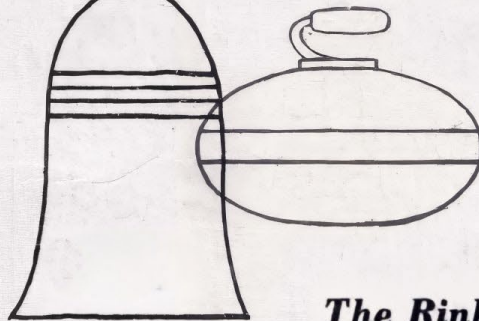


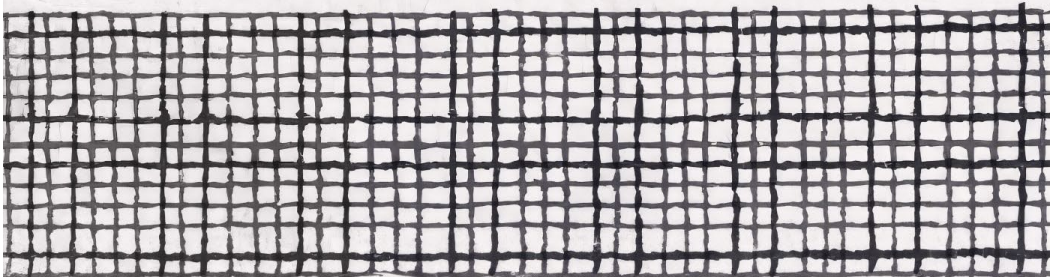


CURLING



*The Rink and Rules
of the Game*

THE DOMINION CURLING ASSOCIATION
affiliated with
The Royal Caledonian Curling Club of Scotland



COMPLIMENTS OF THE **BANK OF MONTREAL**

Rules of the Game

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THE SPIRIT OF CURLING

The heart of curling is its incomparable spirit. Without that spirit, curling is just another pastime. Played in that spirit, it is the king of all games. The spirit of curling is reflected in its most cherished traditions.

Curlers play the game to win; but not to humble their opponents: Every curling game ends with a hearty handclasp of friendship and goodwill to both teammates and opponents.

Every true curler would rather lose than win unfairly. He never attempts to distract any opponent or otherwise prevent him from playing his best. No curler ever deliberately breaks a rule of the game; and should he do so inadvertently and be aware of it, he is the first to divulge the breach.

From time immemorial curling has been a truly amateur sport. No curler plays the game for pecuniary profit either to himself or anyone else.

Uniformity of curling costumes to indicate teams or curling clubs is universally approved; but the advertising of any business or product by such means militates against the amateur spirit of the game.

Prizes of more or less value - and the less the intrinsic value, the better - are awarded for success in the game and are cherished chiefly as mementos. Curling is the kind of game that neither needs nor permits a wager upon its outcome to enhance its enjoyment. Only by a strict observance of these time-honored traditions can curling be kept as a game that is played for love of it alone.

The respect and honor accorded to any curler is derived neither from his wealth nor his social position, but rather from his worth as a man, his skill and gentlemanly conduct as a curler, and his devotion to the game and its spirit.

PREFACE

The special Rules Committee which was first appointed to consider the Association's rules with a view to revision of the same at the meeting held at Halifax in 1951 and which committee was reappointed at subsequent annual meetings, as now composed is as follows:

- Ross G. L. Harstone - Chairman-Hamilton, Ont. Horace P. Webb-Halifax, N.S.
- Dr. A. F. Anderson-Edmonton, Alta.
- F. J. Lucas-Toronto, Ont.
- H.F. Rankine-Westfield Centre P.O., N.B.
- H. E. Weyman - Levis, Que.
- Richardson - Regina, Sask.
- E. Dunker - Kitchener, Ont. Sam Rothschild - Sudbury, Ont.
- J. G. Pattee - Montreal, Que.
- John Dutton - Winnipeg, Man.
- W. B. Cowan, Q.C.- Toronto, Ont.
- N. MacGowan - Hampton Sta., N.B. - Ex-Officio

Since the rules were first revised and adopted on March 5th, 1952, over 300,000 copies of the Rules have been printed and distribute in all parts of Canada and the United States. This present edition, a copy of which will be made available to all curlers in Canada, includes not only the Rules of the Game as revised and adopted on March 5th, 1952, but includes all revisions and clarifications made to date. These rules are the playing rules of all competitions sponsored by The Dominion Curling Association, including the Canadian School Curling Championships, and have been adopted by the Trustees of the Macdonald's Brier Tankard as the playing rules of this competition for the Canadian Curling Championships.

Dated this 15th August 1960

THE RINK AND RULES OF THE GAME

While the main object of matches between clubs is to determine their relative skill in the game it should ever be borne in mind that the ultimate object of Curling is to develop a manly recreation and to promote goodwill, kindly feeling and honorable conduct among those who take part in it, and this sentiment should influence both the interpretation and the application of all rules.

THE RINK

1. The length of the Rink from the hack to the tee shall be 126 feet.
2. The tees shall be 114 feet apart - and, with the tees as centres having a radius of 6 feet - a circle shall be drawn, - additional inner circles having a radius of 4 feet, 2 feet and 6 inches may also be drawn.
3. From and in exact alignment with both tees, a line called the centre line shall be drawn to a point 12 feet behind each tee. At this point, lines of 1 foot 6 inches in length shall be drawn at right angles to the centre line on which a hack shall be cut or made. The hack shall not exceed 8 inches in length, the inner edges of such hack shall not be more than 3 inches from the centre line, so that all stones shall be delivered with their centre upon the centre line.

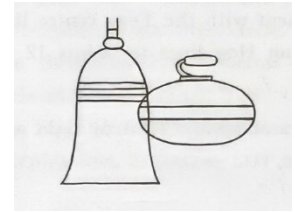
Standard molded rubber curling hacks and cast iron cups used to install the rubber hack are recommended for use in all curling clubs.

The hack shall be of such depth and width to permit the insertion of the Dominion Curling Association standard rubber hack.

The upright wooden back of the hack, if possible, should be flush with the ice surface.

4. Other lines shall be drawn across the rink at right angles to the centre lines as in the diagram viz:

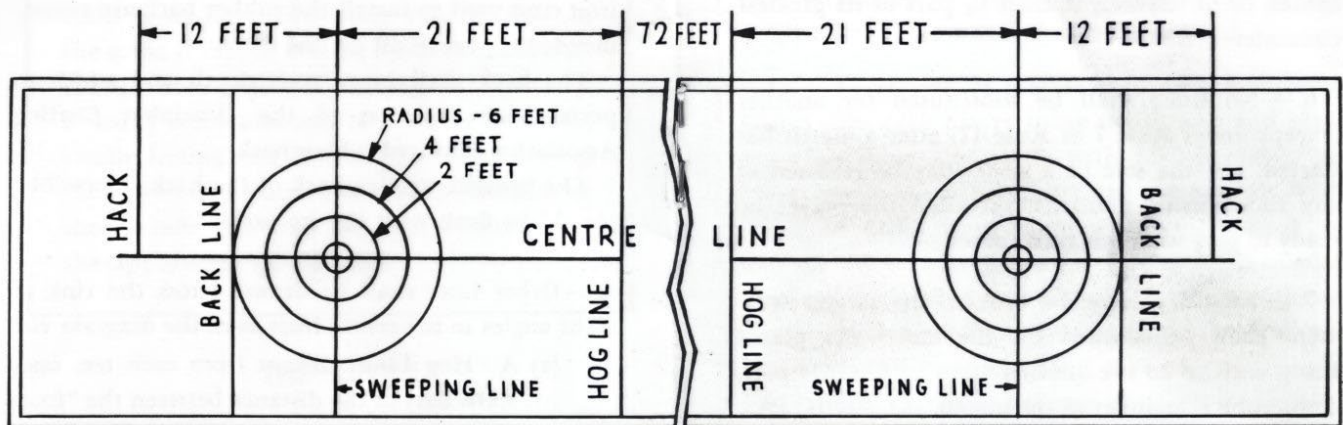
- a. A "Hog Line" distant from each tee, one-sixth part of the distance between the "foot-line" and the farther tee.
- b. A "Sweeping Line" across each 6-foot circle and through each tee.
- c. A "Back Line" behind and just touching outside each 6-foot circle.



Note: In forming rinks the Diagram shall be referred to.

Diagram to be drawn on the Ice and referred to throughout the Rules as

'THE RINK'



Directions

1. The Tees shall be 14 feet apart.
2. Around each Tee draw a circle having a radius of 6 feet. (Inner circles may also be drawn).
3. In alignment with the Tees, centre lines shall be drawn from Hog lines to points 12 feet behind the Tee.
4. Draw lines across the Rink at right angles to the centre line, viz: -
 - (a) Hack Line – 18 inches in length, (9 inches on each side of centre line) 12 feet behind the Tee.
 - (b) The back Line – behind and just touching the outside of each outer circle.
 - (c) The Sweeping Line – across each outer circle and through each Tee.
 - (d) The Hog Line – Distant from the Tee or sweeping line, 21 feet.

THE RULES OF THE GAME

5. All curling stones shall be of a circular shape. No stone including handle and bolt shall exceed 44 lbs. or of greater circumference than 36 inches, or of less height than 1/8 part of its greatest circumference.
6. No stone shall be substituted for another (except under Rule 7 or Rule 17) after a match has started, but the sole of a stone may be reversed at any time during a match, provided the player be ready to play when his turn comes.
7. Should a stone be broken, the largest fragment shall be counted for the end - the player being entitled to use another stone or another pair, during the remainder of the match.
8. Any stone which rolls over, or comes to rest on its side or top, shall be removed from play.
9. Should the handle quit the stone in delivery, the player must keep hold of it, otherwise he shall not be entitled to replay the shot.
10. Every stone which does not clear the "hog line" shall be called a "hog" and shall be removed from play, but no stone shall be considered a "hog" which has struck another stone lying in position. A stone coming to rest after passing the "back line" and being clear of it must be removed from the ice.
11. All matches shall be of a certain number of "ends" or "shots" or "by time" as may be agreed on or as fixed by an umpire at the outset. In the event of competitors being equal, play must be continued by all the rinks engaged for one or more ends as may be agreed on, or as may be "fixed" by the umpire until the match has been decided.
12. Every rink of players shall be composed of four a side, each player using two stones, and playing each stone alternately with his opponent. No player shall wear boots, tramps, or sandals with spikes or other contrivance which may break or damage the surface of the ice. The rotation of play observed during the first end of the match or game or competition shall not be changed. Any rink not having its full complement of four players shall be disqualified, except in the case of illness or accident during the competition. If the skip, the vice-skip or the second player is absent, the lead shall play four stones in the proper rotation as lead and second player. If the lead is absent, the second player shall play four stones in the proper rotation as lead and second player. Thus, no rink may continue play

with less than three players, and no sweeper will be allowed.

13. The skips opposing each other shall settle by lot or in any other way they may agree upon, which party shall lead at the first end, after which the winners of the preceding end including extra ends if any, shall do so.
14. The skip shall have the exclusive direction and control of the game for his rink, and may play last stone, or any position in the game he pleases, but he shall not be entitled to change his position when that has been fixed. When his turn to play comes, he shall select one of his players to act as skip in his place, and take the position of an ordinary player. No other player may act as skip except the one so designated at the start of the match. The skip may return to the tee for brief consultation with the acting skip. Any consultation or discussion by the skip, other than with his vice-skip shall not be conducted in or behind the rings.
15. Players during the course of each end shall be arranged along the sides, but well off the centre of the rink, as the skips may direct; and no one except the playing party and his sweepers, shall go upon the centre of the rink. Skips and/or vice-skips may stand within the circle. The skip of the playing party shall have the choice of place, and shall not be obstructed by the other skip or vice-skip in front of or behind the sweeping line, but behind the sweeping line the privileges of both shall be equal. No other player than the skips acting for the time being may stand behind the circle while play is proceeding.
16. Each player must play from the hack and in the delivery of the stone no part of the foot on which the player is sliding shall touch the nearest hog line. Left-handed players shall play from the hack placed on the right-hand side of the centre line and right-handed players shall play from the hack placed on the left-hand side of the centre line. Stones delivered from the wrong hack (or by a player any part of whose foot on which he is sliding shall have touched the nearest hog line) shall be removed from play by the playing side immediately after the player has delivered his stone. However, if the stone so played has come to rest or struck another stone, the played stone shall be removed and the displaced stone or stones be placed as nearly as possible where they originally were to the satisfaction of the opposing skip. Both skips should agree upon the position, but failing agreement the umpire shall decide. No player may hold his stone, and return to the hack for another delivery, once the stone has crossed the nearest sweeping line; in the event of an infraction, the stone shall be removed from the ice by the playing side.

17. Each player must be ready to play when his turn comes and must not take more than a reasonable time to play. Should a player play a stone belonging to the other side the stone which ought to have been played shall be put in its place.
18. If a player should play out of his turn the stone so played may be stopped in its progress and returned to the player. Should the mistake not be discovered until after the stone has come to rest or has struck another stone the end shall be continued as if it had been played properly from the beginning, but the missed stone shall be played by the player missing his turn as the last stone from his side for that end. If after consultation with the rinks and the umpire or a neutral curler thoroughly conversant with the rules, it has been agreed that a stone has been missed and it is impossible to decide which player has missed playing the stone, the lead shall play the last stone for his side for that end.
19. The sweeping shall be under the direction and control of the skips. The players party may sweep the ice from the sweeping line next to the player playing to the sweeping line at the other end and any stone set in motion by a played stone may be swept by the party to which it belongs in front of the sweeping line but behind the sweeping line both skips shall have equal rights as per Rule 15. Only the skip or vice-skip of each rink directing play at the time shall be allowed to sweep behind the sweeping line. When snow is falling or drifting the players party may sweep the ice from hack to hack. The sweeping shall always be to a side and all sweepings shall be removed from the rink. At the conclusion of the end either of the skips may call upon all players to clean and sweep the entire rink: If objected to, this shall be subject to the approval of the umpire.
20. (a) If, in sweeping or otherwise, the course of a running stone be affected by any of the party to which it belongs, it shall be removed from play, by the playing side; but if by any of the adverse party, it shall be placed where the skip of the party to which it belongs shall direct. Should the position of any stones be altered by such affected stone the skip opposed to the party at fault shall have the sole right to replace them.

(b) Should any played stone be displaced before the end is reckoned, it shall be placed as nearly as possible where it lay, to the satisfaction of the skip opposed to the party displacing. If displaced by any other party, both skips should agree upon the position to which it is to be returned, but if they do not agree, the umpire shall decide.
21. All games shall be decided by a majority of shots or points. A rink shall score one shot or point for every stone which is nearer the tee than any stone of the opposing rink. Every

stone which is not outside the outer circle shall be eligible to count. All measurements shall be taken from the tee to the nearest part of the stone. Disputed shots shall be determined by the acting skips; if they disagree by the umpire; or when there is no umpire, by a neutral curler chosen by the skips. No measuring of stones shall be allowed previous to the termination of the end except by the umpire when necessary for the umpire to decide whether or not a stone is alive.

22. On appeal from any competing skip, in any competition the umpire or the committee appointed for the purpose shall have the right to declare whether or not the ice is playable. In every case of postponement to another day the match, game or competition when renewed must commence "de novo".

