" Sweep closest to the rock.

"The rock picked" The moving rock picked up a piece of debris that altered its course.

The Sheet Dimensions and Terms

The modern sheet of ice is approximately fifteen feet wide by about 140 feet long. Rubber "hacks" are placed in the ice for foot traction during for delivering the rocks.

