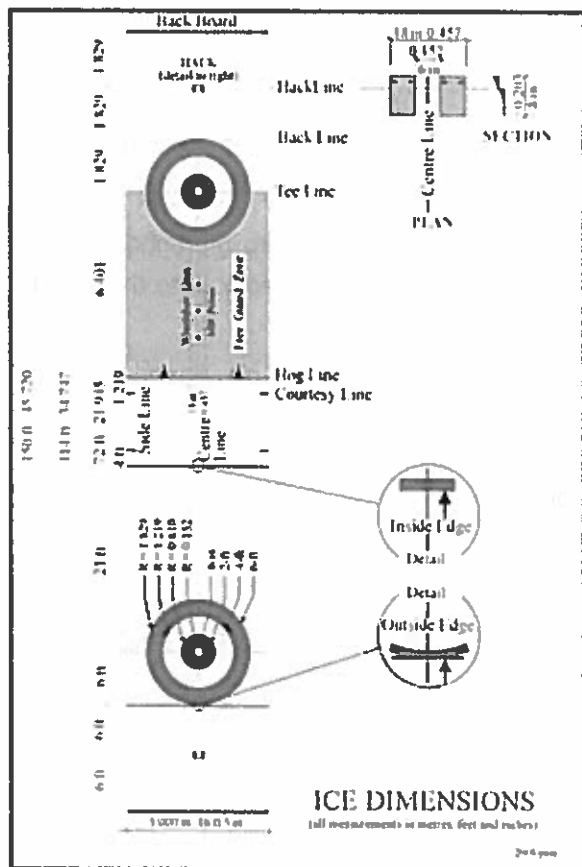


RULES OF CURLING: CLUB AND BONSPIEL USE

These rules are condensed due to space limitations resulting in some variation in numbering and lettering sequences. For complete rules and list of definitions, visit www.usacurl.org.



DEFINITIONS:

Blank end: an end resulting in no score for either team.

Competition: any number of teams playing games to determine a winner.

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.

Delivery: the motion a player makes when playing a stone.

Delivery end: the end of the sheet from which the stones are being delivered.

End: a portion of a curling game that is completed when each team has thrown eight stones and/or the score has been decided.

Extra end: an additional end played to break a tie at the end of regulation play.

Free Guard Zone (FGZ): the area at the playing end between the hogline 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 that is used by a player

to start the delivery of a curling stone.

Hog line: a line extending across the width of the sheet that is parallel to and located 21 ft. from each tee line. A stone must be released before it reaches the near hog line and must travel beyond the far hog line, or it shall be removed from play.

House: the area within the concentric circles at each end of the sheet.

Playing end: the end of the sheet to which the stones are being delivered.

Sheet: the specific ice surface upon which a curling game is played.

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.

Skip: the player who directs play for the team.

Tee: the exact center of the house.

Vice-skip: the player who directs play for the team when it is the skip's turn to deliver.

R1. SHEET

For specific measurements, see diagram above or visit www.usacurl.org.

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R2. STONES

- (a) A curling stone is of circular shape, having a circumference no greater than 36 in., a height no less than 4.5 in., and a weight, including handle and bolt, no greater than 44 lbs. and no less than 38 lbs.
- (b) Each team uses a set of eight stones having the same handle color 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.
- (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 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 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 rinks.
- (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.

R3. TEAMS

- (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.
- (c) If a player is missing at the start of a game, the team may either:
 - (i) start the game with three players, the first two players delivering three stones each, and the third player delivering two stones, in which case the missing player may enter the game in the declared delivery rotation and position at the start of an end; or
 - (ii) start the game using a qualified alternate.
- (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 at the beginning of an end, in which case the delivery rotation and the skip and vice-skip positions may be changed (the revised rotation of play applying for the remainder of that game), and the replaced player may not re-enter the 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 one qualified alternate in a game.

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(See www.usacurl.org for rule if player is not able to deliver players' stone in an end.)

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. However:

1) 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, and

2) the player who is to deliver next may take a stationary position to the side of the rink, 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. 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 original positions.

(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.

(iii) The players who are not in charge of the house or delivering a stone take a position to sweep.

R5. 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 turn comes, 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.

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(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

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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.

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.

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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.
- (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.
 - (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 can not 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

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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 their stones:

(1) If the team that delivered all of its stones has the stone(s) counting, no points are given, "X"s are placed on the scoreboard.

(2) If the team that did not deliver all of 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 recommences where play was stopped.

R13–15. See www.usacurl.org.

R16. INAPPROPRIATE BEHAVIOR

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

[Updated 10.10.11]



