

CURLING CANADA

RULES OF CURLING



SEPTEMBER 2022 – AUGUST 2026



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RULES OF CURLING FOR GENERAL PLAY3

Copies of this handbook may be obtained from your
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To ensure that all curlers are aware of their responsibilities when playing the game, Curling Canada has adopted the following Code of Ethics as an official supplement to the Rules of Curling:

Curlers' Code of Ethics

- I will play the game with a spirit of good sportsmanship.
- I will conduct myself in an honourable manner both on and off 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 umpires.
- 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.
- I will humbly accept any penalty that the governing body at any level of curling deems appropriate if I am found in violation of the Code of Ethics or rules of the game.

Coaching Code of Ethics

- The coach shall act with integrity in performing all duties owed to athletes, the sport, other members of the coaching profession and the public.
- The coach shall strive to be well prepared and current in order that all duties in their discipline are fulfilled with competence.
- The coach shall act in the best interest of the athlete's development as a whole person.
- The coach shall accept both the letter and the spirit of the rules that define and govern the sport.
- The coach shall accept the role of umpires in providing judgment to ensure that competitions are conducted fairly and in accordance with the established rules.
- The coach's conduct toward other coaches shall be characterized by courtesy, good faith, and respect.
- The coach shall maintain the highest standards of personal conduct and support the principles of Fair Play.

Fair Play

- Fair Play begins with the strict observance of the written rule; however, in most cases, Fair Play involves something more than even unflinching observance of the written rule. The observance of the spirit of the rules, whether written or unwritten, is important.
- Fair Play results from measuring up to one's own moral standards while engaged in competition.
- Fair Play is consistent demonstration of respect for teammates and opponents, whether they are winning or losing.
- Fair Play is consistent demonstration of respect for umpires, an acceptance of their decisions and a steadfast spirit of collaboration with them.
- Sportsmanlike behaviour should be demonstrated both on and off the ice. This includes modesty in victory and composure in defeat.

1. Application

- (1) The Rules of Curling for General Play apply to any competition to which they are made applicable by the curling governing body having jurisdiction.
- (2) These Rules apply to traditional team play. Special rules for Mixed Doubles, Wheelchair, Stick Curling and other variations of traditional team play are in addition and described in the sections to which they apply.
- (3) The Rules of Curling for General Play are not intended to be used in conjunction with officiating. If a curling governing body having jurisdiction over an event(s) wishes to make this rule book applicable to a specific competition(s) while also utilizing umpires, they should also put in place a set of guidelines outlining the authority of the umpires relative to the implementation of penalties.
- (4) If special rules are in effect, they shall take precedence over the General Rules of Curling.

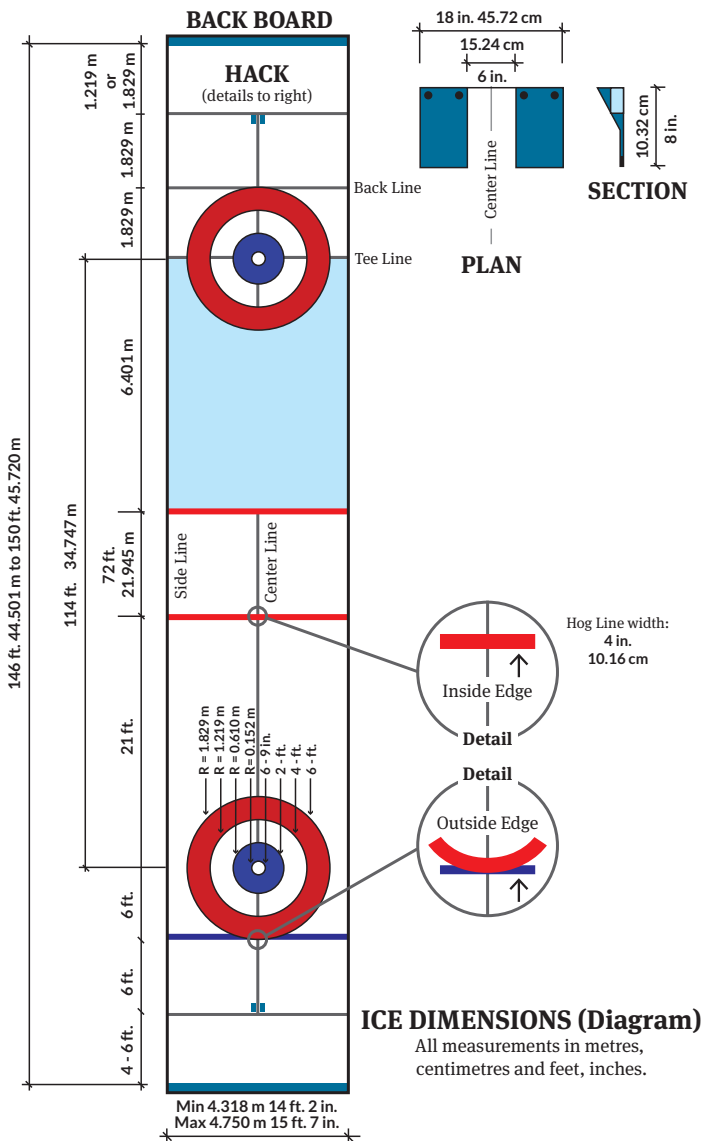
2. Definitions

- (1) “Biting” means that the vertical projection of a stone is in contact with the sheet line(s) to which the stone is in close proximity.
- (2) “Competition” means a playdown involving any number of teams playing games to determine a winner.
- (3) “Counting stone” means any stationary stone in the house that is closer to the tee than any stationary stone of the opposing team.
- (4) “Delivering team” means the team who is in control of the house and whose turn it is to deliver.
- (5) “End” means the part of the game in which two opposing teams each deliver eight stones alternately and then determine the score.
- (6) “Game” means play between two teams to determine a winner.
- (7) “completion of an end” means when the score has been determined.
- (8) “House” means the area within and including the outside circle at each end of the sheet.
- (9) “Sheet” means an area of ice marked in accordance with Rule 3.
- (10) “Delivered stone” means a stone that is in motion from the moment that it has reached the nearer tee line and been released, until it has come to rest or is out of play.
- (11) “Stone set in motion” means a stone in motion whose movement from a stationary position, in play, is caused by a delivered stone or another stone previously set in motion.

- (12) “Team” means three or four players playing together in accordance with Rule 5 and may also include the team alternate and coach as determined by the rules of the competition.
- (13) “Original position” means the position the stones were in immediately before the violation or incident took place.
- (14) “Five Rock Rule”: opposition stones in the Free Guard Zone cannot be moved to an out-of-play position prior to the delivery of the sixth stone of the end.

3. Sheet of Ice

- (1) The recommended length of the sheet from backboard to backboard shall be 146 feet (44.501 metres) to 150 feet (45.720 metres). The width of the sheet from sideline to sideline shall be a minimum of 14 feet 2 inches (4.318 metres) and a maximum of 15 feet 7 inches (4.750 metres). This area shall be delineated by lines drawn or dividers placed on the perimeter.
- (2) The centre line, one-half inch in width, shall be placed the length of the sheet through the centre of the tee lines to a point 12 feet (3.658 metres) behind each tee.
- (3) At each end of the sheet there shall be three distinct lines drawn from sideline to sideline as follows:
 - (a) Each tee line, one-half inch in width, shall be placed 12 feet (3.658 metres) from the hack (see image) to the centre of the tee line and there shall be 114 feet (34.747 metres) from the centre of one tee line to the centre of the other tee line. The distance from the backboard to the centre of the tee line shall be 16 feet (4.877 metres) if the length of the sheet is 146 feet (44.501 metres) from backboard to backboard. The distance from the backboard to the centre of the tee line shall be 18 feet (5.486 metres) if the length of the sheet is 150 feet (45.720 metres) from backboard to backboard. The intersection of the tee line and the centre line is called the tee or centre pin.
 - (b) Each back line, one half inch in width, shall be placed 6 feet (1.829 metres) from the centre of the tee line. The back line is a tangent with the outer edge of the 12-foot circle both exactly 6 feet (1.829 metres) from the tee where the back line intersects the centre line.
 - (c) The hog line, 4 inches (10.16 centimetres) in width, shall be placed with the inner (circle side) edge 21 feet (6.401 metres) from the centre of the tee line.
- (4) With each tee as centre, there shall be drawn four concentric circles at each end with the outer edge of the outer circle having:
 - (a) The twelve-foot circle - a radius of six feet (1.829 metres);



- (b) The eight-foot circle – a radius of four feet (1.219 metres);
 - (c) The four-foot circle – a radius of two feet (60.96 centimetres); and,
 - (d) The button – a radius of a minimum six inches (15.24 centimetres).
 - (e) The marking of the centre line and tee line may be omitted from the button area.
- (5) A tee centre (capable of accepting a measuring device) shall identify the intersection of the tee line and centre line of each house. The base portion shall be securely anchored at the exact intersection of the tee line and centre line of each house.
- (6) Hacks:
- (a) The hack(s) used for delivery shall be of a style and size accepted by Curling Canada.
 - (b) Each hack shall not exceed 8 inches (20.32 centimetres) in length.
 - (c) If two hacks are used, the back edge of each hack shall be placed 12 feet (3.658 metres) from the tee and the inside edge of each hack shall be no further than 3 inches (7.62 centimetres) from the centre line.
 - (d) If one moveable hack or fixed hack is used, it shall be placed with the back edge of the hack 12 feet (3.658 metres) from the tee and be either centered on the centre line or, with the inside edge no further than 3 inches (7.62 centimetres) from the centre line (left or right).
- (7) The **'Ice Dimensions (Diagram)'** shows the proper layout of the sheet in accordance with the measurements in this section.

4. Stones

- (1) A curling stone shall be of circular shape and, including handle and bolt, shall weigh a maximum of 44 pounds (19.96 kilograms) and a minimum of 38.5 pounds (17.46 kilograms).
- (2) It shall have a maximum circumference of 36 inches (91.44 centimetres) and shall be a minimum of 4.5 inches (11.43 centimetres) in height, measured between the bottom and top of the stone.
- (3) Two sets of eight stones shall be provided for each sheet of play.
- (4) A team member or coach shall not physically alter the running surface or weight of either teams assigned or selected game stones in any manner.
- (5) If a stone is broken in play, a replacement stone shall be placed where the largest fragment comes to rest. The inside edge of the replacement stone shall be placed in the same position as the inside edge of the largest fragment with the assistance of a measuring stick.

- (6) A stone that rolls over in its course or comes to rest on its side or top shall be removed immediately from play.
- (7) All sixteen stones originally on the sheet at the start of a game shall be delivered in every completed end. No interchange of stones or redelivery of previously delivered stones in that end may take place so that a stone is delivered for the second time.

If a team declares its own violation of (7), the non-offending team may allow the play to stand or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

5. Teams

- (1) A team is composed of four players.
- (2) Each player delivers two stones in consecutive order in each end while alternating with an opponent.
- (3) Unless otherwise specified in the special rules of the competition:
 - (a) The teams opposing each other in a game shall toss a coin to determine which team delivers the first stone in the first end. The winner of the toss has the choice between playing the first or second stone of the end.
 - (b) The team that plays the first stone of the end has choice of handle colour.
 - (c) In the second and subsequent ends, the winner of the preceding end shall play the first stone of the end.
 - (d) If an end is blanked (no score), the team delivering the first stone in the blanked end, shall deliver first in the next end.
- (4) The delivery rotation declared by a team prior to the start of a game shall be followed throughout that game except as provided for in 5(5), 5(6), 5(7).
- (5) Unless otherwise specified in the special rules of the competition:
 - (a) A team shall include a minimum of two players from the original team and a substitute player(s).
 - (b) A substitute player shall be:
 - i) A team's designated alternate.
 - ii) A player from a players' pool, or.
 - iii) Other eligible player as provided for in the rules of the competition.
 - (c) A team may play with three players with the first two players each delivering three consecutive stones in each end. Under no

circumstance may a team play with fewer than three players delivering stones.

- (d) A substitute player who joins a team prior to the start of a game may deliver stones in any position of the delivery rotation of the team. The team shall declare their delivery rotation at this time.
- (e) A substitute player who joins a team between ends may deliver stones in any position of the delivery rotation of their team. The team may re-declare their delivery rotation at this time.
- (f) During an end in play, if a player(s) is unable to complete the delivery rotation declared by the team at the start of the game, the team may activate a substitute player(s) subject to:
 - (i) A substitute player may only enter a game during an end if they deliver a stone within that end.
 - (ii) A substitute player(s) who enters a game during an end shall replace the sidelined player(s) in the team's delivery rotation for that end.
 - (iii) At the beginning of the next end, the substitute player may deliver stones in any position of the delivery rotation of their team.
 - (iv) The replaced team member may not return to the game.
- (6) A team that commences a game with three players and expects the fourth player to join the team, the fourth player may enter an end already in progress providing they are able to deliver a stone within the team's established delivery rotation. Prior to the next end, the team may re-establish the delivery rotation.
- (7)
 - (a) If a player delivers their first stone of the end and is unable to deliver their second stone of the end and the rules of the competition allow the team to continue play with three players and the team chooses to play with three players, the following procedures shall be followed:
 - (i) If the lead player, the second player shall deliver the stone.
 - (ii) If the second player, the lead player shall deliver the stone.
 - (iii) If the third player, the second player shall deliver the stone.
 - (iv) If the fourth player, the third player shall deliver the stone.
 - (b) If a player is unable to deliver both their stones during an end and the rules of the competition allow the team to continue with three players and the team chooses to play with three players, the following procedures shall be followed for the end in progress:

- (i) If the lead player, the second player shall deliver both lead player's stones and the first of the second player's stones, and the third player shall deliver the second of the second player's stones and both third player's stones.
- (ii) If the second player, the lead player shall deliver the first of the second player's stones, and the third player shall deliver the second of the second player's stones and both third player's stones.
- (iii) If the third player, the lead player shall deliver the first of the third stones and the second player shall deliver the second of the third player's stones.
- (iv) If the fourth player, the second delivers the fourth's first stone and the third delivers the fourth's second stone.

Penalty: If a team declares its own violation of Rule 5(5), 5(6), or 5(7), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team may allow the play to stand or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

6. Skips

- (1) The skip has the exclusive direction of the game for their team and shall deliver stones in each end.
- (2) The skip may play any position in the delivery rotation of their team. Regardless of the position played in the delivery rotation, the player designated as skip shall remain in that capacity throughout the course of that game except as provided for in Rule 5(5), 5(6) and 5(7).
- (3) When it is the skip's turn to deliver, they will elect a teammate to act as skip. Subject to Rule 5(4), the vice-skip may play any position in the delivery rotation of their team. Regardless of the position played in the delivery rotation, the player designated as vice-skip shall remain in that capacity throughout the course of that game except as provided for in Rule 5(4). The vice-skip shall assume the responsibilities of the skip when the skip is not on the playing surface.

Penalty: If a team declares its own violation of Rule 6(1), 6(2) or 6(3), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team may allow the play to stand or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

7. Position of Players

- (1) Members of the non-delivering team:
 - (a) Only the skip and vice-skip may be positioned inside the hog line at the playing end. They shall position themselves behind the back line when the delivering team is in the process of delivery. Both players shall be motionless with their brooms positioned in a manner not to interfere with or distract the attention of the player who is in the process of delivery as provided for in Rule 8(4)(a).
 - (b) The player who is next to deliver may take a stationary position to the side of the sheet behind the hacks at the delivery end. The player shall remain silent and motionless when the delivering team player is in the process of delivery as provided for in Rule 8(4)(a).
 - (c) The players not taking the positions (1)(a) or (1)(b) shall position themselves between the hog lines and to the extreme sides of the sheet when the opposing team is delivering a stone. The players positioned in this area shall remain in single file when the delivering team player is in the process of delivery as provided for in Rule 8(4)(a).
 - (d) The non-delivering team members shall not take any position or cause such motion that would obstruct, interfere with, or distract any member of the delivering team.

Penalty: If a team declares its own violation of Rule 7(1)(a), 7(1)(b), 7(1)(c) or 7(1)(d), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team has the option of allowing the play to stand; or recommencing the delivery of the stone; or replacing all affected stones as close as possible to their original position and redelivering the stone.

- (2) Members of the delivering team:

The skip or vice-skip directing play shall be positioned between the backboards and the hog line, on the ice, of the playing end while their team is in the process of delivery. They shall have choice of position for the purpose of directing play.

Penalty: If a team declares its own violation of Rule 7(2), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team may allow the play to stand; or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

8. Delivery

- (1) The delivery of a stone by the right hand shall be initiated from the hack located to the left of the centre line. The delivery of a stone by the left hand shall be initiated from the hack located to the right of the centre line.
- (2) If a single, moveable hack is in use, the delivery of a stone by the right hand or the left hand may be initiated from a hack located on the centre line.
- (3) The delivery and release of a curling stone are intended to occur in a reasonably straight line from the hack towards the target broom.
- (4)
 - (a) A player, whose team is in control of the house, is in the process of delivery from the time the player is positioned in the hack until the stone is released.
 - (b) A player shall only commence a forward progression from the hack with a stone after the previously delivered stone and any stones set in motion have come to rest or have crossed the back line and their team is in control of the house.
- (5) The stone shall be released before it reaches the hog line at the delivering end.
- (6) If a team declares its own violation of (5), the non-offending team shall remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.
- (7) If a player wishes to recommence the delivery because of their own team's action, the player may do so providing the stone has not reached the nearer tee line.
- (8) If an extreme circumstance occurs during the delivery that distracts the thrower to a significant degree, the stone may be redelivered prior to the opposition delivering their next stone.
- (9) Players shall be ready to deliver when their turn comes. Delay of a game in progress by a player for any reason (excluding accident or illness) shall not exceed three minutes.
- (10) If a player delivers a stone belonging to the opposing team, that stone shall be allowed to come to rest and then is replaced with a stone belonging to the delivering team.
- (11)
 - (a) If a player delivers a stone when it is not their team's turn to deliver:
 - (i) If the error is discovered after only the first stone has been delivered, the end shall be replayed.

- (ii) If the error is discovered after the second (or next) stone of the end has been delivered, the end shall continue, and the new delivery rotation shall take effect.
 - (b) If an error in a team's delivery rotation causes a player to miss a turn, the player who has missed a turn shall deliver the last stone for their team in the end.
 - (c) If opposing teams agree that a stone has been missed but are unable to determine which player missed their turn, the lead of the team that missed a turn shall play the last stone for their team in that end.
- (12) If a team delivers two stones in succession in the same end, they shall remove the second stone that was played, replace any stone(s) displaced by the stone and the end shall continue. The second stone that was played in error will be delivered in its proper rotation. If the infraction is not discovered until after the delivery of a subsequent stone, play will continue in the new rotation.
- (13) If a player on a four-player team delivers three stones in one end, except as provided for in Rule 5(5), 5(6), or 5(7), the stone delivered in error shall be removed from play and all displaced stones put back to their original positions.

9. Touched Moving Stones

- (1) A stone in motion shall not be touched by any player, equipment, or personal belongings of the team to which it belongs.
- (2) A stone re-touched by the hand after release, but re-touched before the hog line, is not a violation.
- (3) Between the tee line at the delivering end and the hog line at the playing end:
 - (a) 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.
 - (b) If a moving stone is touched, or is caused to be touched by the opposition or by their equipment or is affected by an external force:
 - (i) If the stone was the delivered stone, it is re-delivered.
 - (ii) 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.
- (4) Inside the hog line at the playing end:
 - (a) 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 touched stone must be removed from play and all stones that were displaced after the infraction are placed to their original positions; unless the non-offending team considers it an advantage to;

- (i) Leave all stones where they came to rest, or;
 - (ii) Place all stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.
- (b) If a moving stone is touched, or is caused to be touched, by the opposition or by their 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.
 - (c) 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.
 - (d) If a moving stone is touched by a stone deflecting off the sheet dividers, the non-delivering team shall place the stone where it reasonably considers the stone would have come to rest had the moving stone not been touched.

10. Displaced Stationary Stones

- (1) If a stationary stone - that would have had no effect on the outcome of a moving stone - is displaced or caused to be displaced by a player or external force, it is replaced in its original position to the satisfaction of the non-offending team. If there is any question as to which stone was counting, the displaced stone shall be positioned in favour of the non-offending team.
- (2) 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, after which the stone whose course would have been altered will be removed from play and all stones that were displaced as a result of the infraction are placed to their original positions; unless the non-offending team considers it an advantage to;
 - (a) Leave all stones where they came to rest, or;
 - (b) Place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.
- (3) 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. If agreement on the original positions cannot be reached, the end is replayed.

- (4) If a stone(s) deflecting off the sheet dividers causes the displacement of a stationary stone(s), the stone(s) is replaced to its original position(s) by the non-delivering team.

11. Sweeping

- (1) Between the tee lines, any and all members of the delivering team may sweep any of their team's stones in motion.
- (2) A stationary stone must be set in motion before any sweeping may occur.
- (3) During the delivery of the first five stones of any end, any two players of the non-delivering team may sweep their stone when set in motion.
- (4) After the delivery of the first five stones of any end, only the skip or vice-skip of the non-delivering team may sweep their team's stone(s) after it is set in motion.
- (5) 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.
- (6) Behind the tee line, a team has first privilege of sweeping its own stone, but it must not obstruct or prevent their opponent from sweeping.
- (7) An opponent's moving stone shall not be swept until the front end of the stone reaches the farther tee line and sweeping shall only take place behind the tee line.
- (8) Given that the intent of sweeping is to keep the path of the stone clean and to take a stone farther.
 - (a) Sweeping shall not leave any debris in front of a moving stone.
 - (b) The final sweeping motion shall finish outside the path of the stone.
- (9) When sweeping with a corn/straw broom, the sweeping motion shall take place with the corn/straw pointing in the direction of play. Backward sweeping with a corn/straw broom is not acceptable.
- (10) Light cleaning anywhere on the sheet is acceptable as long as it does not interfere with the delivering team.
- (11) Prior to the delivery of the stone, the delivering team may lightly clean the intended path of the stone to be delivered or the path(s) of any stones that may be set in motion.

12. Free Guard Zone (FGZ), Five Rock Rule

- (1) The FGZ is the area between the hog line and the tee line, excluding the house.
 - (a) A stone which comes to rest biting or in front of the hog line after making contact with a stone in the FGZ is considered to be in the FGZ.
 - (b) A stone that comes to rest outside the house but biting the tee line is not considered to be in the FGZ.
- (2)
 - (a) Any stationary stone(s) belonging to the opposition located in the FGZ shall not be removed from play by the delivering team prior to the delivery of the sixth stone of the end.
 - (b) When an opposition's stone(s) is removed from play from the FGZ prior to the sixth stone of the end, directly or indirectly and without exception, the delivered stone must be removed from play and any other displaced stones replaced as close as possible to their original position(s).
 - (c) Any stone previously in the FGZ, whose location is now not in the FGZ as per (1)(a) or (1)(b) may be removed at any time without penalty.
 - (d) A delivered third, fourth or fifth stone of an end may hit an opposition stone(s) located in the FGZ on to a stone(s) not in the FGZ providing that any opposition stone originally located in the FGZ remains in play. If an opposition's stone(s) is removed from play, apply (2)(b).
 - (e) A team may remove their own stone from the FGZ providing its removal does not cause an opposition stone to be removed from play from the FGZ. If an opposition's stone(s) is removed from play, apply (2)(b).
 - (f) A team may raise their stone located in the FGZ on to an opposition stone located in the house (not in the FGZ) and remove it from play. If an opposition's stone(s) in the FGZ is removed from play during the execution of the raise, then apply (2)(b).
- (3) After the delivery of each of the first four stones of an end, it is the responsibility of the skip of the team who is about to deliver to ensure agreement with the opposing skip as to whether or not any of the stone(s) in play have come to rest in the FGZ. If they cannot agree, they shall make the determination by using the six-foot measuring stick. If the position of another stone(s) hinders the use of the six-foot measure, they may reposition the stone(s), complete the measurement and replace the stone(s) to its original position.

- (4) A visual agreement by the opposing skips as to whether or not one of the first four stones of the end was in the FGZ, does not preclude a measurement occurring at the conclusion of the end involving the same stone(s).

13. Stones in Play and Scoring

- (1) A stone must be fully over the hog line at the playing end to be considered in play. A stone not fully over the hog line shall be removed from play except as provided for in (2) or (3).
- (2) A delivered stone not fully over or staying outside of the hog line after striking a stone in play shall remain where it stopped and shall be considered to be in play.
- (3) A delivered stone striking a stone outside of the hogline that is considered to be in play because of earlier activity shall be considered to be in play.
- (4) A stone that crosses the hog line but spins such that it comes to rest biting the hog line, is considered "out of play".
- (5) A stone, which clearly crosses the back line, is removed from play immediately.
- (6) A stone that touches a sideline, hits a divider, or comes to rest biting a sideline shall be immediately removed from play.
- (7) If a stone in motion hits a stationary stone and a sideline or divider at the same time, the stationary stone shall be allowed to take its course as if it had been hit first.
- (8) A game shall be decided by a majority of points.
- (9) Each stone, any part of which is within six feet (1.829 metres) of the tee, is eligible to be counted.
- (10) A team scores one point for each eligible stone that is closer to the tee than any stone of the opposing team.
- (11) An end shall be decided and be considered complete when the skips or vice-skips in charge of the house agree upon the score for the end.
- (12) If two or more stones are tied, then none of the tied stones shall count and only stones closer to the tee than the tied stones shall be eligible to be counted. If the tied stones are to determine which team shall count in that end, the end shall be considered blank.
- (13) If a stone(s), which may have affected the points scored in an end, is displaced prior to the skips or vice-skips deciding the score, the team causing the displacement shall forfeit the point(s) involved.
- (14) Should an individual, other than the two teams, displace or cause the displacement of a stone(s) prior to agreement of the score or a measure

being determined, the following shall apply:

- (a) Preceding the final end:
 - (i) If the displaced stone(s) would have determined who won an end, the end shall be 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 shall have the option of replaying the end or keeping the point(s) already secured and proceeding to the next end.
- (b) In the final end:
 - (i) If the game is tied and the displaced stone(s) would have determined which team won the game, the end shall be replayed.
 - (ii) If the displaced stone(s) would have determined if the game was tied or lost by the team that was behind in points, that team shall have the option of replaying the end or keeping the point(s) they had already secured and playing an additional end without last stone.
 - (iii) If the team that was behind in points had already secured sufficient points to tie the game, and the displaced stone(s) would have determined if they won the game, that team shall have the option of replaying the end or keeping the point(s) already secured and playing an additional end, with last stone being determined by a single draw to the tee with sweeping. The team who was ahead in points when the end began shall have the choice of drawing first or last.
 - (iv) If the displaced stone(s) would have determined if the game was lost, tied, or won, the team that was down in points shall have the option of replaying the end or keeping the point(s) already secured, if any, and playing an additional end, with last stone being determined by a single draw to the tee with sweeping. The team who was ahead in points when the end began shall have the choice of drawing first or last.

Rule 13(14)(b)(iv) applies to the following types of situations:

Situation #1 - A team is one down going home and measuring two of their stones to determine if they have lost, tied, or won the game.

Situation #2 - A team is two down going home counting one and measuring two of their stones to determine if they have lost, tied, or won the game.

- (15) If, after regulation play, the score is tied, play shall be continued

without changing the rotation of play (end the stones are thrown to) for such additional end or ends as may be required to decide the winning team.

- (16) Marking the Scoreboard for Incomplete Ends in General Play
- (a) When both teams still have stones to be delivered (at least one each) and there is a concession, no points are placed on the scoreboard.
 - (b) When one team has delivered all of their stones (15 of 16 stones have been delivered) and there is a concession:
 - (i) the team that delivered all of their stones has stones counting and the game was conceded, no points are placed on the scoreboard;
 - (ii) the team that did not deliver all of their stones has stones counting and the game was conceded, these points are given and placed on the scoreboard;
 - (iii) if fifteen stones are delivered and no stones are counting when the game is conceded, no points are placed on the scoreboard.

14. Measuring

- (1) The diameter of stones varies; therefore, measurements shall be taken from the tee to the closest part of a stone.
- (2) A measure that results in stones being an identical distance from the tee shall be declared tied.
- (3) No physical device to aid visual observation shall be used in measuring prior to the last stone delivered in the end coming to rest except as provided for in (4) and Rule 12(3).
- (4) Decisions on whether a stone is in or out of play at the hog line, sidelines and back line shall be visual except as provided for in (5). If the opposing skips cannot agree, they may request a non-partisan third party to render a decision.
- (5) A skip may conduct a measurement when a stone is located on the back line in proximity to the centre line to confirm if the stone is in or out of play. The 6-foot measuring stick shall be used. If the position of a stone(s) in the house makes it impossible to use the measuring stick to determine if a stone is in or out of play and the opposing skips cannot agree, they may request a non-partisan third party to render a decision.
- (6) If two or more stones are so close to the tee that a measuring device cannot be used, and a visual comparison cannot determine which stone is closest to the tee, the stones shall be considered tied. If these stones were to determine who counted in the end, the end shall be considered blank.

- (7) A measuring stick that measures a distance of six feet (1.829 metres) from the tee shall be used, if necessary, to confirm whether a stone is within six feet (1.829 metres) of the tee as provided for in (5), Rule 12(3), and Rule 13(9).

15. Equipment

- (1) A player shall not use footwear or equipment that may damage or affect the playing quality of the ice surface. (Examples: shedding brushes, faulty slider or gripper.)
- (2) At the start of each game, players shall declare what type of sweeping device that they will be using for the duration of the game (brush, synthetic straw style broom or corn/straw broom).
- (3) Players shall use the same corn/straw broom for the duration of the game and shall not exchange with another player for a brush or synthetic straw style broom.
- (4) A broom or brush broken during the game shall be replaced by the same type of sweeping device.
- (5) The use of a curling aid commonly referred to as a “delivery balance device” is acceptable. The balance device shall not exceed 5 feet (1.524 metres) in length and 12 inches (30.48 centimetres) in width. Height may vary.

16. Game Duration and Postponement

- (1) A game shall be of such length or duration as is stated in the rules governing the competition or league play.
- (2) If for any reason a game in progress is postponed to another time, the game shall continue from the last completed end.
- (3) If a team does not commence play at the designated time (unless otherwise stated by the rules governing the competition or league play):
 - (a) 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;
 - (b) If the delay of the start of play is 16-30 minutes, then the non-offending team receives one additional point and will have last stone in the first end of actual play. Two ends are considered completed;
 - (c) If play has not started after 30 minutes, then the non-offending team is declared winner by forfeit. The final score shall be recorded as ‘W’ and ‘L’ (win – loss).

17. Curling with a Delivery Stick

- (1) The use of a curling aid commonly referred to as a “delivery stick”, which enables the player to deliver a stone without placing a hand on the stone handle, is considered acceptable.
- (2) The use of a delivery stick is not allowed in events leading to Curling Canada championships. Exception: Wheelchair Curling and Curling Club Championships.
- (3) If a player starts a game with a delivery stick, then that player shall use a delivery stick throughout that game.
- (4) A player may not alternate delivery from the traditional hand delivery to a delivery stick or vice-versa.
- (5) If delivery begins from the hack, then players using the delivery stick must adhere to Rule 8(1) and 8(2). The stone must be delivered along a straight line from the hack to the intended target broom.
- (6) The delivery may also begin anywhere along the centre line with a portion of the stone touching the centre line prior to the delivery. The stone must be delivered along a straight line from this position on the centre line to the intended target broom.
- (7) A stone delivered with a delivery stick must be released before it reaches the hog line at the delivering end. Rule 8(5).
- (8) All other delivery rules apply.

18. Miscellaneous

- (1) If any exceptions to the preceding rules are necessary to accommodate players with physical disabilities, appropriate adjustments are acceptable.
- (2) Persons who are considered visually impaired may make use of aids such as flashlights, lighted brooms, monocular or binoculars anywhere on the sheet of ice to assist in guiding. Laser pointers are not allowed.
- (3) Should any situation occur that is not covered by the rules, the decision shall be made in accordance with equity.

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