OLYMPIC / PARALYMPIC WINTER SPORT

THE RULES OF CURLING

and

Rules of Competition

July 2024

THE SPIRIT OF CURLING

Curling is a game of skill and of tradition. A shot well executed is a delight to see and it is also a fine thing to observe the time-honoured 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 never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of curling demands good sportsmanship, kindly feeling and honourable conduct.

This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

REVIEW PROCESS

The Rules of Curling and the Rules of Competition will be reviewed by the World Curling Competitions & Rules Commission on an annual basis. Member Associations may submit in writing suggestions for this review to the Secretariat by 31 December.

WORLD CURLING MISSION STATEMENT

To be the world's favourite Olympic / Paralympic Winter team sport.

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THE RULES OF CURLING

These rules apply to any game or competition to which they are made applicable by the curling organisation having jurisdiction.

R1. SHEET

(a) The length of the ice sheet from the inside edges of the back boards is 45.720 metres (150 feet). The width of the sheet from the inside edges of the side lines is a maximum of 4.750 m. (15 ft. 7 inches). This area is delineated by lines drawn, or by dividers placed on the perimeter. If the size of an existing facility will not permit these measurements, then the length may be reduced to a minimum of 44.501 m. (146 ft.), and the width to a minimum of 4.420 m. (14 ft. 6 in.).

(b) At each end of the sheet there are clearly visible parallel lines in the ice from side line to side line as follows:

I. the tee line, 13 mm. (1/2 in.) maximum width, placed so that the centre of the line is 17.375 m. (57 ft.) from the middle of the sheet.

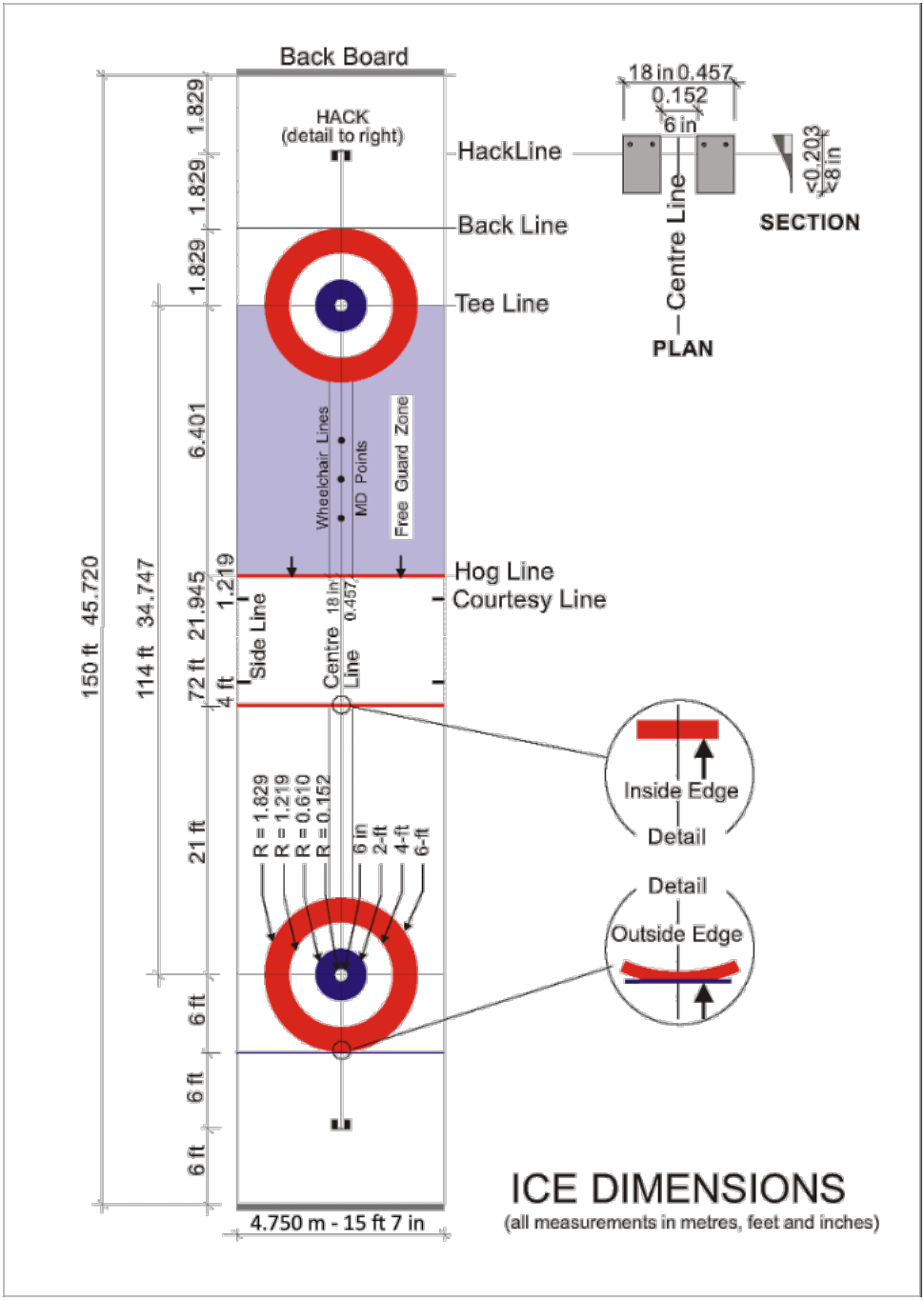
II. the back line, 13 mm. (1/2 in.) maximum width, placed so that the outside edge is 1.829 m. (6 ft.) from the centre of the tee line.

III. the hog line, 102 mm. (4 in.) in width, placed so that the inside edge is 6.401 m. (21 ft.) from the centre of the tee line.

IV. the centre line, 13 mm. (1/2 in.) maximum width, joins the midpoints of the tee lines and extends 3.658 m. (12 ft.) beyond the centre of each tee line.

V. the hack line, 457 mm. (1 ft. 6 in.) in length and 13mm. (1/2 in.) maximum width, is placed parallel to the tee line, at each end of the centre line.

VI. the courtesy line, 152 mm. (6 in.) in length and 13mm. (1/2 in.) maximum width, is placed 1.219 m. (4 ft.) outside and parallel to the hog lines, on each side of the sheet.


Back Board
HACK
(detail to right)
HackLine
Back Line
Tee Line
Wheelchair Lines
MD Points
Free Guard Zone
Hog Line
Courtesy Line
Side Line
Centre Line
18 in 0.457
4 ft
1.829
1.829
1.829
6.401
1.219
21.945
34.747
45.720
150 ft
114 ft
72 ft
21 ft
6 ft
6 ft
6 ft
R = 1.829
R = 1.219
R = 0.610
R = 0.152
6 in
2-ft
4-ft
6-ft
4.750 m - 15 ft 7 in
18 in 0.457
0.152
6 in
Centre Line
<0.203
<8 in
SECTION
PLAN
Inside Edge
Detail
Detail
Outside Edge
ICE DIMENSIONS
(all measurements in metres, feet and inches)

(c) For wheelchair events, at each end of the sheet, 2 thin (i.e. – wool) wheelchair lines are placed parallel to and on opposite sides of the centre line, extending from the hog line to the outermost edge of the nearest circle, with the outside edge of each line being 457 mm. (18 in.) from the centre line.

(d) A centre hole (tee) is placed at the intersection of each tee line and centre line. With the tee as centre, there are four concentric circles placed at each end of the sheet, with the outer edge of the outer circle having a radius of 1.829 m. (6 ft.), the next circle a radius of 1.219 m. (4 ft.), the next circle a radius of 610 mm. (2 ft.), and the innermost circle having a minimum radius of 152 mm. (6 in.).

(e) Two hacks are placed on the hack line, on opposite sides of the centre line, with the inside edge of each hack 76 mm. (3 in.) from the midpoint of the centre line. The width of each hack shall not exceed 152 mm. (6 in.). The hack is attached to suitable material, and the inside edge of that material is placed on the inside edge of the hack line so that the hack does not extend more than 203 mm. (8 in.) in front of the hack line. If the hack is recessed into the ice, this is not to be more than 38 mm. (1.5 in.) in depth.

R2. STONES

(a) A curling stone is of circular shape, having a circumference no greater than 914 mm. (36 in.), a height no less than 114 mm. (4.5 in.), and a weight, including handle and bolt, no greater than 19.96 kg. (44 lbs.) and no less than 17.24 kg. (38 lbs.).

(b) Each team uses a set of eight stones having the same handle colour 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. If agreement cannot be reached, the end will be replayed.

(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 positions prior to the incident taking place.

(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 at the playing end 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 sheets.

(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, fourth or fifth stone of an end, to determine if a stone is in the Free Guard Zone or in the No-Tick 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 subject to (d)II. A team that deliberately changes its delivery rotation, or positions, during a game will forfeit the game, unless it was done when bringing in an alternate player.

(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 only at the start of an 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) In competitions where alternates are allowed, only one alternate can be registered and used in that competition. If there is a violation, the offending team will forfeit the game.

(g) If a player delivers the first allocated stone of an end and is unable to deliver the second allocated stone, the following is the procedure for the remainder of that end. If the player is the:

I. first player, the second player delivers the stone.

II. second player, the first player delivers the stone.

III. third player, the second player delivers the stone.

IV. fourth player, the third player delivers the stone.

(h) If a player whose turn it is to deliver is unable to deliver both of the allocated stones during an end, the following is the procedure for the remainder of that end. If the player is the:

I. first player, the second player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones.

II. second player, the first player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones.

III. third player, the first player delivers the first stone of the third player, then the second player delivers the second stone of the third player, then the fourth player delivers the last two stones.

IV. fourth player, the second player delivers the first stone of the fourth player, then the third player delivers the second stone of the fourth player.

R4. POSITION OF PLAYERS

(a) Non-Delivering Team:

I. During the process of delivery, the players take stationary positions along the side lines 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.

2) the player who is to deliver next may take a stationary position to the side of the sheet, behind the hacks, at the delivery 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 positions prior to the violation taking place.

(b) Delivering Team:

I. The skip, or the vice-skip when it is the skip's turn to deliver, or when the skip is not on the ice, is in charge of the house.

II. The player in charge of the house is positioned inside the hog line, with at least one foot/wheel on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery.

III. Any improper position of players (without permission of the Chief Umpire) will result in the delivered stone being removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

R5. DELIVERY

(a) Unless predetermined or decided by the Last Stone Draw (LSD), the teams opposing each other in a game shall use a coin toss to determine which team delivers the first stone in the first end. This order of play shall be maintained until one team scores, after which the team that most recently scored delivers the first stone in any subsequent end.

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

(c) Right-handed deliveries are delivered from the hack on the left of the centre line and left-handed deliveries are delivered from the hack on the right of the centre line. A stone delivered from the wrong hack is removed from play, and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.

(d) The curling stone must be delivered using the handle of the stone.

(e) A stone must be clearly released from the hand before it reaches the hog line at the delivery end. If the player fails to do so, the stone is immediately removed from play by the delivering team.

(f) 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, by the non-offending team, to their positions prior to the violation taking place.

(g) A stone is in play, and considered delivered, when it reaches the tee line (hog line for wheelchair curling) at the delivery end. A stone that has not reached the relevant line may be returned to the player and redelivered.

(h) All players must be ready to deliver their stones when their turns come, and not take an unreasonable amount of time to play.

(i) 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.

(j) 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.

(k) 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. If the player delivering the last stones of an end is the player that inadvertently delivers too many stones, the last delivered stone will be removed from play and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.

(l) If a team delivers two stones in succession in the same end:

   I. the second stone is removed, and any displaced stones replaced, by the non-offending team, to their positions prior to the violation taking place. 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.

(m) If the wrong team delivers the first stone of an end:

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 2nd stone of the end has been delivered, play continues as if the error had not occurred.

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 sixth 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, by the non-offending team, to their positions prior to the violation taking place.

R7.NO-TICK SHOT

If, prior to the delivery of the sixth stone of an end, a delivered stone causes either directly or indirectly, an opposition stone in the Free Guard Zone (FGZ) which is touching the centre line to be moved to an off-centre line position or to a position outside the FGZ, the non-offending team has the option to:

I. Remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place; or

II. Leave all stones where they came to rest.

If the stone is moved from the centre line to an out-of-play position, then the FGZ rule R6(b) applies.

This does not apply for Wheelchair Curling or for Mixed Doubles competitions.

R8. SWEEPING

(a) Sweeping can be in any direction (it need not cover the entire width of a stone), the brush head must not be raised in front of a moving stone, must not deposit debris in front of a moving stone, and sweeping must finish to either side of a 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) All players may clean the playing surface prior to the delivery of the next stone.

(d) 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.

(e) No player may ever sweep an opponent's stone except behind the tee line at the playing end and may not start to sweep an opponent's stone until it has reached the tee line at the playing end.

(f) 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.

(g) 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.

(h) 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.

R9. TOUCHED MOVING STONES

(a) Between the tee line at the delivery 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 their equipment, the touched stone is removed from play immediately by that team. A double touch by the person delivering the stone, prior to the hog line at the delivering end, is not considered a violation.

II. If a moving stone is touched, or is caused to be touched, by an opposition team, or by their equipment, or is affected 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 their 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 positions prior to the violation taking place; 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 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.

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 positions prior to the violation taking place. If agreement on those 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 1.996 m (6 ft. 6.5 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 force touches a moving stone, or causes it to be touched, the stone will be redelivered.

(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.

R10. DISPLACED STATIONARY STONES

(a) If a stationary stone which would have had no effect on the outcome of a moving stone is displaced, or caused to be displaced, by a player or their equipment, it is replaced, by the non-offending team, to their positions prior to the violation taking place.

(b) If a stationary stone which would have had no effect on the outcome of a moving stone is displaced, or caused to be displaced, by an external force, it is replaced, with agreement of the teams, to its position prior to the violation taking place.

R11. EQUIPMENT

(a) No player shall cause damage to the ice surface by means of equipment, handprints or body prints. The procedure will be:
1st incident = 1st official on-ice warning, repair damage.
2nd incident = 2nd official on-ice warning, repair damage.
3rd incident = repair damage and remove player from the game.

(b) No equipment shall be left unattended anywhere on the ice surface.

(c) Teams must not use electronic communication equipment, or any device to modify the voice, during a game. With the exception of stopwatches that are limited to providing 'time' data only, the use of electronic devices during the games, which provide information to players on the athletes' field of play, are forbidden. A whistle or another signalling instrument can be used in case of medical reason and after consultation and written approval from World Curling.

(d) When a properly functioning electronic hog line device is being used:

I. The handle must be properly activated so that it is functioning during the 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. If there is a violation, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

(e) The use of a delivery stick shall be restricted as follows:

I. The delivery stick may not be used in any World Curling competition or qualifying event, except wheelchair events.

II. Players choosing to deliver with a delivery stick must use a delivery stick for the delivery of all their stones during the entire game.

III. A delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand.

IV. All delivery sticks must conform to the Wheelchair Curling Policy.

v. For the use of a delivery stick in non-wheelchair curling competitions, refer to the document "World Curling recommendations for Delivery Sticks in Recreational Play".

R12. 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 arithmetically eliminated, provided the minimum number of ends has been completed. A team that has been arithmetically eliminated may finish the current end, but no new end may be started. However, if a team is arithmetically eliminated in the last end of a game, the game must stop when this occurs, and the end will not be finished. 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. Any one player on the ice 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 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 one or both teams are not available to start a game at the designated time, the following takes place:

	Team # 1	Team # 2	Both teams
0:00 – 0:59 seconds late for the start of the game	If only team #1, no penalty. Use LSD or coin toss (if required) to determine LSFE. Score 0 – 0	If only team # 2, no penalty. Use LSD or coin toss (if required) to determine LSFE. Score 0 – 0	If both teams, no penalty. Use LSD or coin toss (if required) to determine LSFE. Score 0 – 0
1:00 – 14:59 (1:00 – 9:59 for Mixed Doubles)	If team #1 is late then team #2 has last stone advantage, one end is considered completed. Score is 0 – 1	If team #2 is late then team # 1 has last stone advantage, one end is considered completed. Score is 1 – 0	If both teams are late then one end is considered completed, use LSD or coin toss (if required) to determine last stone. Score is 0 – 0
15:00 – 29:59 (10:00 – 19:59 for Mixed Doubles)	If team # 1 is late then team # 2 has last stone advantage, two ends are considered completed. Score is 0 – 2	If team #2 is late then team # 1 has last stone advantage, two ends are considered completed. Score is 2 – 0	If both teams are late then two ends are considered completed, use LSD or coin toss (if required) to determine last stone. Score is 0 – 0
30:00 minutes (20:00 for Mixed Doubles) - or more	If team #1 is late then it forfeits the game and team #2 is declared the winner. Final score is recorded with a L and W	If team #2 is late then it forfeits the game and team # 1 is declared the winner. Final score is recorded with a W and L	If both teams are late then the game is considered over and both teams take a loss. If one team 'must' advance in the draw, then the DSC would decide, if no DSC done, then a coin toss will decide
If one team is 1:00 – 14:59 (1:00 – 9:59 MD) min. late and the other team is 15:00 – 29:59 (10:00 – 19:59 MD) min. late: two ends will be considered played, the team that was 1:00 – 14:59 (1:00 – 9:59 MD) min. late receives last stone advantage and 1 point			

(j) The final score of a forfeited game is recorded as “W – L” (win – loss).

R13. INTERRUPTED GAMES

If for any reason, a game is interrupted, the game recommences where play was stopped. In the case that the stones need to be removed for ice maintenance (agreement between Chief Ice Technician, Chief Umpire and World Curling Event Technical Delegate), then the end is replayed.

R14. WHEELCHAIR CURLING

(a) Stones are delivered from a stationary wheelchair.

(b) When the stone is delivered between the hack and the outermost edge of the top of the house at the delivery end, at the start of the delivery the stone is positioned on the centre line. When the stone is delivered between the outermost edge of the top of the house and the hog line at the delivery end, the entire width of the stone must be within the wheelchair lines at the start of the delivery.

(c) During delivery, no part of the delivering player's body can touch the ice surface and the wheels of the chair must be in direct contact with the ice.

The delivery of the stone is undertaken by an arm/hand release or using a delivery stick conforming to the Wheelchair Curling Policy. Stones must be clearly released from the hand or stick before the stone reaches the hog line at the delivery end.

A stone is in play when it reaches the hog line at the delivery end. A stone that has not reached the hog line at the delivery end may be returned to the player and redelivered.

(d) Sweeping is not permitted.

(e) If a delivery violation occurs, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

(f) For World Curling wheelchair competitions, each on-ice team must have four players delivering stones and must be comprised of both genders at all times during games. A team violating this rule will forfeit the game.

If a player leaves during an end because of illness, accident, or other extenuating circumstances (excluding ejection by an umpire):

I. the player may return to the game, provided they deliver all their allocated stones.

II. if the departing player's stone(s) need to be delivered in that end, an alternate must be immediately brought into the game in the position of the departing player to deliver those stone(s), and the team still needs to be composed of both genders. Failure to do so results in forfeiture of the game. At the start of the next end the team may change the team line-up if desired (the revised rotation of play will apply for the remainder of that game), and the replaced player may not re-enter the game.

III. if both stones have been delivered by the departing player, at the start of the next end the team must bring in an alternate and may change the team line-up if desired (the revised rotation of play will apply for the remainder of that game), and the replaced player may not re-enter the game.

(g) All games will be scheduled for 8 ends.

R15. WHEELCHAIR MIXED DOUBLES CURLING

(a) Wheelchair Curling Rules R14 apply with the exception of (f):
In Wheelchair Mixed Doubles Curling a team is composed of two players, one male and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both players playing for the entire game. One coach and one other team official will be allowed for each team.

(b) Wheelchair Mixed Doubles is played as described under Rule 17, with the exception of R17 (j) as there is no sweeping allowed at any time in Wheelchair Mixed Doubles.

(c) During any game (including the Last Stone Draw) the players can choose, as an option (besides a delivery with no-one holding the chair or the team-mate doing that), to get help to hold the chair from the Ice Player Assistant (IPA). If that option is chosen, there can be no appeal afterwards on how the IPA secured the chair.

(d) Electric Wheelchairs are not allowed unless the athlete uses an electric wheelchair for daily mobility.

R16. MIXED CURLING

(a) Each team shall have two male and two female players, and the male and female players must deliver stones alternately (M, F, M, F - or - F, M, F, M). No alternate players are permitted.

(b) If a team plays with three players, the alternate gender order of delivery must be maintained (M, F, M - or - F, M, F). If this occurs while a game is in progress, the delivery rotation can be changed to meet this criterion.

(c) The skip and vice-skip can be anyone in the team, but they must be from opposite genders.

(d) All Mixed games are scheduled for 8 ends.

(e) The team is allowed one coach and one other team official. Only those two persons may sit on the designated coach bench.

R17. MIXED DOUBLES CURLING

(a) A team is composed of two players, one male and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both players playing for the entire game. One coach and one other team official will be allowed for each team.

(b) The scoring shall be the same as in a regular game of curling. The "positioned" stones that are placed prior to the beginning of each end are eligible to be counted in the scoring.

(c) Each game will be scheduled for 8 ends.

(d) Each team shall deliver 5 stones per end. The player delivering the team's first stone of the end must also deliver the team's last stone of

that end. The other team member shall deliver the team's second, third and fourth stones for that end. The player delivering the first stone can change from end to end.

(e) If, prior to the delivery of the fourth stone of an end, a delivered stone causes either directly or indirectly, any previous delivered or placed stone to be moved to an out-of-play position, the delivered stone shall be removed from play and any displaced stone(s) shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

(f) Prior to the start of every end, one team shall place its "positioned" stone at the playing end of the sheet in one of two positions, designated A and B. The opponent's "positioned" stone shall then be placed in whichever position (A or B) remains vacant. The location of these positions shall be as follows:

I. Position A: Placement so that the stone is bisected by the centre line and is either immediately in front of or immediately behind one of 3 points in the ice. The points are placed on the centre line (see diagram):

1) at the mid-point between the hog line and the outermost edge of the top of the house.
2) 914 mm. (3 feet) from the mid-point closer to the house.
3) 914 mm. (3 feet) from the mid-point closer to the hog line.

Based on the ice conditions, when no event official is available to make the decision, the teams shall determine the specific placement for each sheet for Position A to be used prior to the start of the pre-game practice. That same placement must be used for the entire game.

II. Position B: Placement so that the stone is bisected by the centre line and is in the back of the 4-foot circle. The back edge of the stone is aligned with the back edge of the 4-foot circle (see diagram).

III. Power Play: Once per game, each team, when it has the decision on the placement of the "positioned" stones, can use the "Power Play" option to position those two stones. The in-house stone (B), which belongs to the team with last stone in that end, is placed on either side of the house with the back edge of the stone touching the tee line, at the point where the 8-foot and 12-foot circles meet. The guard stone (A) is positioned to the same side of the sheet, the same distance that was determined for the centre guards (see diagram). The "Power Play" option cannot be used in extra ends.

(g) The team having the decision on the placement of the "positioned" stones shall be:

I. Teams opposing each other in the game shall use the Last Stone Draw (LSD) to determine which team has the decision in the first end. The team with the lesser LSD distance shall have the decision on the placement.

II. Following the first end, the team that did not score shall have the decision on the placement.

III. If neither team scores in an end, the team that delivered the first stone in that end shall have the decision on placement in the next end. In the case of a blanked end due to an equal measure, the team that had the decision on the placement of the "positioned" stones shall not change for the next end.

(h) If the "positioned" stones are placed in the wrong position:

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 2nd stone of the end has been delivered, play continues as if the error had not occurred.

(i) The team whose "positioned" stone is placed in Position A (in front of the house) shall deliver the first stone in that end, and the team whose "positioned" stone is placed in Position B (in the house) shall deliver the second stone in that end.

Figure 1 – Centre Guard

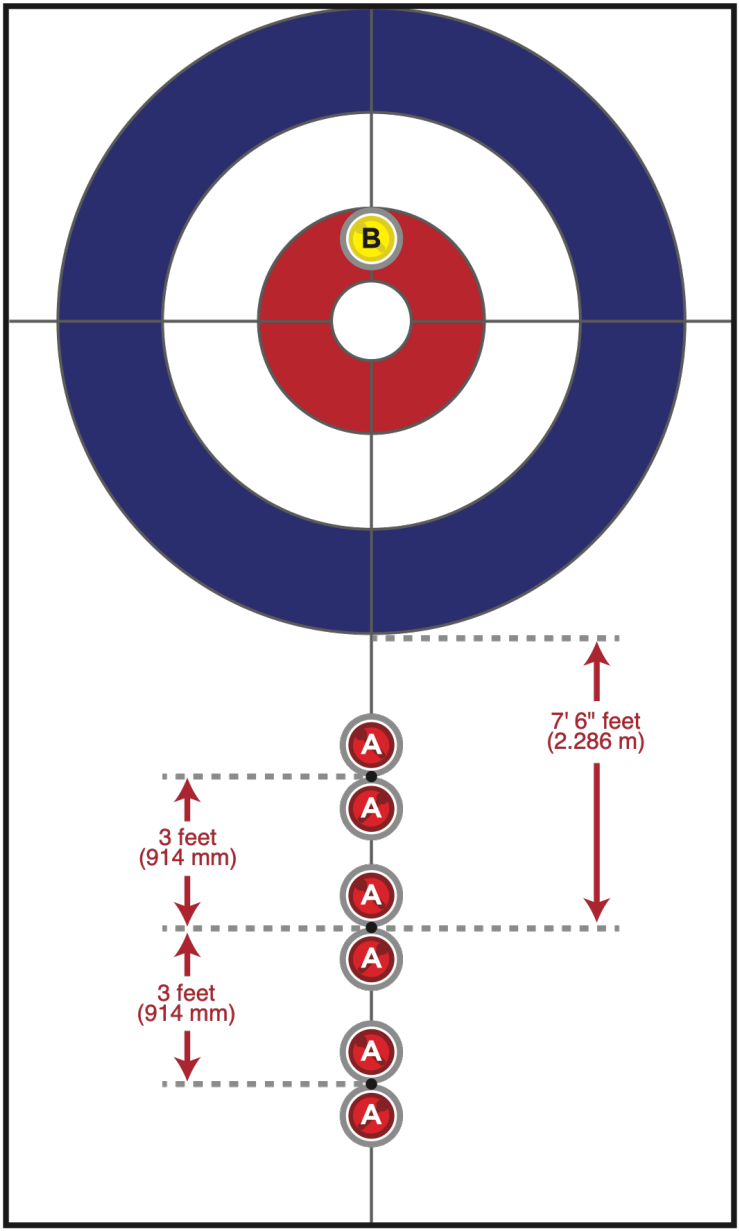
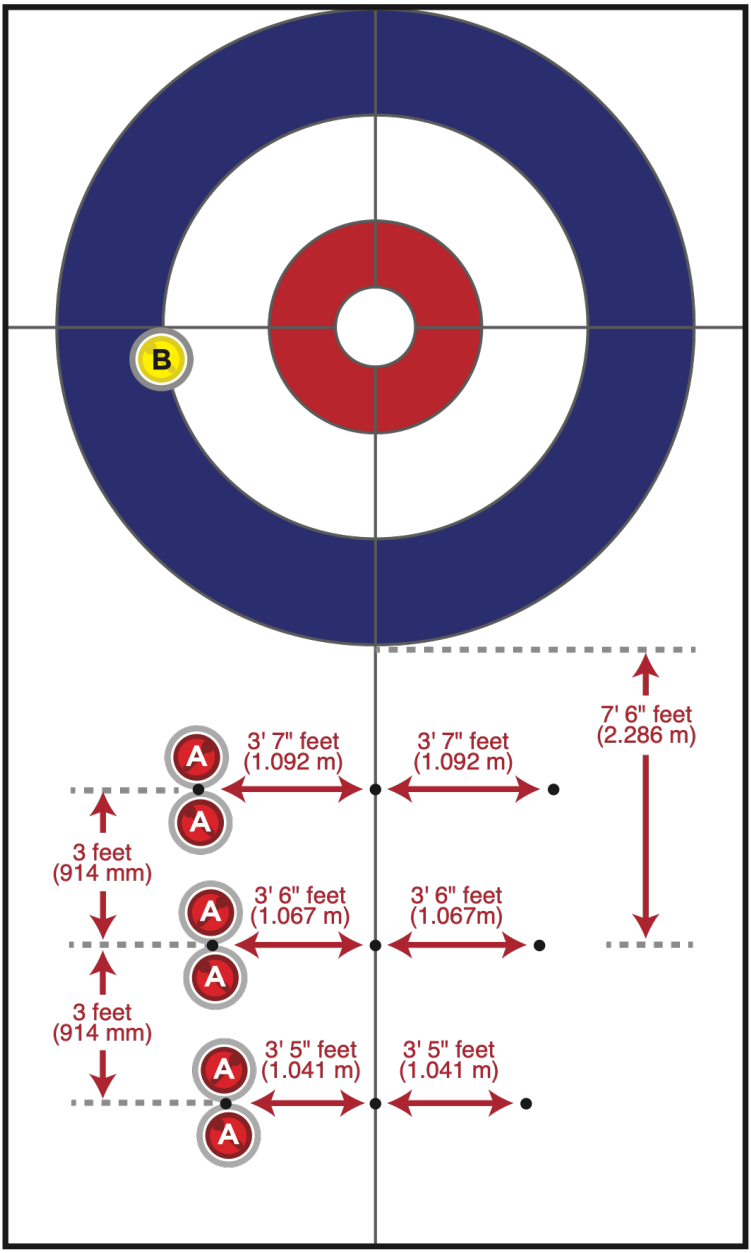


Figure 2 – Power Play Option



(j) While the team is in the process of delivery, the non-delivering player may be anywhere on the ice surface of the team's sheet. After delivery, either or both players may sweep their delivered stone and any stones set in motion that belong to their team anywhere in front of the tee line at the playing end. This applies during all of the team's delivered stones, including the LSD.

(k) If a delivery violation occurs, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred, however, the player that delivered the first stone of the end can deliver a maximum of two stones in that end.

(l) If an end needs to be replayed, the choices of the original end (e.g., position of positioned stones, throwing order) have to stand as they were for the "original" end.

R18. PROHIBITED SUBSTANCES

The use of all performance-enhancing drugs, without therapeutic exemption, whether taken knowingly or otherwise, is unethical and prohibited. If such use occurs the player(s) will be disqualified from the competition, their Member Association will be notified, and it could lead to further suspension.

R19. INAPPROPRIATE BEHAVIOUR

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

RULES OF COMPETITION

C1. GENERAL

(a) The rules of play for World Curling competitions are the current rules of World Curling. If there are any modifications, these are explained during the Team Meeting.

(b) The Board of World Curling may remove a team or Member Association from any World Curling event if, in the sole opinion of the Board, their presence at the event would damage the event or put the safety of the participants or the good order of the event at risk.

(c) The dates of the World Curling competitions are determined by the Executive Board of World Curling.

(d) The playing and event schedules are determined by World Curling in consultation with the Host Committee.

(e) Smoking, including e-smoking devices, within the confines of the competition area at World Curling competitions is prohibited.

(f) The World Curling Anti-Doping rules and procedures, which meet the requirements of the World Anti-Doping Agency are applicable and published on the World Curling website.

(g) Any variation from the recommended sheet measurements must be approved by World Curling.

(h) For World Curling Championships, gold medals are awarded to the first placed team, silver medals to the second placed team, and bronze medals to the third placed team. The 5 players (2 for Mixed Doubles, 4 for Mixed) and their coach, receive medals, if they are in attendance and fulfil their team obligations, and are allowed on the podium. Team members that are not taking part in a Medal Ceremony, without pre-approval by the World Curling technical delegate, will not receive a (physical) medal. For the Olympic Winter Games, Youth Olympic Games and the Paralympic Winter Games, only the players receive medals and are allowed on the podium.

C2. PARTICIPATING TEAMS

(a) Each team is designated by its Association/Federation.

(b) If a designated team is unable or unwilling to participate, the Association/Federation involved nominates another team.

(c) The players and team officials for each event must be declared at least 14 days prior to the start of the competition. Any changes / additions must be declared by the end of the team meeting.

(d) All players at a World Curling competition must be bona fide members in good standing of their Associations/Federations.

(e) If a Member Association withdraws from or does not start an event, that Member Association will be relegated by one division for the next season.

(f) To be eligible to play in any World Curling Junior events, a player must be no less than 12 years of age by the end of the 30th day of June preceding the event. For all other events, with the exception of WSCC which is regulated below in (h), a player must be no less than 16 years of age by the end of the 30th day of June preceding the event.

(g) To be eligible to play in the World Junior Curling Championships (WJCC and WJMDCC) and qualifying events, a player must be less than 21 years of age by the end of the 30th day of June preceding the event(s).

(h) To be eligible to play in the World Senior Curling Championships (WSCC) and qualifying events, a player must be not less than 50 years of age by the end of the 30th day of June of the year immediately preceding the year in which the championship is to take place.

(i) To be eligible to play in the World Wheelchair Curling Championships (WWhCC & WWhMDCC) and qualifying events, a player must fulfil the eligibility criteria as per the World Curling Classification rules.

(j) To be eligible to be a team official at any World Curling competition, an official must be not less than 16 years of age by the end of the 30th day of June of the year immediately preceding the year in which the competition is to take place.

(k) Only team members (players or team officials) who are present at the start of an event can be listed on the original team line-up. In extenuating circumstances, and with approval from a panel of three persons (World Curling Head of Competitions or Representative, event Technical Delegate, event Chief Umpire) a team may be allowed to list a person that is not present. If required, an appeal would be heard by the World Curling President or his/her representative.

(l) One player and one team official must attend the Team Meeting. When a team has no team official(s) registered, two players must attend the meeting. Failure to do so, without approval of the Chief Umpire, results in the forfeit of the last stone advantage for that team in its first game. Should a team have an accredited translator or national coach, that person is allowed to join as well.

For teams in post round robin play, one or two team members (players and/or coach must attend the play-off meetings, or the team will lose the choices to which they would normally be entitled.

(m) The team delivery rotation, skip and vice-skip positions, alternate player, and coach are listed on the original team line-up form, and submitted to the Chief Umpire at the end of the Team Meeting. The team leader/national coach/translator, if appropriate, are also listed. A game team line-up form (paper or electronic) must be submitted to the Chief Umpire at least 45 minutes prior to game time to either confirm the original team line-up or to indicate a change.

(n) A team must start a competition with four players (two for Mixed Doubles) delivering stones. A team will forfeit each game at the start of the competition, until it can start a game with four qualified players. In extenuating circumstances, and with approval from a panel of three persons (World Curling Head of Competitions or Representative, event Technical Delegate, event Chief Umpire) a team may be allowed to start a competition with three players. If required, an appeal would be heard by the World Curling President or his/her representative.

(o) While a game is in progress, the coach, the alternate player, and all other team officials are prohibited from communicating with their team or being within the playing area except during specifically designated breaks or a team time-out. This restriction applies to all verbal, visual,

written, and electronic communication, including any attempt to signal for the implementation of a team time-out. The coach, the alternate player, and one team official may participate in the pre-event and the pre-game practices but may not communicate with their team during the LSD. During the game, there shall be no unauthorised communications or broadcasts of any sort from the coach bench to anyone who is not sitting in that designated area. Coaches and other team personnel sitting on the coach bench cannot watch or listen to broadcasts. For any violation, the offending person will be removed from the coach's bench for that game.

C3. UNIFORMS / EQUIPMENT

(a) All team members wear identical uniforms and appropriate footwear when accessing the field of play for games or practice sessions. The team wears light-coloured shirts and playing jackets/sweaters when assigned stones with light-coloured handles and wears dark-coloured shirts and playing jackets/sweaters when assigned stones with dark-coloured handles. The colour and design of these garments shall be registered with and approved by World Curling prior to the start of each competition.

Detailed specifications for team uniforms, the approval process, etc. can be found in the World Curling Uniform Policy.

(b) Advertising is permitted on a player's clothing or equipment strictly in accordance with the current guidelines issued by World Curling. World Curling may, in its sole discretion, forbid the use of any clothing or equipment that it feels is unacceptable or unsuitable for World Curling competition play.

(c) A player or coach with an improper uniform shall be denied access to the field of play.

(d) Each player must declare an approved sweeping device at the start of a game, and only that player can use that device for sweeping during the game. Penalty: If a player sweeps with another person's sweeping device one of their own stones, the stone shall be removed from play. If a player sweeps with another person's sweeping device a stone belonging to the opponent, the stone should be replaced by the non-

offending team where it would have come to rest, had the violation not occurred.

(e) Players may not change their brush heads during a game unless the Chief Umpire grants special permission. Penalty: If a change is made without permission, the team will forfeit the game.

(f) If an alternate player comes into a game, that player must use the brush head of the player being replaced. Penalty: If a new brush head is brought into the game, the team will forfeit the game.

(g) All field of play equipment used at World Curling competitions must meet the World Curling Statement of Principles for Competition Equipment, as defined and published on the World Curling website. Reasons for equipment being considered non-approved include, but not restricted to: damage to the ice surface, non-conformance with existing rules or standards (i.e. - electronic communication devices), performance testing results that give an unfair advantage, failing to register equipment with the World Curling office by the deadline date.

(h) The penalty for using equipment in World Curling competitions that does not conform with the Statement of Principles for Competition Equipment established by World Curling:

I. First team offence during a competition – the player is disqualified from the competition and the team forfeits the game.

II. Second team offence during a competition – the team is disqualified from the competition and all players are not permitted to play in World Curling competitions for a 12-month period.

(i) For Wheelchair Curling equipment please refer to the Wheelchair Curling Policy.

C4. PRE-GAME PRACTICE

(a) Prior to the start of every game at World Curling competitions, each team is allowed a pre-game practice on the sheet on which it will be playing.

(b) The duration of the pre-game practice is normally 7 minutes for Mixed Doubles and 9 minutes for any other event. The start-time of the pre-game practice will be communicated at the Team Meeting.

(c) The schedule for pre-game practices during the round robin will be predetermined as much as possible, based on the criterion that each team has first and second practice an equal number of times. For the round robin games where this cannot be predetermined the winner of a coin toss will have the choice of first or second practice.

(d) In post round robin games, when the Last Stone First End has been pre-determined, the team delivering the last stone in the first end practices first.

(e) If the Chief Ice Technician deems it necessary, the ice will be cleaned, and the slide path re-pebbled, after the pre-game practice.

C5. LENGTH OF GAMES

(a) In competitions in which 10 ends are scheduled, a minimum of 8 ends must be completed in play-off games and a minimum of 6 ends must be completed in all other games.

(b) In competitions in which 8 ends are scheduled, a minimum of 6 ends must be completed.

C6. GAME TIMING

(a) Each team shall receive 38 minutes of thinking time for a 10-end game and 30 minutes of thinking time for an 8-end game (38 minutes in wheelchair curling, 26 minutes in wheelchair mixed doubles curling and 22 minutes in mixed doubles curling). This time is recorded, and visible to the teams and coaches, throughout the game.

(b) When a team delays the start of a game, the thinking time allotted to each team is reduced by 3 minutes 45 seconds (4 minutes 45 seconds in wheelchair curling, 3 minutes 15 seconds in wheelchair mixed doubles curling and 2 minutes 45 seconds in mixed doubles curling) for each end which was considered completed (Rules of Curling R12(i) apply).

(c) When extra ends are required, the game clocks are reset and each team receives 4 minutes 30 seconds of thinking time for each extra end (6 minutes in wheelchair curling, 4 minutes in wheelchair mixed doubles curling and 3 minutes in mixed doubles curling).

(d) The game and each end start when the allotted break time expires. The delivering team's game clock will not run during the start of the game/end unless that team is delaying the start (no forward motion from the hack, or the stone not released from the delivery stick), then its game clock will be started. If there is no delay, the first game clock to start in each end will be that of the team delivering the second stone.

(e) Once all of the criteria below are met, the non-delivering team becomes the delivering team, and its game clock is started:

I. all stones have come to rest or have crossed the back line; and

II. stones that are displaced due to violations by the delivering team, and require repositioning, are returned to their positions prior to the violation; and

III. the playing area has been relinquished to the other team, the person in charge of the house has moved behind the back line and the deliverer and sweepers have moved to the sides of the sheet.

(f) A team's game clock stops once the stone has reached the tee line (hog line in wheelchair curling) at the delivery end.

(g) A team delivers stones only when its game clock is running or scheduled to be running.

(h) If stones need to be repositioned due to a violation caused by an external force both game clocks are stopped.

(i) Game clocks are stopped at any time an umpire intervenes.

(j) After the teams have agreed on the score for an end, a break occurs, when neither game clock is running. If a measurement is required, the break begins at the completion of that measurement. The length of the break between ends, which may vary due to television requirements or to other external factors, is determined for each competition and explained at the Team Meeting. When a break is of 3 minutes or more, the teams are informed when 1 minute of the break remains. Teams should not deliver the first stone of the next end before the end of a break. If the first stone of any end is delivered within 10 seconds after the break has elapsed, the game clock will not start. The delivering team's game clock will start at the conclusion of the break unless the player is in the process of delivery. The length of the break will normally be:

   I. 1 minute at the completion of each end, except as noted in II below. In Mixed Doubles, when players are responsible for placing the stationary stones before each end, 30 seconds will be added to the time between ends.

      Teams can communicate with their coach, the alternate player or any other team official during those breaks if the venue layout allows.

   II. 5 minutes (7 minutes in Wheelchair Mixed Doubles) at the completion of the end that defines the halfway point in the game. Teams are allowed to meet, within the field of play, with any player and team official that is authorised to be on the coach bench for that game.

(k) If a player is allowed to redeliver a stone, the umpire decides if the time required is to be deducted from the game time for that team.

(l) If an end is to be replayed, the game clocks are reset to the time recorded at the completion of the previous end.

(m) If an umpire determines that a team is unnecessarily delaying a game, the umpire notifies the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line (hog line in wheelchair curling) at the delivery end within 45 seconds, the stone is removed from play immediately.

(n) Each team must complete its part of a game within the time given or forfeit the game. If a stone reaches the tee line (hog line in wheelchair curling) at the delivery end before time expires, the stone is considered delivered in time.

(o) A team whose clock has run due to a timing error (wrong clock running) will have double the agreed error time added back to its clock.

(p) A team whose time clock did not run due to a timing error (no clock running) will not have time deducted from its time clock, but the appropriate amount of time will be added to the other team's time clock.

(q) A team whose clock did not stop due to a timing error (clock running too long) will have the agreed time added back to its clock.

C7. TEAM TIME-OUTS / TECHNICAL TIME-OUTS

(a) Team time-outs will be allowed at all World Curling events, with or without time clocks being used.

(b) Each team may call one 60 second team time-out during each game and one 60 second team time-out in each extra end.

(c) Procedures for a team time-out are as follows:

I. Only the players on the ice may call a team time-out.

II. Team time-outs may be called by any on-ice team player only when that team's game clock is running. Players signal a team time-out by using a "T" hand signal.

III. A team time-out (when the game clock is stopped) starts as soon as the time-out is called and consists of 'travel time' to get to the team plus 60 seconds. The amount of travel time will be determined at each event by the Chief Umpire, and is given to all teams, whether or not they have a coach, and whether or not a coach is coming to the athlete field of play.

IV. Only one person, who is sitting in the designated coaching area and a translator, if required, of the team that called the team time-out is allowed to meet with the team. This person, or persons if a translator is required, must use the designated route to the team. Where walkways are beside the sheet, that person must not stand on the playing ice surface. If the venue layout allows, the coach of the team which has not called the team time-out is allowed to communicate from their position on the bench with their team during the actual 60 seconds time-out but not during the travel time, and they have to stop communicating as soon as the team that called the timeout resumes the game.

V. The team is notified when there are 10 seconds remaining in the team time-out.

VI. When the team time-out has expired, the person(s) from the coach's bench must stop conferring with the team and leave the playing area immediately.

(d) A technical time-out may be called by a team to request a ruling, for an injury or in other extenuating circumstances. Game clocks will be stopped during technical time-outs. Only the players on the ice can attend a technical time-out. Team officials or alternate players can only attend at the discretion (invitation) of the Chief Umpire.

C8. STONE ASSIGNMENT / LAST STONE DRAW

(a) The team listed first in the draw schedule for the round robin games will play the stones with the dark-coloured handles; the team listed second will play with the stones with the light-coloured handles.

(b) For games requiring Last Stone Draws (LSD), at the conclusion of each team's pre-game practice, two stones will be delivered to the tee at the home end, by different players – the first stone with a clockwise and the second with a counter-clockwise rotation. A player (alternate) that delivers or sweeps an LSD stone does not have to play in that game. Any of the five players can deliver and/or sweep any LSD stone(s) as long as there is a maximum of 4 players on the ice during the LSDs. Sweeping is allowed (except in wheelchair curling).

In Mixed Doubles both players must be on the ice, and in all other events a minimum of 3 players must be on the ice. If that is not the case, the LSD stone(s) would be recorded with the maximum distance.

In Wheelchair Curling: If a team has 4 players of one gender on the ice during the LSD(s), the LSD(s) result(s) will be recorded with the maximum distance.

The first stone will be measured and removed from play before the second stone is delivered. The distances recorded for each stone will be added together to give the team its LSD total for that game. The team with the lesser LSD total will have the choice of delivering the first or second stone in the first end of that game. If the LSD totals for both teams are the same, the individual LSD stones are compared, and the best non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the exact same individual LSD stone distances, a coin toss will be used to determine that choice.

(c) LSD distances will be measured and recorded in the following manner:

I. All single measurements will be from the tee to the nearest part of the stone, but the LSD distances will be displayed in centimetres as the distance from the tee to the centre of the stone.

II. The official radius to be used in World Curling championships is 142 mm.

III. To any result measured, the radius of 142 mm has to be added. This means that the distance for stones not in the house is 1.854 m + 142 mm = 1.996 m.

IV. Stones covering the tee will be measured from two locations (holes) at the edge of the 4ft circle. These two locations make a 90-degree angle with the centre hole and are 610 mm (2 feet) from the centre hole.

(d) The number of LSD stones, and the number of clockwise and counter-clockwise deliveries for each player, will be determined at each competition depending upon the number of games in the round robin. Based on the Original Team Line-up form, the four players (2 in Mixed Doubles) have to fulfil the minimum number of LSD deliveries. If there is a violation where the minimum requirements are not fulfilled, the appropriate LSD(s) will be recorded as 1.996 m.

I. LSD stones delivered by the alternate can be combined at the end of the games that are considered in the calculation of the DSC with only one other player, so that this player fulfils the minimum required number of LSD stones.

II. Where a team plays an entire event with only 3 players, the LSD stone requirements of the missing player are shared equitably amongst the other players.

III. Where a team starts a competition with a complete team but then, for any reason, a player cannot fulfil their minimum LSD requirements, the maximum of 1.996 m will be recorded for each of their missed LSD stones.

Considered Round robin games	Considered Number of LSD stones	Minimum for each player
3	6	1 stone of the 4 required stones per team 2 must be clockwise and 2 counter-clockwise
4	8	2 stones, 1 clockwise + 1 counter-clockwise
5	10	2 stones, 1 clockwise + 1 counter-clockwise
6	12	2 stones, 1 clockwise + 1 counter-clockwise
7	14	3 stones, minimum 1 clockwise + minimum 1 counter-clockwise
8	16	3 stones, minimum 1 clockwise + minimum 1 counter-clockwise
9	18	4 stones, 2 clockwise + 2 counter-clockwise
10	20	4 stones, 2 clockwise + 2 counter-clockwise
11	22	4 stones, 2 clockwise + 2 counter-clockwise
12	24	5 stones, minimum 2 clockwise + minimum 2 counter-clockwise
13	26	6 stones minimum 3 clockwise + minimum 3 counter-clockwise

(e) For Mixed Doubles and Wheelchair Mixed Doubles, each player delivers an equal number of clockwise and counter-clockwise LSD

stones. If there are an odd number of games a variation of one rotation per player has to occur.

(f) When round robin play (one group) is used at World Curling competitions, with each competing team playing all other teams, stone colour and last stone in the first end of post round robin games is determined as follows:

I. The team with the better win/loss record has the choice of stone colour and playing last stone in the first end.

II. If the teams have the same win/loss record, the higher ranked team has the choice of stone colour or last stone in the first end.

(g) At World Curling competitions when teams play a round robin in separate groups, for the post round robin games, the team ranked higher in the merged group ranking has choice of either the first or second practice or the stone handle colour. The regular LSD procedures (without minimum requirements) will determine which team has the choice of delivering the last stone in the first end.

(h) At World Curling competitions when teams play in two groups and 6 teams qualify for the play-offs (3 teams from each group), for the play-off game(s) the choices for stone handle colour and playing first or second stone in the first end are determined as follows:

I. When a 1st ranked team from either group plays a team ranked #2 or #3, the team ranked #1 has the choice of stone colour and playing last stone in the first end. If a 1st ranked team plays the other 1st ranked team, the team with the lesser DSC has the choice of either the first or second practice or stone handle colour. The regular LSD procedures (without minimum requirements) will determine which team has the choice of delivering the last stone in the first end.

II. If a 2nd ranked team plays a team ranked #3 in a play-off game, the team ranked #2 has the choice of stone colour and playing last stone in the first end. If a 2nd ranked team plays the other 2nd ranked team, the team with the lesser DSC has the choice of either the first or second practice or stone handle colour. The regular LSD procedures (without minimum requirements) will determine which team has the choice of delivering the last stone in the first end.

III. If a 3rd ranked team plays the other 3rd ranked team, the team with the lesser DSC has the choice of either the first or second practice or stone handle colour. The regular LSD procedures (without minimum requirements) will determine which team has the choice of delivering the last stone in the first end.

(i) When a double round robin in one group is played at World Curling competitions, the stone colour and last stone in the first end of post round robin games is determined as follows:

I. The team with the better win/loss record has the choice of stone colour and playing last stone in the first end.

II. If the two teams have the same win/loss record, and one team has won both round robin games between the two teams, that team has the choice of stone colour and playing last stone in the first end.

III. If the two teams have the same win/loss record, but each team has won one of the round robin games between them, the team with the lesser DSC has the choice of either stone colour or playing last stone in the first end.

C9. TEAM RANKING PROCEDURE / DRAW SHOT CHALLENGE

(a) During the round robin portion of an event, teams with the same win-loss record will be ranked equal and listed alphabetically, by their three-letter code. Teams which did not play yet are listed last with no rank, ordered by their three-letter code.

(b) The following criteria (in order) will be used to rank the teams within each group at the completion of the round robin:

I. Teams will be ranked according to their win/loss record.

II. If two teams are tied, the team that won their round robin game will be ranked higher.

III. Where three or more teams are tied, the record of the games between the tied teams shall provide the ranking (should this procedure provide a ranking for some teams but not all, then the record of the games between the remaining teams that are still tied shall determine the ranking).

IV. For all remaining teams, whose ranking cannot be determined by (i) or (ii) or (iii), ranking is determined using the Draw Shot Challenge (DSC) described in (f).

V. When teams compete in separate groups and the merged group ranking is used to determine the ranking at the end of the round robin (for final ranking or for post round robin games), the ranking will be determined by comparing the DSCs from the teams in all groups with the same ranking, with the best DSC being ranked highest.

(c) The following criteria will be used to rank the teams at the completion of the event:

I. In events without any play-off, the final ranking is determined by what is described in (b), and if necessary, by d (v).

II. In events with a play-off, the final ranking is determined by the play-off system used and what is described in d (iii), (iv) and (v).

III. In events without Olympic or Paralympic Qualification points where a single loss eliminates a team from the event, teams eliminated during the same session will be ranked equally and listed alphabetically, by their three-letter code.

IV. In events with Olympic or Paralympic Qualification points where a single loss eliminates a team from the event, teams eliminated during the same session will be ranked as follows:

- If all teams are from the same group, the teams will be ranked in the same individual order as after the round robin.

- If the teams are from different groups, the teams will play one or more ranking games, depending on the number of teams involved, to determine the final ranking.

- In the case where the session is for relegation from the event, no further ranking games will be played, and the team's final rankings will be determined as described in (v).

V. When teams compete in different groups and do not qualify for the play-offs, the final ranking will be determined by comparing the DSCs from the teams in all groups with the same ranking, with the best DSC being ranked highest.

(d) If one or more teams cannot start, finish or are disqualified from an event, the following will be applied:

I. A team does not start (DNS)

- If the draw is re-worked, the team is not listed anywhere.
- If the draw cannot be re-worked, the team is listed last with the comment 'DNS'. If there is more than one team that did not start, the teams will be listed alphabetically, by their three-letter code.

II. If a post round robin game which determines final ranking cannot be played as both teams are unavailable to compete, the teams will be ranked equally in the lower position and listed by their 3-letter code. The only exception to this would be when the rank also determines promotion / relegation. In that case the teams would still be ranked equally in the higher position, but the decision of promotion / relegation will be based on which team was ranked higher at the end of the round robin portion of the event.

III. A team does not finish the competition (DNF)

- During the round robin, if a team does not finish all their scheduled games, all played games keep their results, any subsequent games are forfeited, and the team is ranked per Rule C9.
- After the end of the round robin, all played games keep their results. If the team has qualified for the start of the play-offs, the team assumes the ranking of the highest ranked team outside the play-offs and other teams above that position move up to fill the gap(s). This recalibration needs to occur at

least 2 hours before the scheduled play-off game time. If that cannot be arranged, their next opponent will win the game by forfeit.

- During the play-offs, the team forfeits the game(s) and is ranked accordingly.

IV. A team is disqualified from a competition, disqualified (DSQ) or disqualified for unsportsmanlike behaviour (DQB)

- During the round robin, all results from a DSQ or DQB team will be removed, the team is listed last with the comment 'DSQ' or 'DQB'.
- After the end of the round robin, all results from a DSQ or DQB team will be removed. The team is listed last with the comment 'DSQ' or 'DQB'.
- During the play-offs, the team forfeits the game, and is listed last with the comment 'DSQ' or 'DQB'. The final result of their last game is changed to W/L.
- After the competition, the team is listed last with the comment 'DSQ' or 'DQB'. The final result of their last game is changed to W/L.
- If there is more than one team that is disqualified, the teams will be listed last, alphabetically, by their three-letter code.

V. If there are more than one team that is listed by (i), (iii) or (iv) teams will be listed by the following order: DNS, DSQ and DQB.

VI. Teams that are DNF will be allocated world ranking or qualification points as per their final rankings. Teams that are DNS, DSQ or DQB will receive no points.

(e) The Draw Shot Challenge (DSC) is the average distance of all the individual Last Stone Draw stones, which were delivered by a team during the round robin excluding the least favourable result(s) as detailed in (ii) and (iii) below.

I. The team with the lesser DSC receives the higher ranking. If the DSCs are equal, then the team with the best non-equal counting LSD receives the higher ranking. In the case where all counting LSDs are equal the member association ranked higher in the official World Curling World Rankings is ranked higher.

II. Where a total of 11 or fewer individual stones will be considered, the single least favourable result is automatically eliminated when calculating the average distance. Where more than 11 individual stones will be considered, the two least favourable results will be eliminated when calculating the average distance.

III. Where there is more than one group and these groups are of differing sizes, to ensure the DSC is calculated in the same way, only the LSDs from the first 'equal number' of games will be used. Based on the Original Team Line-up form, the four players (2 in Mixed Doubles) have to fulfil the minimum number of LSD stones within the first 'equal number' of games.

C10. UMPIRES

(f) World Curling appoints a Chief Umpire and the Deputy Chief Umpire(s) for every World Curling competition. These officials should include both men and women. Officials are approved by their respective Associations/ Federations.

(g) The umpire determines any matter in dispute between teams, whether or not the matter is covered by the rules.

(h) An umpire may intervene at any time during a competition, and give directions concerning the placement of stones, the conduct of players and adherence to the rules.

(i) The Chief Umpire, when authorised, may intervene at any time in any game and give such directions concerning the conduct of the game as is considered proper.

(j) An umpire may delay a game for any reason and determine the length of the delay.

(k) All matters pertaining to the rules are adjudicated by an umpire. In the event that there is an appeal against an umpire's decision, the decision of the Chief Umpire (or in their absence the official delegated to act as Chief Umpire) is final.

(l) The Chief Umpire may eject a player, coach or team official from a game for what is considered to be unacceptable conduct or language. The ejected person must leave the competition area and take no further part in that game. When a player is ejected from a game, an alternate player may not be used in that game, for that player.

(m) The Chief Umpire may recommend to the curling organisation having jurisdiction the disqualification, or suspension, of any player, coach or team official from present or future competitions.

COMPETITIONS – THE PLAYDOWN SYSTEMS

For all competitions with multiple groups, seeding is based on ranking from the previous three years. MAs that did not play in those events will be ranked at the bottom of the list according to the official World Curling World Ranking.

Olympic Winter Games (OWG) – Men & Women

- The qualification system will be agreed between the IOC and World Curling. It will be published on the World Curling website as soon as it is approved by the IOC.
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

  Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

Olympic Winter Games (OWG) – Mixed Doubles

- The qualification system will be agreed between the IOC and World Curling. It will be published on the World Curling website as soon as it is approved by the IOC.
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

  Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

Olympic Qualification Event (OQE) – Men & Women

- The qualification system will be agreed between the IOC and World Curling. It will be published on the World Curling website as soon as it is approved by the IOC.

Pre-Qualification Event (Pre-QE) – Men & Women

- The qualification system will be agreed between the IOC and World Curling. It will be published on the World Curling website as soon as it is approved by the IOC.
- Any World Curling Member Association that qualifies their NOC for the 2025 Pre-Qualification Event and subsequently withdraws from the 2025 ECC or PCCC will forfeit the right to qualify their NOC for the 2030 Olympic Winter Games.

Olympic Qualification Event (OQE) – Mixed Doubles

- The qualification system will be agreed between the IOC and World Curling. It will be published on the World Curling website as soon as it is approved by the IOC.

Paralympic Winter Games (PWG) – Mixed Gender Teams

- The qualification system will be agreed between the IPC and World Curling. It will be published on the World Curling website as soon as it is approved by the IPC.
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

  Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

Paralympic Winter Games (PWG) – Mixed Doubles

- The qualification system will be agreed between the IPC and World Curling. It will be published on the World Curling website as soon as it is approved by the IPC.
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

  Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

Winter Youth Olympic Games (YOG)

- The qualification system will be agreed between the IOC and World Curling. It will be published on the World Curling website as soon as it is approved by the IOC.

World Curling Championships – Men (WMCC) & Women (WWCC)

- 13 teams (qualification process explained on Page 54).
- Teams placed in one group, playing a round robin to establish the top six ranked teams.

  Play-off System: The teams ranked 1st and 2nd get a bye to the semi-finals. The teams ranked 3rd to 6th play in qualification games (3 v 6 and 4 v 5). The winners of those qualification games advance to the semi-finals. The 1st ranked team will play against the winner of the 4 v 5 game and the 2nd ranked team will play against the winner of the 3 v 6 game. The winners of the semi-finals play in the gold medal game, the losers of the semi-final play in the bronze medal game.

World Junior Curling Championships (WJCC) – Junior Men & Junior Women

- 10 teams for each gender… 1 team from the Host Association/Federation, top 6 highest ranked Association/Federation from the previous year's WJCC and top 3 teams from the previous WJBCC.
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

  Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

World Junior-B Curling Championships (WJBCC) – Junior Men & Junior Women

- Open to junior teams from all World Curling Member Associations that have not already qualified for the next WJCC. Three Member Associations will qualify from this event.

- World Curling reserves the right to adjust the system of play depending on the number of entries and the sheets of ice available. The format is worked out to give every team a chance to win the event and to play an appropriate number of games.

World Junior Mixed Doubles Curling Championship (WJMDCC)

- Open to teams from all World Curling Member Associations.
- World Curling reserves the right to adjust the system of play depending on the number of entries and the sheets of ice available. The format is worked out to give every team a chance to win the event and to play an appropriate number of games.

Winter University Games (WUG) – Men & Women University Students

- The qualification system will be agreed between the FISU and World Curling. It will be published on the World Curling website as soon as it is approved by the FISU.

World Wheelchair Curling Championship (WWhCC) – Mixed Gender Teams

- 12 teams… 1 team from the Host Association + 8 teams from the Associations which qualified from the previous WWhCC + 3 teams from the Associations which qualified through the World Wheelchair-B Curling Championship (WWhBCC).
- Teams placed in one group, playing a round robin to establish the top six ranked teams.

  Play-off System: The teams ranked 1st and 2nd get a bye to the semi-finals. The teams ranked 3rd to 6th play in qualification games (3 v 6 and 4 v 5). The winners of those qualification games advance to the semi-finals. The 1st ranked team will play against the winner of the 4 v 5 game and the 2nd ranked team will play against the winner of the 3 v 6 game. The winners of the semi-finals play in the gold medal game, the losers of the semi-final play in the bronze medal game.

World Wheelchair-B Curling Championship (WWhBCC) – Mixed Gender Teams

- Open to teams from Associations that have not already qualified for the next WWhCC. Three Member Associations will qualify from this event.
- World Curling reserves the right to adjust the system of play depending on the number of entries and the sheets of ice available. The format is worked out to give every team a chance to win the event and to play an appropriate number of games.

World Wheelchair Mixed Doubles Curling Championship (WWhMDCC)

- Open to teams from all World Curling Member Associations.
- An Association's team is made up of curlers who are bona fide members of that Association and who fulfil the eligibility criteria for playing for that Association.
- World Curling reserves the right to adjust the system of play depending on the number of entries and the sheets of ice available. The format is worked out to give every team a chance to win the event and to play an appropriate number of games.

World Mixed Doubles Curling Championship (WMDCC)

- 20 teams… 1 team from the Host Association, 16 teams from the Associations which qualified from the previous WMDCC + 3 teams from the Associations which qualified through the World Mixed Doubles Qualification Event (WMDQE). Should the Host Association already have qualified, a fourth Member Association will qualify through the World Mixed Doubles Qualification Event (WMDQE).
- Teams placed in two groups, playing a round robin to establish the top three teams in each group.

  Play-off System: The teams ranked 1st in each group get a bye to the semi-finals. The teams ranked 2nd and 3rd in each group play in qualification games (A2 v B3 and B2 v A3). The winners of those qualification games advance to the semi-finals. In the semi-final games, A1 will play the winner of B2 v A3; B1 will play the winner of A2 v B3. The winners of the semi-finals play in the gold medal game, the losers of the semi-final play in the bronze medal game.

Relegation: The bottom MAs from each group (A10 and B10) will be relegated to the WMDQE in the following season. There will be relegation games between A8 v B9 and B8 v A9 where the losers of these games will also be relegated to the WMDQE in the following season.

World Mixed Doubles Qualification Event (WMDQE)

- Open to teams from Associations that have not already qualified for the next WMDCC. Three or Four Member Associations will qualify from this event.
- World Curling reserves the right to adjust the system of play depending on the number of entries and the sheets of ice available. The format is worked out to give every team a chance to win the event and to play an appropriate number of games.

World Mixed Curling Championship (WMxCC) and
World Senior Curling Championships (WSCC) – Men & Women

- Open to teams from all World Curling Member Associations.
- An Association's team is made up of curlers who are bona fide members of that Association and who fulfil the eligibility criteria for playing for that Association.
- World Curling reserves the right to adjust the system of play depending on the number of entries and the sheets of ice available. The format is worked out to give every team a chance to win the event and to play an appropriate number of games.

QUALIFICATION FOR THE WORLD CHAMPIONSHIPS MEN & WOMEN (WMCC & WWCC)

- For the World Men's and Women's Championships there are 13 teams, selected in this manner:
- 7 European Championship (including host) *
- 5 Pan Continental Championship (including host) *
- 1 team will be selected looking at the aggregate performance of the top 5 teams from the two zones (Europe and Pan Continental). The better performing zone wins the 13th spot at the following year's WCC
- To define which region is the better performing region of the aggregate performance of the top 5 MAs of each region (ECC and PCCC), the same points system as for the qualification towards the Olympic Games will be used.
- If one region has less than 5 MAs participating at the previous WCC, the region will receive zero points for the MA(s) missing.
- If both regions have the same total number of points for their top 5 MAs, the region which won the World Championship will be ranked higher.

*The host of the World Championships must play in the PCCC or the ECC

QUALIFICATION - WORLD JUNIOR CHAMPIONSHIPS (WJCC)

All Zones	1 team	To the Host Association / Federation.
	6 teams	The top six (6) Member Associations, excluding the host, from the previous WJCC.
	3 teams	The top three (3) Member Associations from the previous WJBCC.

EUROPEAN CURLING CHAMPIONSHIPS (ECC)

- The European Curling Championship qualifies European Member Associations to the World Curling Championships.
- World Curling reserves the right to adjust the system of play. In the event of no entries for the C-Division, B9 + B10 Women and B15 + B16 Men remain in the B-Division.

ENTRIES	PLAYING SYSTEM	PLAY-OFFS	FINAL RANKINGS
A Division Men and Women 10 Teams A1 – A8 + B1 + B2 Rankings taken from the previous ECC	One Group: Round robin to determine top 4 teams + Play-offs	Olympic play-off system with top four teams as shown in the chart on page 58	Teams ranked A1- A10 as per World Curling ranking procedure. A9 + A10 are relegated to B Division for next ECC
B Division Women 10 Teams A9 + A10 + B3 – B8 + C1 + Host Association Should the Host Association already be in A or B Division then C2 will be promoted. Rankings taken from the previous ECC	One Group: Round robin to determine top 4 teams + Play-offs	Olympic play-off system with top four teams as shown in the chart on page 58	Teams ranked B1- B10 as per World Curling ranking procedure. B1 + B2 are promoted to A Division for next ECC B9+B10 are relegated to C Division
B Division Men 16 teams A9 + A10 + B3 – B14 + C1 + Host Association Should the Host Association already be in A or B Division then C2 will be promoted. Rankings taken from the previous ECC	Two Groups of 8 teams: Group round robins to determine top 3 teams + Play-offs	1st ranked teams advance directly to the semi-finals; A2 v B3 and A3 v B2 to determine last teams in semi-finals. For the semi-finals: A1 will play the winner of B2 v A3; B1 will play the winner of A2 v B3. The relegation for the ECC B-Division men is determined in the following manner: MA7 v MB7 - winner is not relegated and MA8 v MB8 - loser is relegated	Teams ranked B1- B16 as per World Curling ranking procedure. B1 + B2 are promoted to A Division for next ECC B15 + B16 are relegated to C Division

		Loser (MA7 v MB7) v winner (MA8 v MB8) - winner is not relegated, loser is relegated There is no tie-breaker game(s) before those relegation games and the ranking is solely done by the results of the round robin.	
C Division Men B15+B16 + other entries C Division Women B9+B10 + other entries	World Curling reserves the right to adjust the system of play depending on the number of entries and the sheets of ice available. The format is worked out to give every team a chance to win the event and to play an appropriate number of games.		Teams ranked as per World Curling ranking procedure. C1 is promoted to B-Division for next ECC. Should the Host Association already be in A or B Division then C2 will also be promoted.

PAN CONTINENTAL CURLING CHAMPIONSHIPS (PCCC)

The Pan Continental Curling Championship qualifies Member Associations out with Europe to the World Curling Championships

ENTRIES	PLAYING SYSTEM	PLAY-OFFS	FINAL RANKINGS
A Division Men and Women 8 Teams A1 - A7 + B1 Rankings taken from the previous PCCC	One Group: Round robin to determine top 4 teams + Play-offs	Olympic play-off system with top four teams as shown in the chart on page 58	Teams ranked A1- A8 as per World Curling ranking procedure. A8 is relegated to B Division for next PCCC
B Division Men and Women A8 + other entries Open to all MAs from the Americas and Pacific-Asia zones, not already qualified for the A-Division	World Curling reserves the right to adjust the system of play depending on the number of entries and the sheets of ice available. The format is worked out to give every team a chance to win the event and to play an appropriate number of games.		Teams ranked as per World Curling ranking procedure. B1 is promoted to A-Division for next PCCC

MINIMUM STANDARDS

Required by Member Associations for Entry into World Curling Championships

1. **Curling Season:** A minimum of three months.
2. **Standard of Play:** World Curling may judge if the standard of play of a Member Association is adequate to enter the World Curling Championships.
3. **Qualification:** No Member Association, whose Annual Subscription and arrears to World Curling are not paid by 1 September of any year, is eligible to enter the World Curling Championships the following year.

ELIGIBILITY

1. Athletes are a national of the country they are representing – their residence can be anywhere.

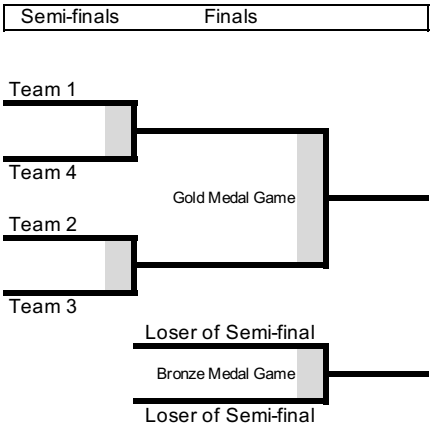
   or

   Athletes are a resident of the country they are representing for a period of at least two consecutive years immediately prior to the start of the competition.

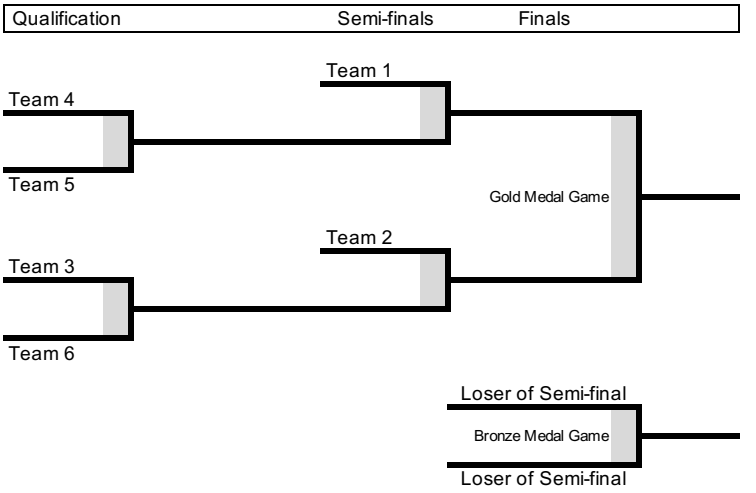
2. If an athlete has represented a country in any World Curling competition or any other International event (e.g. Olympic / Youth Olympic Games, Paralympic Games, University Games) that athlete may not represent another country in any World Competition competition until the athlete fulfils one of the above criteria AND a period of two consecutive years has elapsed.
3. This eligibility does not apply to competing in the Olympic / Paralympic Winter Games, which are governed by the regulations of the International Olympic / Paralympic Committee.
4. The World Curling Executive Board shall resolve any dispute relating to the determination of the World Curling Member Association that an athlete may represent in a World Curling competition.

PLAY-OFF SYSTEMS

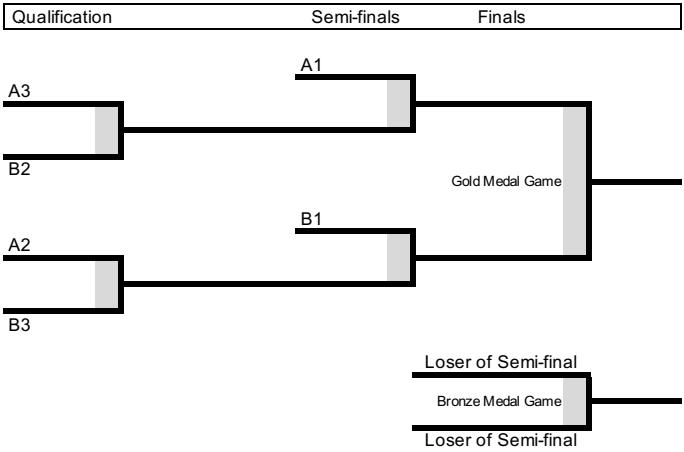
OLYMPIC PLAY-OFF SYSTEM



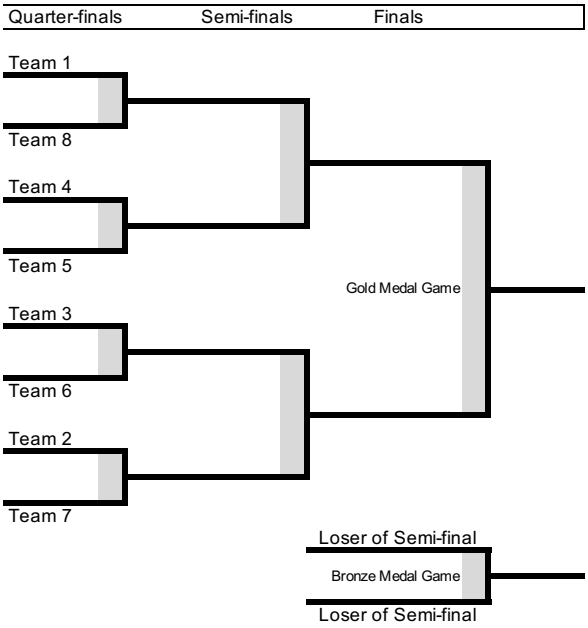
6 TEAMS IN ONE GROUP



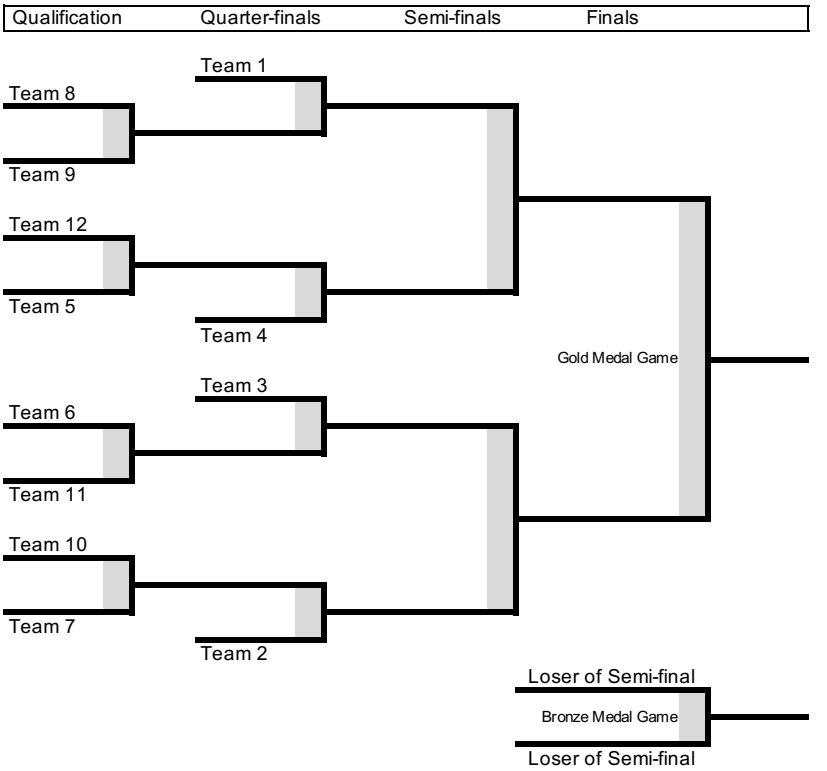
6 TEAMS IN TWO GROUPS



8 TEAMS WITH QUARTER-FINALS



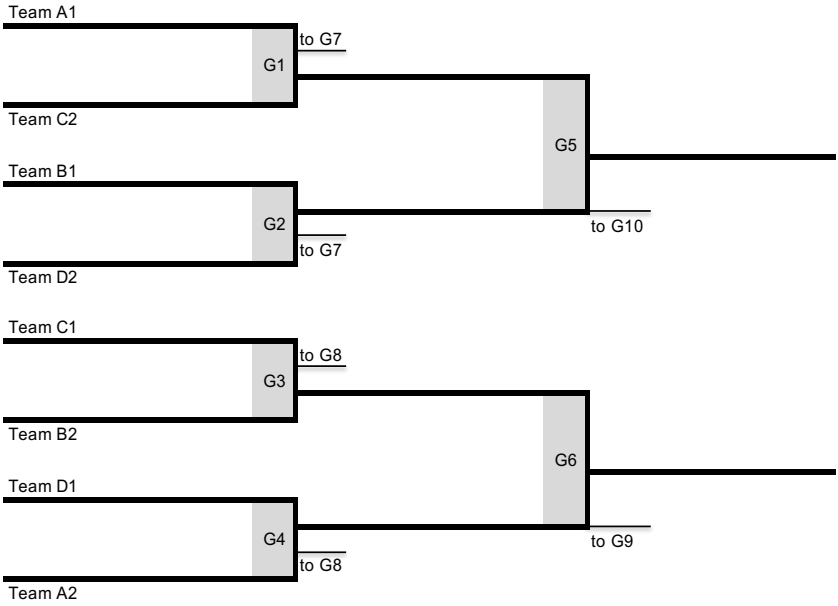
12 TEAMS WITH QUALIFICATION GAMES



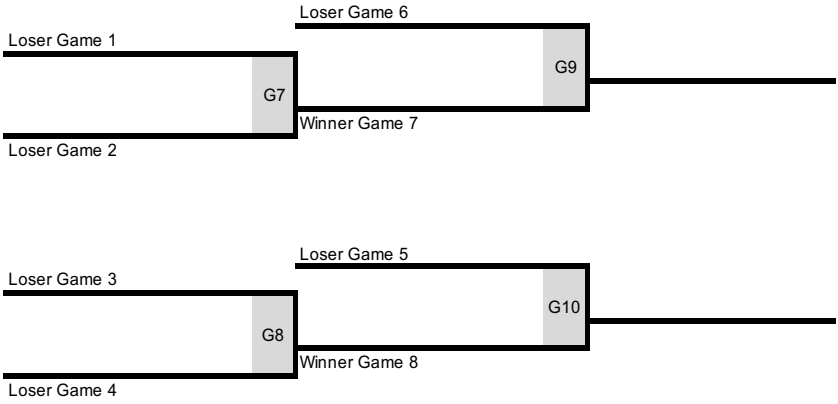
16 TEAMS WITH 1/8-FINALS

DOUBLE KNOCK WITH 8 TEAMS – 4 TEAMS TO QUALIFY

A-Road



B-Road



GLOSSARY OF TERMS

Alternate	A registered, non-playing member of the team who is eligible to substitute for one of the competing players.
Arithmetically Eliminated	The status of a team that has a combined total of stones left to be delivered and/or remaining in play that is less than the number needed to produce either a tie or a win.
Athlete Field of Play	The area between the scoreboards at each end and extends to the outside edge of each walkway beside the outermost sheets.
Away End	The end of the sheet to which the first stone of a game is delivered.
Back Board / Bumper	Material (e.g., 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 the 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 competition or tournament.
Brush (Broom)	See definition: Sweeping Device.
Brush Head	The part of the brush that comes in contact with the ice surface when sweeping.
Button	The small circle at the centre of the house.
Burned Stone	A stone in motion touched by a player or any part of a player's equipment.
Centre Line	The line dividing the playing surface down the middle. It joins the midpoints of the tee lines and extends beyond the centre of each tee line to the hack line.
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.
Debris	Any substance, including frost, snow or material originating from brushes, shoes or clothing.
Delivery 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 that 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 Take-out	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 favourable LSD(s), 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 indicated if a stone was released by a player before the stone reached the hog line at the delivery end.
End	A portion of a curling game that is completed when each team has thrown eight stones (5 in Mixed Doubles) and/or the score has been decided.
End of Competition	A competition ends at the end of the medal ceremony, or if there is no ceremony, when the last game of the competition ends.
End of a Game	A game ends with the signature on the scorecard, or in case where a team leaves the field of play without signing the card the game ends when the athletes exit the field of play.
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.
Field of Play	The combined area of the Athlete Field of Play and the Team Official Field of Play.

First Player	The first curler on a team to deliver two stones in each end.
Fourth Player	The fourth curler on a team to deliver two stones in each end.
Free Guard Zone (FGZ)	The area at the playing end, between the hog line and the tee line, but excluding the house.
Freeze	A form of a draw shot that stops directly up against another stone.
Front House Weight	The momentum required for a delivered stone to reach the front part of the house at the playing end.
Forfeit	If a team cannot start or continue a game the other team will win that game. The final game score will be recorded as W-L.
Game	Two teams playing a specified number of ends to determine a winner.
Guard	A stone that is placed in a position so that it may protect another stone.
Hack	The foot-hold at each end of the ice which is used by players (except wheelchair curlers) to start the delivery of a curling stone.
Hack Line	A small line parallel to the tee line, at each end of the centre line.
Hack Weight	The momentum required for a delivered stone to reach the hack at the playing end.
Handle	The part of a curling stone that a player grips in order to deliver.
Hammer	A term used to describe the stone that will be the last stone delivered in that end.
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 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 delivery 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 in position to start the delivery 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, for left-handed curlers it is a counter-clockwise rotation.
Last Stone Draw (LSD)	A contest conducted at the conclusion of a team's pre-game practice in which each team delivers two stones by different players, the first stone with a clockwise and the second with a counter-clockwise rotation, to the tee at the home end. The resulting distances are measured and used to determine which team has the choice of delivering the first or second stone in the first end.
Last Stone First End (LSFE)	A term to describe the stone that will be delivered last 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 centre 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, for left-handed curlers it is a clockwise rotation.
Pebble	The water droplets applied to a sheet of ice before commencing play. These droplets freeze, which then reduces 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.

Power Play	In Mixed Doubles games, the team that has the decision on the placement of the "positioned" stones, can one time in a game place the stones in designated positions to the side of the sheet instead of the designated centre positions.
Raise	A type of draw which bumps forward another stone.
Raise Take-out	A delivered stone hits a stationary stone, which then starts to move and it hits a third stone out of play.
Rings	See definition: House.
Rock	See definition: Stone.
Roll	The sideways movement of a curling stone after it has struck a stationary stone.
Rotation	The direction of turn of a stone (clockwise or counter-clockwise).
Round Robin	A competition in which each team plays all the other teams in their group.
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.
Spare	See definition: Alternate.
Start of Competition	A competition starts at the beginning of the scheduled team meeting or the start of the first pre-event practice, whichever comes first.
Start of a Game	A game starts at the scheduled time for that game. The pre-game practice as well as the delivery of the LSD stones also fall under the official game rules with the exception where a rule or policy specifically states a difference for either of them.
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.
Sweeping Device	A device used by players to sweep/clean the ice.
Swingy Ice	The condition of the ice or stones causing the stones to have excessive curl.
Take-out	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 and may include a coach.
Team Official Field of Play	The area behind the scoreboards inside the boards or a dedicated coach bench outside the boards
Team Time-out	A 60 second on-ice meeting between a team and their 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 centre of the house.
Tee Line	A line extending across the width of the sheet that passes through the centre 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.
Tie-breaker	A game that is played to break a tied ranking at the end of the round robin.
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 (Mate or Acting 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.
Wheelchair Lines	Two lines that run from the hog line to the outermost edge of the nearest circle of the house. Wheelchair curlers are allowed to start their delivery with the stone placed between these lines.