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.

INTRODUCTION

The following Rules of the Game are those of The Royal Caledonian Curling Club (RCCC) and its members. The RCCC has adopted the trading name Scottish Curling which is used throughout this rulebook. All members of RCCC are considered equally as members of Scottish Curling.

Changes to the Rules of the Game (R Rules) must be determined by a simple majority of the members of Scottish Curling, voting at its Annual General Meeting.

The Board of Directors has responsibility for changes to the regulation of Scottish Curling Competitions (C Rules) and the regulation of Specific Competitions (S Rules) and makes any changes in consultation with the relevant committees and staff.

As Scottish Curling follows World Curling rules where appropriate, publication of each season's RCCC rule book will be as soon as possible after the updated World Curling rule book is available.

The Scottish Curling Board will adopt relevant new Rules of the Game approved by World Curling for those competitions leading to international representation which will be listed in Appendix 1 until presented and approved at a RCCC AGM.

Any Scottish Curling club wishing to adopt these rules may do so at its discretion.

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ESTABLISHED 1838

These rules apply to all games and competitions played under RCCC Rules of the Game.

R1. Sheet Layout

Note: Imperial measurements are listed for guidance.

(a) The length of the playing area is 42.07 m (138 ft), and the ice should be continued a further 1.83m (6 ft) behind each hack line. The width of the sheet from the inside edges of the side lines is a maximum of 4.75 m (15 ft 7 in). Dividing lines must be drawn from back line to back line or barriers placed between adjoining sheets. The length may be reduced to a minimum of 44.50m (146 ft) and the width to a minimum of 4.42 m (14 ft 6 in). If the local conditions of an existing facility do not permit those dimensions, then reasonable variation will be allowed. In the case of a Scottish Curling competition any variations will be subject to approval by the Chief Umpire.

(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, 1.3 cm (1/2 in) maximum width, placed so that the centre of the line is 17.37 m (57 ft) from the middle of the sheet.

  (ii) the back line, 1.3 cm (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, 10.2 cm (4 in) maximum width, placed so that the inside edge is 6.40 m (21 ft) from the centre of the tee line.

(iv) a hack line, 45.7 cm (18 in) in length and 1.3 cm (1/2 in) maximum width, is placed parallel to the tee line, at each end of the centre line.

(v) a courtesy line, 15.2 cm (6 in) in length and 1.3 cm (1/2 in) maximum width, is placed 1.22 m (4 ft) outside and parallel to the hog lines, on each side of the sheet.

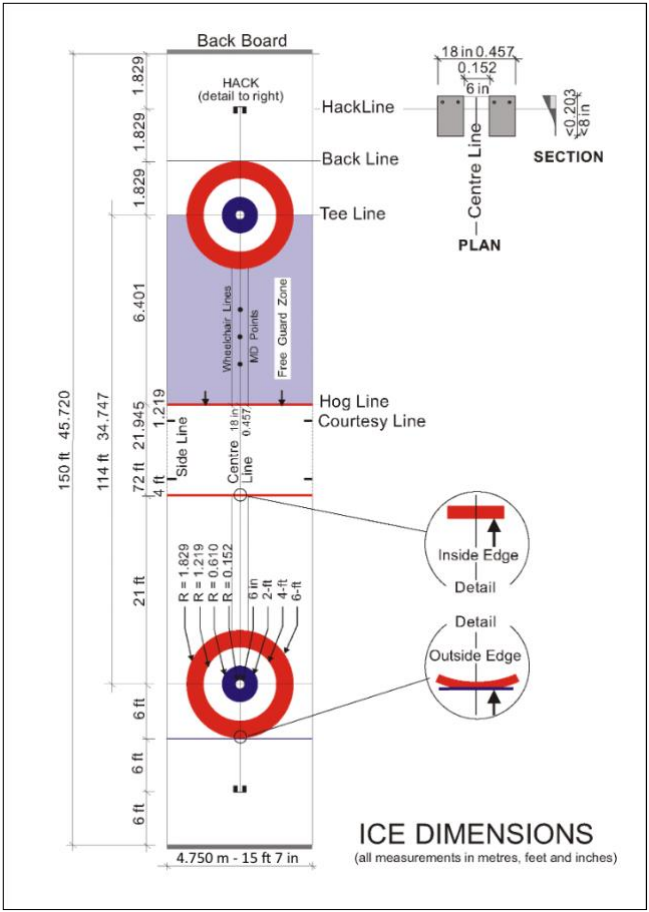
Additionally there is a centre line, 1.3 cm (1/2 in) maximum width joining the midpoints of the tee lines and extending 3.66 m (12 ft) beyond the centre of each tee line which runs perpendicular to the lines described under (i)-(v).

(c) For wheelchair events, at each end of the sheet, two thin (e.g. - wool) wheelchair lines are placed parallel to and on both 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 45.7cm (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 182.9 cm (6 ft), the next circle a radius of 121.9 cm (4 ft), the next circle a radius of 61.0 cm (2 ft), and the innermost circle having a minimum radius of 15.2 cm (6 in).

(e) Two hacks are placed on the hack line, on both sides of the centre line, with the inside edge of each hack 7.6 cm (3 in) from the midpoint of the centre line. The width of each hack shall not exceed 15.2 cm (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 20.3 cm (8 in) in front of the hack line. If the hack is recessed into the ice, this is not to be more than 3.8 cm (1.5 in) in depth.

(f) All lines shall be as in the accompanying diagram (on the following page) which shall form part of the rules subject to the additional provisions in R17: The Outdoor Game.


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

R2. Stones

(a) A curling stone is of circular shape, having a circumference no greater than 91.4 cm (36 in), a height no less than 11.4 cm (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 which should have the same handle colour and be individually identifiable 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 a replacement stone shall be placed where the largest fragment came to rest. The end in play, and the game, shall be completed using the replacement stone.

(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) If a handle completely separates from a stone during delivery, the delivering player has the option of either allowing the play to stand, or of redelivering the stone after any displaced stones have been replaced to their original positions 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 moving stone that touches or crosses a dividing line will be allowed to continue in its progress until it comes to rest providing that it has not made contact or is likely to make contact with any object in the adjoining sheet. After coming to rest a stone must lie completely inside the dividing line or it is removed from play.

(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.

(j) Teams are not to make alterations to, nor place any object on or over, their game stones, subject to the provisions in R17: The Outdoor Game.

R3. Teams

The rules below apply unless individual competition rules state otherwise.

(a) A team is composed of four players. Each player delivers two stones, in consecutive order in each end, while alternating with an opponent.

Where teams are composed of two players, each player delivers four 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 functions, prior to the start of a game and maintains that rotation and those functions throughout that game subject to R3(c). A team that deliberately changes its delivery rotation, or functions during a game will forfeit the game.

(c) A team must start a game with a full complement of four players. The game starts with the delivery of the first stone of the first end for each team or, where appropriate, with the delivery of the team's first LSD stone. Any team not having its full complement shall be subject to R11(k).

(i) Where a player is unable to play in a round of a competition due to illness, accident or any other valid reason, that player may be replaced by a substitute, provided this substitute has not already taken part in that competition in any other team.

(ii) A substitute may play in any position in any round but not higher than the position of the curler being replaced.

(iii) The skip shall declare any substitute in the first round of a competition or the nominated team in the first round shall be understood to be the entered team.

(iv) No team shall take into play more than two substitutes, in any game, match or competition.

(v) All substitutes must be eligible in terms of the rules of the competition. If a substitute plays in a position higher than the curler he is replacing the result will be the forfeiture of the game. In league play, penalties shall apply as under Forfeiture of the Game, R11(k)

(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 only re-join the game 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/substitute at the beginning of an end and any alternate/substitute must play in the position of the replaced player when entering a game in progress. When the substitute is introduced the functions of skip and vice skip may be changed. If an alternate/substitute joins a game, the player who was substituted may rejoin the team for the next game.

(iii) Where it is known prior to the start of an end that a team will have only three players, the first two players shall deliver three stones each and the last player shall deliver two stones.

(e) Where a team is composed of four players, it may not play with fewer than three, with all players delivering their allocated stones in each end.

(f) A team may not use more than two substitutes in a game. 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

See Appendix 1: 'Delivering Team (b) (ii), page 91

(a) Non-Delivering Team:

(i) During the process of delivery the players take stationary positions along the sidelines between the courtesy lines where marked or otherwise between the hog lines. However:

- 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,
- the player who is to deliver next may take a stationary position to the side of the sheet, behind the hacks, at the delivering end.

(ii) The non-delivering team players must not take any position, nor cause any motion, which could obstruct, interfere with, distract or intimidate the delivering team.

(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.

In Pairs and Doubles competitions R14(a) and R14(j) apply.

If the skip, or vice-skip, are not in the Field of Play, and it is either the skip's or vice-skip's turn to deliver, any on-ice player can be in charge of the house for that stone

(iii) Any improper position of players 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 to their original positions by the non-offending team, to their positions prior to the violation taking place.

Wheelchair curlers playing in games involving non-wheelchair curlers shall be subject to R13(b)

(d) A stone must be delivered using the handle of the stone, and 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.

(e) If a hog line violation stone is not immediately removed and strikes another stone, the delivered stone is removed from play by the delivering team, and any displaced stones are replaced to their original positions, by the non-offending team, to their positions prior to the violation taking place.

(f) 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 at the delivery end may be returned to the player and redelivered.

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

(h) If a player delivers a stone belonging to the opposing team, that stone is allowed to come to rest, and is then replaced by a stone belonging to the delivering team.

(i) If a player delivers a stone out of proper rotation, the end continues as if the mistake had not occurred. The player who missed a turn delivers the last stone for that team in that end. If it cannot be determined which player delivered out of proper rotation, the player who delivered the first stone in the end for that team delivers the last stone for that team in that end.

(j) If a player inadvertently delivers too many stones in one end, the end continues as if the mistake had not occurred and the number of stones allocated to the last player of the offending team shall be reduced accordingly. 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.

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

  (i) the second stone is removed and any displaced stones replaced to their original positions, by the non-offending team, 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.

(l) Where the wrong team starts 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 second stone of the end has been delivered, play continues as if the error had not occurred.

(m) No player shall deliver a stone, until the stone delivered by the previous player has come to rest or until such time as any stone whose movement has been generated by that stone comes to rest. Where an infringement takes place the stone shall be returned to the offending player who shall re-deliver it.

(n) For the use of a delivery stick in competition by non-wheelchair players see R10(f).

In delivering a stone with a delivery stick:

(i) A right-handed curler must start with their right foot in the left hack and a left-handed curler must start with their left foot in the right hack. The delivery has to be along a straight line from that hack directly towards the intended target.

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

(iii) A stone must be clearly released from the delivery stick before the stone has reached 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.

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

R6. Free Guard Zone

The Free Guard Zone (FGZ) shall apply for any game, match or competition played under RCCC Rules excepting Doubles, The Grand Match and the Points Competition.

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

In the event of any stone being measured whether by instrument or eye to determine if it is in the FGZ and provided that stone has not been touched for the remainder of that end, no further measurement of it will be made.

R7. Sweeping

(a) The sweeping motion can be in any direction (it need not cover the entire width of the stone), must deposit no debris in front of a moving stone, and must finish to either side of the stone.

(b) A stationary stone must be set in motion before it can be swept. A stone set in motion by a delivered stone, either directly or indirectly, may be swept by any one or more of the team to which it belongs anywhere in front of the tee line at the playing end.

(c) All players may clean the playing surface prior to the delivery of the next stone.

(d) A stone in play 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. In the non-delivering team, this may only be the skip or vice-skip, or either player in a Doubles 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.

R8. 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 its 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 delivery 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 its equipment, or is affected by an external force:

- If the stone was the delivered stone, it is redelivered.
- If the stone was not the delivered stone, it is placed where the team to which it belongs reasonably considers it would have come to rest had it not been touched.

(b) Inside the hog line at the playing end:

(i) If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by its equipment, all stones are allowed to come to rest, after which the non-offending team has the option to:

- remove the touched stone, and replace all stones that were displaced after the infraction to their positions prior to the violation taking place; or
- leave all stones where they came to rest; or
- place all stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.

(ii) If a moving stone is touched, or is caused to be touched, by an opposition team, or by its equipment, all stones are allowed to come to rest, after which the non-offending team places the stones where it reasonably considers the stones would have come to rest, had the moving stone not been touched.

(iii) If a moving stone is touched, or is caused to be touched, by an external force, all stones are allowed to come to rest, and then placed where they would have come to rest if the incident had not occurred. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their 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 199.6 cm.

(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.

(iv) If a moving stone is touched by a stone deflecting off the sheet dividers or side barriers 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.

R9. 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 its position 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.

(c) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced, by a player or their equipment, all stones are allowed to come to rest and then the non-offending team has the option to:

(i) leave all stones where they came to rest; or

(ii) remove from play the stone whose course would have been altered, and replace any stones that were displaced after the violation to their positions prior to the violation taking place; or

(iii) place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.

(d) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced, by an external force, all stones are allowed to come to rest, and are then placed in the positions in which they would have come to rest had a stone not been displaced. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their positions prior to the violation taking place. If agreement on those positions cannot be reached, the end is replayed.

(e) If a displacement is caused by stones deflecting off a barrier the stones are replaced by the non-delivering team, to their positions prior to the violation taking place.

(f) Last Stone Draw (LSD) Stones:

(i) If a member of the delivering team displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone will be removed and recorded as 199.6 cm.

(ii) If a member of the non-delivering team displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone is replaced by the delivering team, to its position prior to the violation taking place.

(iii) If an external force displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone is replaced by the delivering team, to its position prior to the violation taking place.

R10. Equipment

(a) No player shall cause damage or engage in any action which could lead to damage to the ice surface by means of equipment, hand prints, or body prints. A player may be ejected from a game under C10(g) if continually breaking this rule.

(b) 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 athlete field of play, are forbidden.

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

(i) The handle must be properly activated so that it is functioning during 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 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.

(d) A whistle or other signalling instrument can be used in case of medical reason and after consultation and written approval from Scottish Curling.

(e) Unless otherwise stated in the Specific Competitions Rules or Team Meeting Document/Team Information Sheet, a player may change the type of brush or synthetic broom at any time during a game, provided there is no delay.

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

(i) A delivery stick may be used in Scottish Curling competitions except for the competitions, or their qualifying events, listed in Appendix 2.

(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) In wheelchair competitions all delivery sticks must conform to the World Curling Wheelchair Curling Policy.

R11. Scoring

(a) The result of a game is decided by a majority of shots at the completion of the scheduled ends of play or by pre-determined time or when a team concedes victory to its opponent, or when one team is arithmetically eliminated (in the case of a game requiring only a win/loss decision) provided the minimum number of ends has been completed. Once the minimum number of ends has been played a team that has been arithmetically eliminated may complete 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 time signal has not started when the last stone of the last end has come to rest and any stone(s) whose movement has been generated by that stone has also come to rest or gone out of play then another end shall be played.

(b) At the completion of an end (when all stones have been played), a team scores one shot 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 players in charge of the house agree upon the score. If stones that may have affected the shots 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. Following the measurement the shot(s) will be indicated before any stone(s) is moved. Either player observing the measurement has the right to ask for the stones to be re-measured.

(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 shots, 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:

(iii) If the displaced stones would have determined which team scored in an end, the end is replayed.

(iv) If a team secured a shot(s), and the displaced stone(s) would have determined if an additional shot(s) was scored, that team has the option of replaying the end or of keeping the shot(s) already secured.

(h) No stone shall be measured by instrument until the last stone of the end has come to rest except to decide whether or not a stone is in play or in the FGZ.

(i) 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:

- If the team that delivered all its stones has stone(s) counting, no shots are given, “X”s are placed on the scoreboard unless the shots are required to determine the outcome.
- If the team that did not deliver all its stones has stone(s) counting, these shots are given and placed on the scoreboard.
- If no stones are counting, “X”s are placed on the scoreboard.

(j) The final score of a forfeited game is recorded as “W - L” (win - loss) where only a final result is required.

(k) Failure to appear:

(iii) Unless Individual Competitions state otherwise a game commences when all players are on the ice and ready to play.

If a team entered to play has a member(s) failing to appear on the ice and ready to play the following penalties shall apply:

After 5 minutes	1 end	and	1 shot
After 10 minutes	1 end	and	2 shots
After 15 minutes	1 end	and	3 shots
After 20 minutes	2 ends	and	4 shots
After 25 minutes	2 ends	and	5 shots
After 30 minutes	Game forfeited		

In Doubles Curling, the following penalties shall apply:

After 5 minutes	1 end	and	1 shot
After 10 minutes	1 end	and	2 shots
After 15 minutes	2 ends	and	3 shots
After 20 minutes	Game forfeited		

(ii) For games played under Game Timing (C6), 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 minutes 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) minutes late and the other team is 15:00 – 29:59 (10:00 – 19:59 MD) minutes late: two ends will be considered played, the team that was 1:00 – 14:59 (1:00 – 9:59 MD) minutes late receives last stone advantage and 1 point			

(iii) Where a late penalty applies in any game, ends forfeited shall be deducted from the total ends to be played. In all situations the non-offending team has the choice of playing first or second stones in the first end of actual play.

(iv) Upon forfeiture of the game the following penalties shall be imposed:

- Six shots shall be awarded to the non-offending team i.e. score would read 6 – 0.
- Games played to session times:

Under 1 hour 40 minutes	4 ends awarded
Over 1 hour 40 minutes but under 2 hours 10 minutes	5 ends awarded
Over 2 hours 10 minutes	6 ends awarded

No ends shall be awarded to the offending team

- Games played to a fixed number of ends:

6-7 ends	4 ends awarded
8-9 ends	5 ends awarded
10 ends	6 ends awarded

No ends shall be awarded to the offending team

(v) The latecomers rule shall apply whether games are played by time or a fixed number of ends.

(vi) A team entered to play and failing to appear at a competition shall be liable for the payment for ice charges arising from the default.

R12. Interrupted Games

If for any reason, a significant interruption of a game occurs, play recommences where play was stopped. In the case that the stones need to be removed for ice maintenance (as agreed by Chief Ice Technician and Chief Umpire), then the end is replayed.

R13. 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.

(d) The delivery of the stone is undertaken by an arm/hand release or by the use of an approved delivery stick. Stones must be clearly released from the hand or stick before the stone reaches the hog line at the delivery end.

(e) 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.

(f) Sweeping is not permitted.

(g) 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.

(h) Unless individual competition rules state otherwise all games shall be 8 ends or the bell.

R14. Doubles Curling

See Appendix 1: 'Positioned' Stone, page 91

(a) A team is composed of two players. A team must forfeit any game(s) in which it fails to have both players playing for the entire game.

(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 may be scheduled for a maximum of 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 previously 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 (see diagram):

(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. See page 24, MD Points. The points are placed on the centre line:

- at the mid-point between the hog line and the outermost edge of the top of the house.
- 0.91 m (3 ft) from the mid-point closer to the house.
- 0.91 m (3 ft) 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.

Figure No. 1 - Centre Guard

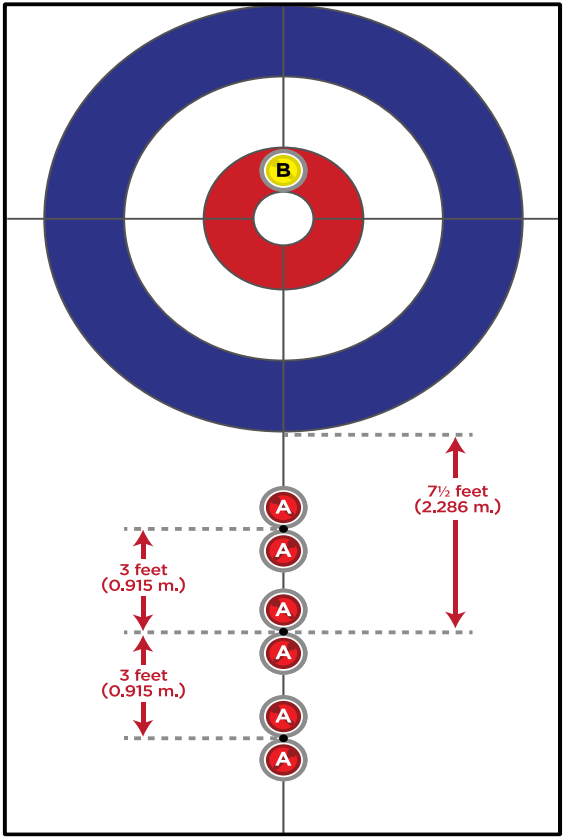
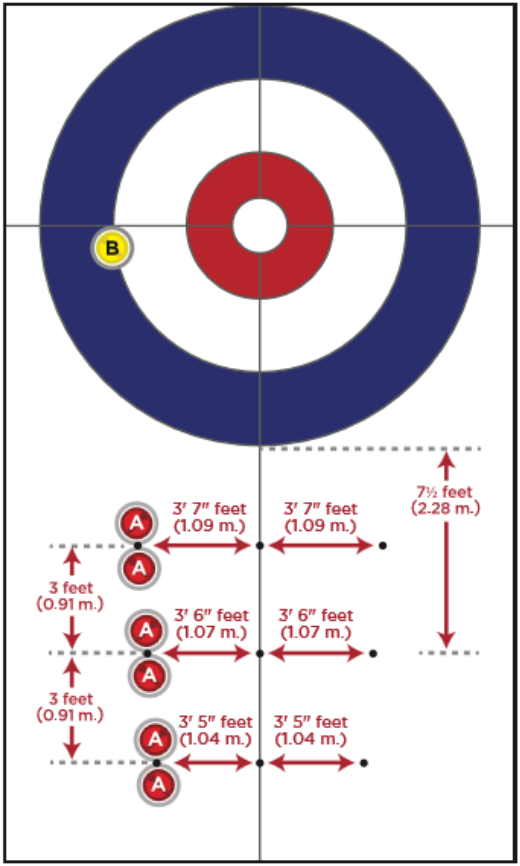


Figure No. 2 - Power Play Option



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.

(i) If a team delivers a clearly marked "positioned" stone, the last delivered stone of that team is removed from play, as soon as the infraction is realised. If the same violation happens any subsequent time by the same team during the same competition, the team will forfeit the game(s).

(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.

(l) If an end needs to be replayed, the choices of the original end (e.g. position of stones, throwing order etc.) have to stand as it was for the original end.

R15. Wheelchair Doubles Curling

(a) All rules in R13 Wheelchair Curling and R14 Doubles Curling apply, with R13(f) taking precedence over any other rules on sweeping.

(b) Players can choose, as an option (besides a delivery with no-one holding the chair or a team-mate doing that), to get help to hold the chair from an Ice Player Assistant (IPA), if available. If that option is chosen, there can be no appeal afterwards on how the IPA secured the chair.

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

R16. Prohibited Substances

The use of prohibited substances or drugs, whether taken knowingly without therapeutic exemption or otherwise, is unethical and forbidden. The anti-doping rules of Scottish Curling are the UK Anti-Doping Rules published by UK Anti-Doping Limited (or its successor), as amended from time to time. If such use occurs player(s) will be disqualified from the competition, and it could lead to further suspension.

R17. 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 disciplinary action according to the Scottish Curling Disciplinary Policy.

R18. The Outdoor Game

(a) General

(i) Play shall be from a single hack or crampit placed on the centre line. When hack and crampit are both being used on the same sheet, the heel of the crampit will be placed on the foot line and the hack, if used, placed immediately in front of the crampit.

(ii) If from any change of weather after a game has begun, or from any other reasonable cause, one side should desire to shorten the sheet, or to change to another, and if the two skips cannot agree, the umpire shall, after seeing one end played, determine whether and by how much the sheet shall be shortened, or whether it shall be changed, and that decision shall be final.

(iii) In no case, however, shall the sheet be shortened to less than 29.26 m (96 ft) from the foot line to the tee.

(iv) Should there be no umpire, or should the umpire be otherwise engaged, the two skips may call in any neutral curler to decide, and that curler's powers shall be equal with those of an umpire.

(b) Stopping, Postponing a Game

(v) Should the skips not agree, the umpire shall, in the event of the ice appearing to be dangerous, stop the game.

(vi) The Umpire shall postpone the game, even if begun, when the state of the ice is not fitted for testing the curling skill of the players.

(vii) Except in very special circumstances, of which the umpire shall be judge, the game or match shall not proceed, or be continued:

- When a thaw has fairly set in;
- When snow is falling and likely to continue during the game or match:
- If darkness comes on to prevent the played stones being well seen by players at the other end of the sheet.
- In every case of such postponement to another day the game or match, when renewed, must begin anew.

(c) Cleaning Sheet

(i) At the completion of any end, either of the skips may call upon all the players to clean and sweep the entire sheet.

(ii) If objected to, this shall be subject to the approval of the umpire.

(d) Sweeping

When snow is falling or drifting, both skips have equal right to clean and sweep the ice behind the tee line.

(e) Reversing of Stone

During a game, the sole of a stone may be reversed provided there is no delay when the player's turn comes.

The following rules apply to all competitions organised by Scottish Curling.

C1. General

(a) If there are any modifications to the rules of play for Scottish Curling competitions these will be explained during the Team Meeting or sent in a covering letter.

(b) Definitions applying to Scottish Curling competitions:

(i) Game: Play between two teams by time or a given number of ends.

(i) Match: A contest of two or more teams playing against an equal number of teams.

(ii) Competition: A playdown by any number of teams playing games or matches to determine a final winner.

(c) Scottish Curling has adopted Anti-Doping Rules to impose clear prohibitions and controls on doping in order to preserve the integrity of, and values of fair play in, curling and to protect the rights and health of participants.

(i) All players, and supporting personnel, competing in National level competitions and/or registered in the Domestic Testing Pool, are subject to the Scottish Curling Anti-Doping rules and procedures defined by UKAD.

(ii) Scottish Curling is a member of and subject to the jurisdiction of the World Curling. All players, and supporting personnel, registered in the International (World Curling) testing pool will be subject to the World Curling rules and procedures defined by WADA.

The rules, regulations and further information are available to download from the Anti-doping section of the Scottish Curling website.

C2. Participating Teams

Unless individual competition rules state otherwise the rules below apply.

(a) A team shall be composed of four Scottish Curling members whose subscriptions to Scottish Curling have been paid for the current season. Membership is valid from 1 November to 31 October annually.

(b) A team, Club or Province may be entered for a Scottish Curling competition at only one affiliated Ice Rink.

(c) Entries should be received by Scottish Curling on the official entry form along with the appropriate entry fee as decided by Scottish Curling.

(d) It shall be the team's responsibility at the date of entry to name the team and to inform Scottish Curling of any subsequent changes which might affect the entry.

(e) Substitution rules for all Scottish Curling Qualifying competitions listed in Appendix 2.

  (i) At the start of the championship each team must confirm its four named players, or two named players for Mixed Doubles championships.

  (ii) Each team is allowed two substitutes throughout the entire championship.

  (iii) Substitutes may not play in a team position higher than that of the named player for whom they are substituting.

(f) The alternate/substitute players, coach and where appropriate team delivery rotation and skip/vice-skip positions are listed on the original team line-up form and submitted to the Chief Umpire at the end of the Team Meeting. If a team wishes to make a change a team line-up form must be submitted to the Chief Umpire at least 15 minutes prior to the game.

(g) An individual can only be listed once on the original team line-up. Each individual must select to be listed as either a player or coach or team official.

(h) To be eligible to play in wheelchair competitions, a player must fulfil the eligibility criteria detailed in the World Curling Classification rules.

(i) While a game is in progress, the coach, the alternate/substitute player, and all other team officials may, if the venue layout allows, communicate with their team from their position in the team official field of play. This only applies when a team is the non-delivering team. Yelling is not allowed, and the team must not distract the delivering team and must be aware of the player position as the non-delivering team (R4).

The coach, the alternate player, and one team official may participate in the pre-event and the pre-game practices. Communication with their

team during the LSD delivery is not allowed; between the two LSD stones, communication is allowed.

Coaches and other team personnel sitting on the coach bench may watch the broadcast of their own game, with no sound (including the use of headsets). For any violation, the offending person will be removed from the team officials' field of play for that game. Any further violation will result in the team no longer having anyone in the team officials' field of play for the remainder of the event.

(j) In the finals of all competitions listed in Appendix 2:

(i) 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.

(ii) For teams in post round robin play a team representative must attend the play-off meetings, or the team will lose the choices to which it would normally be entitled.

(k) To be eligible to compete in the competitions listed in Appendix 2 (excluding Under 21 Slams):

(i) Each competitor must either be born in Scotland or have a Scottish parent or have been domiciled in Scotland for two consecutive years prior to the Championship.

(ii) No athlete who has represented, or played in an international qualifier for, another country in any World Curling competition may represent Scotland in any World Curling competition or World Curling international qualifier until a period of two consecutive years has elapsed. An international qualifier for a World Curling competition is defined as a qualifying competition at international level, not a qualifying competition or qualifying process within a World Curling Member Association that leads to international representation.

It is therefore the case that such persons cannot enter or play in any Scottish Curling competition listed in Appendix 2.

(iii) To be eligible to play in any Scottish Curling Junior events leading to international representation, 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 leading to international representation, with the

exception of the Scottish Senior Championships which is regulated below in (vi), a player must be no less than 16 years of age by the end of the 30th day of June preceding the event.

(iv) In the Scottish Curling Junior Championships and Scottish Curling Junior Mixed Doubles Championship, a player must be less than 21 years of age by the end of the 30th day of June of the year in which the team submits its entry.

(v) In the Scottish Curling Senior Championships, a player must not be less than 50 years of age at the end of the 30th day of June of the year in which the team submits its entry.

C3. Team Uniforms / Equipment

Team Uniform -

(b) At Scottish Curling broadcast events and the following Scottish Championships and Playdowns :

- Scottish Men's and Women's Curling Championships
- European Playdowns
- Scottish Curling Mixed Doubles Championship
- Scottish Curling Junior Championships
- Scottish Curling Senior Championships
- Scottish Mixed Championships

(i) Teams must wear matching uniforms throughout.

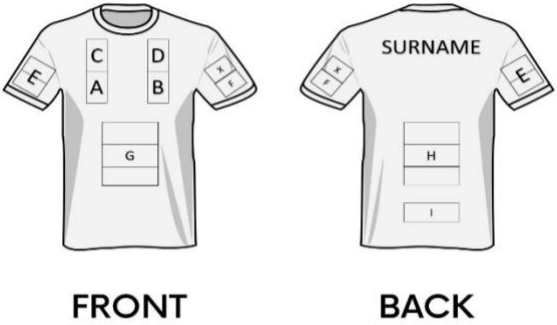
(ii) Scottish Curling reserves the right to provide badges to be worn in the case of a major sponsor.

(b) All Scottish Curling Competitions:

Scottish Curling permits the wearing of sponsors logos in positions listed below:

A. RIGHT CHEST
B. LEFT CHEST
C. RIGHT SHOULDER
D. LEFT SHOULDER
E. UPPER RIGHT ARM (BETWEEN ELBOW AND SHOULDER)
F. UPPER LEFT ARM (BETWEEN ELBOW AND SHOULDER)

G. FRONT OF UNIFORM
H. BACK OF UNIFORM
I. LOWER BACK
J. TROUSERS - Players may position one logo on each leg below the knee, as long as they are the same on all team members.
X. Reserved for Scottish Curling for badges to be worn in the case of a major sponsor.



(c) SURNAME - may only be positioned at the top of the back.
(d) Teams are not allowed to wear uniforms that are branded with (or replicas of) other curling associations, football, rugby, or other team sports.
(e) No tobacco can be advertised.
(f) No advertising of age restricted products, services or service providers (including but not limited to alcohol, gambling) is allowed on the uniform of any team/players under the age of 18, or at any junior event. Logos/emblems indicating that a team is supported by/receives funding from The National Lottery are however permitted.
(g) All team sponsors' logos must have the approval of Scottish Curling. All requests must be submitted to the Scottish Curling 'Competition Lead' together with the entry form. to give time for any required uniform change. Additional sponsors may be added later once approval has been given.
(h) No sponsors that will bring individuals, teams, Scottish Curling or the sport into disrepute will be permitted.

(i) Logo placement should be the same for all team members on all playing garments.

(j) Teams are free to add sponsor logos to equipment such as: brushes, gloves, hats and bags, only restricted by clauses (e)-(h) above.

(k) If any C3 TEAM UNIFORMS / EQUIPMENT rules are not followed the Scottish Curling Disciplinary Policy will be followed.

(l) In any case of uncertainty over whether a proposed design is compliant, the Scottish Curling 'Competition Lead' should be consulted for advice.

Equipment -

(m) 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 team's own stones, that stone should 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.

(n) 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.

(o) If an alternate/substitute player comes into a game, all players must use the brush heads that were previously used for the same position and function. Penalty: If a new brush head is brought into the game or if the brushes are not used in the same positions / functions as before the line-up was changed, the team will forfeit the game.

(p) All Field of Play equipment used at Scottish Curling competitions listed in Appendix 2 must conform to World Curling Statement of Principles for Competitions Equipment, Specifications for Sweeping Devices and the Approved Code List 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 (e.g. - electronic communication devices), performance testing results that give an unfair advantage, failing to register equipment with the Scottish Curling office by the deadline date.

(q) The penalty for using, in Scottish Curling competitions, equipment which does not conform to the Statement of Principles for Competitions

Equipment established by the World Curling:
(i) First team offence during a competition - the team forfeits the game.

(ii) Second team offence during a competition - the team is disqualified from the competition.

C4. Pre-Game Practice

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

(i) Scottish Curling Men's and Women's Championships
(ii) European Playdowns
(iii) Scottish Curling Junior Championships
(iv) Scottish Curling Mixed Doubles Championship
(v) Scottish Curling Junior Mixed Doubles Championship
(vi) Scottish Curling Senior Championships
(vii) Scottish Curling Mixed Championship

(b) All teams that receive a bye in their first game of any Scottish Curling competition may also be allowed, where possible, an additional practice prior to the start of their first game but on a different sheet. The length of this practice will be 30 minutes maximum.

(c) 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.

(d) The schedule for pre-game practices during the round robin will be predetermined as much as possible. 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.

(e) In post round robin games, where the LSFE has been predetermined, the team delivering the last stone in the first end practices first.

(f) 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) Unless competition rules state otherwise all games shall be 8 ends.

(b) In competitions in which 8 ends are scheduled, a minimum of 5 ends must be completed.

(c) 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.

(d) In the event of a tie in a game where a winner is necessary an extra end or ends shall be played as necessary.

(e) All round robin games must be played if teams are still in contention to ensure no team could be seen to gain an advantage for later in the competition.

C6. Game Timing

(a) Each team receives a designated amount of thinking time, which is recorded, and visible to the teams, throughout the game;

- (i) For 10-end games: 38 minutes
- (ii) For 8-end games: 30 minutes
- (iii) For wheelchair curling: 38 minutes
- (iv) For wheelchair mixed doubles curling: 26 minutes
- (v) For mixed doubles curling: 22 minutes

(b) When a team delays the start of a game, the playing time allotted to each team is reduced by the designated amount for each end which was considered completed (Rule R11(k) applies);

- (i) For 10-end and 8-end games: 3 minutes 45 seconds.
- (ii) For wheelchair curling: 4 minutes 45 seconds.
- (iii) For wheelchair mixed doubles curling: 3 minutes 15 seconds.
- (iv) For mixed doubles curling: 2 minutes 45 seconds

(c) When extra ends are required, the game clocks are reset and each team receives:

- (i) For 10-end and 8-end games: 4 minutes 30 seconds
- (ii) For wheelchair curling: 6 minutes.
- (iii) For wheelchair mixed doubles curling: 4 minutes.
- (iv) For mixed doubles curling: 3 minutes.

(d) The game and each end starts 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. Any violation results in the stone being redelivered after any displaced stones have been returned, by the non-offending team, to their positions prior to the violation.

(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 time-clock will not start. The delivering team's game clock will start after this period 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. During these breaks, players can communicate with the team members in the team official field of play, if the venue allows.

(ii) 5 minutes (7 minutes Wheelchair 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 in the team official field of play for that game.

(k) If a stone is to be redelivered, the umpire decides if thinking time is applied.

(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 its agreed time added back to its clock.

C7. Team Time-Outs / Technical Time-Outs

(a) Team time-outs will be allowed where time clocks are being used but also at certain specified competitions without time clocks.

(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 this is given to all teams, whether or not they have a registered team official, and whether or not a team member from the team official field of play is coming to the athlete Field of Play.

If the team official field of play is located at the one end, separate travel times will be defined for home and away end. If the team official field of play is located at opposite ends of the ice, the travel time will be the same for home and away end.

(iv) Only one team member from the official field of play and a translator, if required, of the delivering team is allowed to meet with the team. To attend the time-out, a translator must be one of the team members in the team official field of play. These persons, must use the designated route to the team. Where walkways are beside the sheet, these person(s) must not stand on the playing ice surface. If the venue layout allows, the team members from the team official field of play of the non-delivering team are allowed to communicate from their position on the bench with their team during the travel time and the actual 60 seconds time-out but they have to stop communicating as soon as the delivering team 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 team official field of play 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/substitute players can only attend at the discretion (invitation) of the Chief Umpire.

C8. Stone Assignment

(a) The team listed first in the draw schedule for the round robin games will play the top of the scoreboard; the team listed second will play with the stones on the bottom of the scoreboard.

(b) For round robin games, allocation of last stone will be pre-allocated where applicable.

(c) 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.

Teams are given a maximum of 60 seconds to deliver each LSD stone. If the stone is delivered before the official announcement, has not reached the tee line at the delivery end within 60 seconds (observed by an umpire), or is delivered with the wrong rotation, it will be recorded as maximum distance (199.6cm).

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 or hold the brush for 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). The brush pads that will be used during the game must also be used for sweeping an LSD stone. When an alternate delivers or sweeps an LSD stone, they must use the brush pad of the player they replace during the LSD.

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

A player or substitute that delivers or sweeps an LSD stone does not have to play in that game.

The distance between the stone and the tee, if it finishes in the house, will be measured in centimetres.

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-unequal LSD has the choice of delivering first or second stone in the first end. When both teams have exactly the same individual LSD stone distances, a coin toss will be used to determine that choice.

(d) 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 as the distance from the tee to the centre of the stone.

(ii) The official radius to be used in Scottish Curling championships is 14.2 cm.

(iii) To any result measured, the radius of 14.2 cm has to be added. This means that the distance for stones not in the house is 185.4 cm + 14.2 cm = 199.6 cm.

(iv) Stones covering the tee will be measured from two locations at the edge of the 4ft circle.

(v) These two locations are at a 90° angle and 0.610 m (2 ft) from the centre hole.

(e) For some competitions the two-point measuring system, which gives a recordable distance to stones that previously were recorded as 0.0 cm, will not be used. Details will be provided in the appropriate individual competition rules.

(f) The number of considered 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.

(g) Each player must fulfill the minimum number of LSD deliveries in the games that are considered in the calculation of the DSA. If there is a violation where the minimum requirements are not fulfilled, the appropriate LSD(s) will be recorded as 199.6cm. If a substitute delivers LSD stones, that player's total number of stones must be combined with one other player at the end of the games that are considered in the calculation of the DSA so that the substitute and that player also have delivered the minimum required number of LSD stones.

LSD deliveries:

Considered Round robin games	Number of considered LSD stones	Minimum for each player
3	6	1 stone, (Of those total 4 stones per team, 2 must be clockwise and 2 must be 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, 1 clockwise + 1 counter-clockwise
8	16	3 stones, 1 clockwise + 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

(h) For Mixed Doubles each player delivers an equal number of clockwise and counter-clockwise LSD stones. If there is an odd number of games a variation of one rotation per player has to occur.

(i) When round robin play is used 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.

(j) When round robin play is used with each competing team not playing all other teams, last stone in the first end of post round robin games is determined as follows:

(i) When a higher ranked team from any group plays a lower ranked team, the higher ranked team has the choice of stone colour and playing last stone in the first end.

(ii) When two teams with the same "group rank" play each other, the team with the lesser DSA/DSC has the choice of either stone handle colour or playing last stone in the first end.

(k) When a double round robin in one group is played, 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 DSA has the choice of either stone colour or playing last stone in the first end.

(l) At competitions listed in Appendix 2 where LSDs are used and when teams play in two or more groups for the play-off game(s) the choices for stone handle colour and playing last stone in the first end are determined as follows:

(i) When a 1st ranked team 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 another 1st ranked team, the team with the lesser DSA/DSC has the choice of first or second practice, or stone handle colour. Then 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 playoff 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 another 2nd ranked team, the team with the lesser DSA/DSC has the choice of first or second practice, or stone handle colour. Then 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 another 3rd ranked team, the team with the lesser DSA/DSC has the choice of first or second practice, or stone handle colour. Then regular LSD procedures (without minimum requirements) will determine which team has the choice of delivering the last stone in the first end.

C9. Team Ranking Procedure & Draw Shot Average/Challenge

(a) During the round robin portion of a competition, teams with the same win-loss record will be listed alphabetically and ranked equal. Teams which have not played yet are listed at the bottom with no rank.

(b) The following criteria (in order) will be used to rank the teams in the competitions listed under Section C4(a) at the completion of the round robin: Teams will be ranked according to their win/loss record if two teams are tied;

(i) If two teams are tied, the team that won their round robin game will be ranked higher;

(ii) 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;

(iii) For all remaining teams whose ranking cannot be determined by (i) or (ii), ranking is determined using either the Draw Shot Average (DSA) described in (c), or the Draw Shot Challenge (DSC) described in (d).

(c) 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 DSA's from the teams in all groups with the same ranking, with the best DSA being ranked highest.

(d) The DSA is the average distance of all the individual considered Last Stone Draw stones, which were delivered by a team during the round robin.

(i) The team with the lesser DSA receives the higher ranking. If the DSAs are equal then the team with the best non-equal LSD receives the higher ranking.

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

(iii) Where there is more than one group and these groups are of differing sizes, to ensure that DSA 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 (two in Mixed Doubles) have to fulfil the minimum number of LSD stones and clockwise/counter-clockwise rotations within the first 'equal number' of games.

(e) The Draw Shot Challenge (DSC) shall take place immediately following any team's last round robin game on the sheet the team has just played where two or more teams are tied, or potentially tied, for a qualifying position and they cannot be ranked in accordance with C9(b)(i)-(ii), and C9(c).

(i) For the DSC each member of the tied or potentially tied teams shall deliver a stone to the tee with normal sweeping allowed. Teams should deliver an equal number of clockwise and counter-clockwise rotation stones. All stones finishing in a scoring position shall be measured and their distance from the tee recorded. The cumulative distance for each team shall be recorded by the Chief Umpire. The team with the least distance shall be ranked highest, and so on until ranking is completed.

(ii) For the purpose of the DSC the four players (two for Mixed Doubles or Pairs) on the ice at the conclusion of the last round robin game shall be deemed to be the team.

(iii) Where a team finished the last round robin game with only three players the lead at that time shall throw the first and last stones.

(f) Teams that have qualified for the play-offs keep their ranking for play-off games as was determined after the round robin.

C10. Umpires

(a) The umpire has the general supervision of all games to which the umpire is assigned and shall function as directed by the Chief Umpire.

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

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

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

(e) The Chief Umpire may start a game early with the agreement of both teams. The Chief Umpire may delay a game for any reason and will determine the length of the delay.

(f) 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.

(g) The Chief Umpire may eject a player, any team member 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 and the team will forfeit the game. Such player or players shall not be permitted to play in any subsequent game until the circumstances leading to the dismissal have been considered by the Scottish Curling Disciplinary Sub-Committee, three in number, duly appointed for that competition.

The committee will be made up of 3 of the following:

- Head of Sport & Communities
- Scottish Curling Competition Committee Convenor (if unavailable, another Board Director)
- Scottish Curling 'Competition Lead' (if unavailable, Scottish Curling Workforce Development Manager)
- Scottish Curling Umpire Convenor or nominated Umpire Committee Rep
- A person approved by the Board with specific technical knowledge related to the complaint

(i) Where the Chief Umpire is unable to make a decision outwith their control the umpire will refer the matter to the Sub-Committee selected for that competition.

(h) Where there is any dispute arising outwith the general supervision of the officiating Umpire for the competitions, it shall be decided by Scottish Curling whose decision shall be final.

C11. Forfeiture Of Game

Any infraction of the Rules may result in the forfeiture of the game.

C12. International Representation

Note: The relevant championship title will be inserted as appropriate. (Example shown is for a World Curling Championship)

(a) All players entering any Scottish Curling Competition, which leads to International Representation, must meet the criteria to represent Scotland as laid out in the World Curling rule book under Eligibility.

(b) Any player failing to sign the Players International Participation Agreement when invited to do so shall be disqualified from representing Scotland. In this instance Scottish Curling in consultation with the Head Coach reserves the right to invite another player to fill the vacant position. If two or more players fail to sign then the team shall be disqualified.

(c) Any team given the opportunity to represent Scotland in the World Curling Championship providing Scotland has previously secured a place through qualification shall wear the official uniform prescribed by Scottish Curling.

(d) After being confirmed as Scotland's representatives, the players shall come under the direction of the Head Coach through to the completion of the World Curling Championship.

(e) In the event that Scotland's representative team, or any member of it, cannot attend the World Curling Championship, any change shall be subject to the approval of Scottish Curling in consultation with the Head Coach where appropriate.

(f) From the date of being confirmed as Scotland's representatives, selection of the fifth player where appropriate and Manager/Coach, who shall be subject to signing the appropriate International Participation Agreement, shall be under the direction of Scottish Curling in consultation with the Head Coach where appropriate.

The following rules apply to specified competitions organised by Scottish Curling.

S1. Scottish Curling Men's and Women's Championships

See Appendix 1: No Tick Rule, page 94

(a) The Championships are competed for by teams consisting of four eligible male or female members of Scottish Curling. Refer to C2. Participating Teams.

(b) All participating teams shall be eligible for selection as Scotland's representatives at the respective World Men's and Women's Curling Championships. See C12. International Representation.

(c) The Championships may be in three stages: Ranking System, Qualifying Competition and Championship.

(d) Ranking System - derived from the World Curling Tour (WCT) Order of Merit (OOM). Direct qualification to the Championship stage would be granted after 10 December each year to all eligible Scottish Teams registered and in the top 15 of the WCT OOM (year to date points only).

(e) Qualifying Competition - format for the Qualifying Competition will be dependent on the number of teams registered.

(f) The Championships will consist of a maximum of eight teams playing a Round Robin. All games must be played to determine the qualifiers who will play in one of the following play-off systems.

  (i) For a Championship of eight teams, the teams ranked 1st to 4th will progress to semi-finals (1v4 and 2v3). The winners of the semi-finals advance to the Final, the losers are eliminated.

  (ii) For a Championship of seven teams or less, the team ranked 1st will progress to the final, and the teams ranked 2nd and 3rd will play a semi-final. The winner of the semi-final advances to the Final, the loser is eliminated.

(g) In all round robin games the method of scoring will be one point awarded for each win. Neither shots nor ends shall affect the ranking.

(h) In the Qualifying Playdowns all games will normally be 8 ends; a minimum of 5 ends must be completed. At the Championships all games are normally 10 ends; a minimum of 6 ends must be completed in round robin games, and 8 ends in the post round robin games at the Championships.

(i) In the event of a tie in a game an extra end or ends shall be played to determine a winner.

(j) Where two or more teams are tied for a qualifying position ranking shall be determined in accordance with C9: Team Ranking Procedure & Draw Shot Average/Challenge.

(k) All team members must wear identical uniform see C3: Team Uniforms / Equipment

S2. Scottish Curling Mixed Doubles Championship

See Appendix 1: No Tick Rule, page 94

(a) The Championship is competed for by two curlers (one male and one female) who are eligible members of Scottish Curling. Refer to C2. Participating Teams.

(b) All participating teams shall be eligible for selection as Scotland's representatives at the World Mixed Doubles Curling Championship. See C12. International Representation.

(c) Championship – may be comprised of league sections.

(d) In all round robin games the method of scoring will be one point awarded for each win. Neither shots nor ends shall affect the ranking.

(e) All games are normally 8 ends; a minimum of 5 ends must be completed.

(f) In the event of a tie in any game an extra end or ends shall be played to determine a winner.

(g) Where two or more teams are tied for a qualifying position ranking shall be determined in accordance with C9: Team Ranking Procedure & Draw Shot Average/Challenge.

(h) Not more than one substitute from each gender shall be permitted in the entire competition. Every game must include one player from the nominated team.

(i) All team members must wear identical uniform see C3: Team Uniforms / Equipment.

S3. European Playdowns

See Appendix 1: No Tick Rule, page 94

(a) The two finalist teams from the previous season's Scottish Curling Championships will be invited to compete in the European Playdowns. This will be applied in 3 out of the 4 years during an Olympic cycle. In the year the Europeans immediately preceding an Olympics the team wil be selected by the performance selection committee, with the event being a key part of Olympic preparation.

  (i) To be eligible to participate in the European Playdowns a qualifying team must have the fourth player and two other players from the previous season's team that entered the Scottish Curling Championships (excluding any substitute(s) who shall not count towards the eligibility criteria).

  (ii) The Head Coach, along with a Sub-Committee for the competition, may select one or more teams to participate in the Playdowns. The number of qualified teams plus selected team(s) will not exceed four.

  (iii) All teams playing in the European Playdowns must also enter the Scottish Curling Championships with the same team line-up.

  (iv) To be eligible to participate in the European Playdowns teams will be required to have completed the Players International Participation Agreement prior to commencement of the event.

(b) The winning teams shall represent Scotland in the European Championships. See C12. International Representation.

(c) The Playdown format will be dependent on the number of teams entered.

  (i) Where there are only two teams competing, a best of five games competition shall determine a winner. The LSD will take place to determine who gets the choice of last stone at the first end. The LSD will take place for each game.

  (ii) Where there are three or four teams competing, a double round robin shall be played after which the top two teams will play a best of three games to determine the winner.

(d) All games shall be 10 ends: a minimum of 6 ends must be completed.

(e) In the event of a tie in any game an extra end or ends shall be played to determine a winner.

(f) Where teams are tied for the top two places Section C9. Team Ranking Procedure & Draw Shot Average/Challenge will be used determine ranking.

(g) The top ranked team at the conclusion of the double round robin will have the choice of playing first or second stone in the first end of game one and game three in the best of three (see Section C9). If the top ranked team has finished the round robin unbeaten it would take a 1-0 lead in the Best of Three Final and have the choice of stones and also the choice of playing the first or second stone in the first end of game two. If that team loses this game, it will have either the choice of stones or of playing the first or second stone in the first end of the final game.

(h) All team members must wear identical uniform see C3: Team Uniforms / Equipment.

Olympic Winter Games

If rule changes are implemented in an Olympic Winter Games season, teams competing in the competitions of S1 – S3 shall be notified in writing.

S4. Scottish Curling Junior Championships

See Appendix 1: No Tick Rule, page 94

(a) These Championships are competed for by teams consisting of four eligible male or female members of Scottish Curling. Refer to C2. Participating Teams.

(b) The winning teams shall represent Scotland in the World Junior Curling Championships, including the B Division if required. See C12. International Representation.

(c) The Championships may be in two stages: Qualifying Playdowns and Championships.

(d) Automatic Qualification to the Finals

For scheduling reasons the Competitions Committee may grant teams direct entry to the Scottish Curling Junior Championships provided that such teams are involved in a World Curling sanctioned International Competition or other *Competition that the Committee may deem appropriate.

(e) Qualifying Playdowns - format for the Qualifying Competition will be dependent on the number of teams registered.

(f) The Championships will consist of a maximum of eight teams playing a Round Robin. All games must be played to determine the qualifiers who will play in one of the following play-off systems.

  (i) For a Championship of eight teams, the teams ranked 1st to 4th will progress to semi-finals (1v4 and 2v3). The winners of the semi-finals advance to the Final, the losers are eliminated.

  (ii) For a Championship of seven teams or less, the team ranked 1st will progress to the final, and the teams ranked 2nd and 3rd will play a semi-final. The winner of the semi-final advances to the Final, the loser is eliminated.

(g) In all round robin games the method of scoring will be one point awarded for each win. Neither shots nor ends shall affect the ranking.

(h) In the Qualifying Playdowns all games will be 8 ends; a minimum of 5 ends must be completed. At the Championships all games will be 8 ends; a minimum of 6 ends must be completed in all games.

(i) For the Championships, in the event of injury or illness a team can bring in a player from a team previously eliminated at Qualifying, but the player cannot play in a higher position than the player they are replacing.

(j) In the event of a tie in any game an extra end or ends shall be played to determine a winner.

(k) Where two or more teams are tied for a qualifying position ranking shall be determined by C9; Team Ranking Procedure & Draw Shot Average/Challenge.

(l) All team members must wear identical uniform see C3: Team Uniforms / Equipment.

S5. Scottish Curling Senior Championships

See Appendix 1: No Tick Rule, page 94

(a) These Championships are competed for by teams consisting of four eligible male or female members of Scottish Curling. Refer to C2: Participating Teams.

(b) The winning teams shall represent Scotland in the World Senior Curling Championships. See C12. International Representation.

(c) The Championships may be in two stages: Qualifying Playdowns and Championships.

(d) Qualifying Playdowns - Shall be played as determined by the number of entries to determine the required number of qualifiers from each Qualifying Playdown. If there are 16 entries or less a qualifying event will not be required and teams will progress straight to finals. Entries of 17 or more teams will require a qualifying event where 12 teams will go on to compete in the Championships event.

(e) Championship - May be comprised of league sections with at least the winners and runners-up qualifying for the knockout stages. If after the quarter final games are played the semi-finals comprise of three teams who were in the same section during the round robin, then the 1st place team will play the 3rd placed team with the 2nd placed team playing the 1st placed team of the other section.

(f) In all round robin games the method of scoring will be one point awarded for each win. Neither shots nor ends shall affect the ranking at the Championships.

(g) All games are normally 8 ends; a minimum of 5 ends must be completed.

(h) In the event of a tie in any game an extra end or ends shall be played to determine a winner.

(i) Where two or more teams are tied for a qualifying position ranking shall be determined by see C9. Team Ranking Procedure & Draw Shot Average/Challenge.

(j) All team members must wear identical uniform see C3: Team Uniforms / Equipment.

S6. Scottish Curling Mixed Championship

See Appendix 1: No Tick Rule, page 94

(a) The Championship is competed for by teams of two men and two women, playing in alternate positions in each team, who are eligible members of Scottish Curling. Refer to C2. Participating Teams.

(b) The winning team shall represent Scotland in the World Mixed Curling Championship. See C12: International Representation.

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

(d) Championship – may be comprised of league sections with at least the winners and runners-up qualifying for the knockout stages.

(e) In all round robin games the method of scoring will be one point awarded for each win. Neither shots nor ends shall affect the ranking.

(f) All games are normally 8 ends; a minimum of 5 ends must be completed.

(g) In the event of a tie in any game an extra end or ends shall be played to determine a winner.

(h) Where two or more teams are tied for a qualifying position ranking shall be determined in accordance with C9: Team Ranking Procedure & Draw Shot Average/Challenge.

(i) Substitution must satisfy S6(a). If a substitute is unavailable for the remainder of the game then the alternating gender order 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.

S7. Scottish Curling Junior Mixed Doubles Championship

See Appendix 1: No Tick Rule, page 94

(a) The Championship is competed for by two curlers (one male and one female) who are eligible members of Scottish Curling. Refer to C2. Participating Teams.

(b) The winning team shall represent Scotland in the World Junior Mixed Curling Championship. See C12: International Representation.

(c) Championship – may be comprised of league sections.

(d) In all round robin games the method of scoring will be one point awarded for each win. Neither shots nor ends shall affect the ranking.

(e) All games are normally 8 ends; a minimum of 5 ends must be completed.

(f) In the event of a tie in any game an extra end or ends shall be played to determine a winner.

(g) Where two or more teams are tied for a qualifying position ranking shall be determined in accordance with C9: Team Ranking Procedure & Draw Shot Average/Challenge.

(h) Not more than one substitute from each gender shall be permitted in the entire competition. Every game must include one player from the nominated team.

(i) Uniforms do not need to be identical until the final championship stage but must adhere to rule C3 Team Uniform (d)-(f). Any names on uniform must be the player's own.

S8. Scottish Curling Senior Mixed Championship

(a) The Championship is competed for by teams of two men and two women who are eligible members of Scottish Curling playing in alternate positions in each team. Refer to C2. Participating Teams

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

(c) Championship - shall initially be played in league sections where the method of scoring will be two points awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie with at least the section winners and runners up qualifying for the knockout stage where extra ends shall be played to determine a winner if teams are tied.

(d) All games are normally 8 ends; a minimum of 5 ends must be completed.

(e) Substitution must satisfy S8(a). If a substitute is unavailable for the remainder of the game then the alternating gender order must be maintained.

S9. Scottish Curling Masters Championships

(a) These Championships are competed for by teams consisting of four eligible male or female members of Scottish Curling who are 60 years or over at on the end of the 30th day of June prior to the start of the season.

(b) The Championships may be in two stages: Qualifying Playdowns and Championships.

(c) Qualifying Playdowns - Shall be played as determined by the number of entries to determine the required number of qualifiers from each Qualifying Playdown.

(d) Championships - shall initially be played in league sections with at least the winners and runners-up qualifying for the knockout stages. In the knockout stages extra ends shall be played to determine a winner.

(e) Championships - in the knockout stages LSFE will be determined in accordance with C8(j).

(f) In all round robin games the method of scoring will be two points awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.

(g) All games are normally 8 ends: a minimum of 5 ends must be completed.

S10. Scottish Curling Schools Championship

(a) This Championship is competed for by teams from schools which are members of Scottish Curling, the four members of each team being from the same school, or its feeder primary schools.

(b) In exceptional circumstances, on application to Scottish Curling Competitions Committee, a team may be made up of players from more than one school in a local authority education area.

(c) The Championship may be in two stages: Local Qualifying Playdowns and Championship. If local qualifying playdowns are necessary, Ice Rinks shall be notified.

(d) Local Qualifying Playdowns - Number of qualifiers from each Qualifying Playdown shall be determined annually depending on the total number of entries. The names of the qualified Schools together with team member names shall be sent to Scottish Curling by 14 February.

(e) Championship - shall initially be played in four league sections each of not more than six teams. Section winners and runners-up shall qualify for the knock-out stages. In the knockout stages extra ends shall be played to determine a winner.

(f) In all round robin games the method of scoring will be two points awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.

(g) All games will be 6 ends.

(h) Substitutes shall be from the same school, or its feeder primary schools.

S11. Scottish Curling Pairs Championship

(a) This Championship is competed for by any two Curlers who are eligible members of Scottish Curling.

(b) Each Ice Rink shall determine and manage its own qualifying competition to select representative team(s) for the Championship. Entries shall be made to Ice Rinks by the date prescribed by individual Ice Rinks.

(c) The names of the team to represent each Ice Rink shall be sent to the Scottish Curling Competitions Officer by 25 January along with the appropriate entry fee as decided by Scottish Curling.

(d) Should the winners of the qualifying competition be unable to play, the runners-up shall take their place, whom failing the next available team. To complete the Championship places, when appropriate, the Competitions Committee may invite ice rinks with larger entries to compete with extra team(s).

(e) Championship - shall initially be played in four league sections. Section winners and runners-up shall qualify for the knock-out stages. In any round robin league the method of scoring will be two points awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie. In the knockout stages extra ends shall be played to determine a winner.

(f) All games shall be 6 ends.

(g) Not more than one substitute shall be permitted in the entire competition.

S12. Under 14 Slam

(a) The Under 14 Slam is a series of competitions competed for by teams consisting of four eligible members of the Scottish Curling. To be eligible to play in the Under 14 Slam, a player must be less than 14 years of age by the end of 30th June of the year in which the first Under 14 Slam event is to take place.

(b) Round robin - LSFE (Last Stone First End) will be pre-allocated. However, if there is an unequal number of round robin games, for the first game a coin toss will decide LSFE.

(c) Round robin - teams will play three games of 4 ends and all games must be played to determine qualifiers who shall play in the knock-out stages.

(d) In all round robin games the method of scoring will be three points awarded for each win and one point awarded for each draw.

(e) Ranking will be determined by points, ends scored, shots up and total shots. If teams are still tied, then a single draw shot will determine ranking and qualifiers.

(f) Knock-out Stages:

(i) The first placed team from each section will qualify for the High Road and the second placed team will qualify for the Low Road, except where there are three sections) see S13. (f)(iv)(1)-(2)

(ii) Teams for both High Road and Low Road will then be ranked separately by points, ends scored, shots up and total shots to determine ranking amongst the qualifiers.

(iii) (1) High Road: Where there are three sections, the first placed teams from each section will qualify for the High Road (3 teams). The highest ranked second placed team (by points, ends, shots up, total Points) will qualify as (4) for the remaining semi-final position. The Semi-Finals will be 1v4 and 2v3 unless the highest up section winner and the highest ranked second place team are from the same section when the semi-finals will be 1v3 and 2v4.

(2) Low Road: After the above ranking, the next best 4 ranked teams will qualify for the Low Road. the same procedure as used for the High Road will be used for the Low Road.

(iv) Where there are four sections, the High Road semi-finals will be Q1 v Q4 and Q2 v Q3. The same procedure will be used for the Low Road.

(g) During the knockout stages, a coin toss will determine LSFE and all games will be 4 ends. If games are tied, an extra end will be played. If the team with the hammer in the extra end blanks it, then the opposing team wins the game.

(h) Teams:

(i) Teams must start each competition with a full complement of 4 players, but in the event of illness or injury, may continue the competition with 3 players.

(ii) Teams are only allowed two substitutes throughout the Under 14 Slam series of competitions.

(iii) A substitute can play for more than one team during a weekend.

(iv) On the use of 7th player in any tournament, points awarded in that event will be listed as a new team on the Under 14 Slam leaderboard.

(i) Brush/Pad Rules: There are no restrictions on the type of sweeping device that may be used in Under 14 Slams but must be as supplied by the manufacturer and not modified in any way.

S13. Under 17 Slam

(a) The Under 17 Slam is a series of competitions competed for by teams consisting of four eligible members of the Scottish Curling. To be eligible to play in the Under 17 Slam, a player must be less than 17 years of age by the end of 30th June of the year in which the first Under 17 Slam event is to take place.

(b) Round robin - LSFE will be pre-allocated however, if there is an unequal number of round robin games, for the first game a coin toss will decide LSFE.

(c) Round robin - all games will be 6 ends and all games must be played to determine qualifiers who shall play in the knock-out stages.

(d) At the end of each Round Robin game, each team will deliver 2 LSD's which will be used to determine the teams DSA, with the single worst LSD being discarded. Each player will deliver a minimum of one LSD.

(e) In all round robin games the method of scoring will be three points awarded for each win and one point awarded for each draw.

(f) Ranking will be determined by points followed by DSA.

(g) Knock-out Stages:

(i) The first placed team from each section will qualify for the High Road and the second placed team will qualify for the Low Road.

(ii) Teams for both High Road and Low Road will then be ranked separately by points, then DSA to determine ranking among the qualifiers.

(iii) Where there are three sections, the first placed teams from each section will qualify for the High Road, ranked 1 - 3 and the second placed teams will be ranked 4 - 6 with the 4th ranked team taking the last High Road Semi-Final position. Teams 5 and 6 will be in the Low Road Semi-Final.

The third placed teams will be ranked 7 - 9 with the 9th ranked team dropping out. Teams ranked 7 and 8 will be in the Low Road Semi-Final.

The High Road semi-finals will be Q1 v Q4 and Q2 v Q3. The same procedure will be used for the Low Road.

(iv) Where there are four sections, the High Road semi-finals will be Q1 v Q4 and Q2 v Q3. The same procedure will be used for the Low Road.

(v) Where there are five sections, teams ranked 1 to 3 will qualify for the High Road semi-final and teams ranked 4 and 5 will play a quarter final. The semi-finals will be Q1 v winner of Q4 v Q5 and Q2 v Q3. The same procedure will be used for the Low Road.

(vi) Where there are six sections, teams ranked 1 and 2 will qualify for the High Road semi-final and teams ranked 3 to 6 will play quarter finals (Q3 v Q6 and Q4 v Q5). The winners of those quarter finals advance to the semi-finals, with the 1st ranked team playing the lowest ranked winner (e.g. - 6th) and the 2nd ranked team playing the other team. The same procedure will be used for the Low Road.

When teams play in two or more groups forthe play-off game(s) the choices for stone handle colour and paying last stone inthe first end are determined as follows:

(i).When a 1st ranked team plays a team ranked number 2 or number 3, the team ranked number 1 has the choice of stone colour **and** playing last stone in the first end. If a 1st ranked team plays another 1sr ranked team, the team with the lesser DSA.DSC has the choice of **either** LSFE or stone hand colour

(ii) If a 2nd ranked team plays a team ranked 3rd in a playoff game, the team ranked 2nd has the choice of stone colour **and** playing last stone in the first end. if a 2nd ranked team plays another 2nd ranked team, the team with the lesser DSA / DSC has the choice of **either** LSFE or stone handle colour.

(iii). if a 3rd ranked team plays another 3rd ranked team, the team with the lesser DSC/DSA has the choice of **either** LSFE **or** stone handle colour

(h) During the knockout stages, a coin toss will determine LSFE and all games will be 6 ends. If games are tied, an extra end will be played. If the team with the hammer in the extra end blanks it, then the opposing team wins the game.

(i) The Finals and 3/4 play offs must be contested for a minimum of 5 ends to be eligible for prizes and Under 17 Slam points.

(j) Teams:

(i) Teams must start each competition with a full complement of 4 players, but in the event of illness or injury, may continue the competition with 3 players.
(ii) Teams are only allowed two substitutes throughout the Under 17 Slam series of competitions.
(iii) One substitute may be of the opposite gender.
(iv) A substitute can play for more than one team during a weekend.
(v) On the use of 7th player in any competition, points awarded in that event will be listed as a new team on the Under 17 Slam leaderboard.

(k) Brush/Pad Rules: There are no restrictions on the type of sweeping device that may be used in Under 17 Slams but must be as supplied by the manufacturer and not modified in any way.

S14. Under 21 Slam

See Appendix 1: No Tick Rule, page 94

(a) The Under 21 Slam is a series of competitions competed for by teams consisting of four eligible male or female members of Scottish Curling. To be eligible to play in the Under 21 Slam a player must be less than 21 years of age by the end of the 30th June of the year in which the first Under 21 Slam event is to take place.

(b) Round robin - All games must be played to determine qualifiers who shall play in the knock-out stages.

(c) In all round robin games the method of scoring will be one point awarded for each win. Neither shots nor ends shall affect the ranking.

(d) In the event of a tie in a game, an extra end shall be played to determine a winner. If the team with the hammer blanks it, then the opposing team wins the game.

(e) Where two or more teams are tied for a qualifying place: see C9. Team Ranking Procedure & Draw Shot Average/Challenge.

(f) Knock-out Stages:

(i) Where there are two sections, the top two from each section will qualify (A1 v B2, B1 v A2) with the winners progressing to the final.
(ii) Where there are three sections the top team from each section will qualify for the semi-final and will be ranked by DSA to determine positions 1-3. The highest ranked second placed team by DSA will

qualify (4) for the remaining semi-final position. The semi-finals will be 1v4 and 2v3 unless the highest section winner and the highest ranked second place team are from the same section when the semi-finals will be 1v3 and 2v4.

(iii) Last stone first end (LSFE) in all knock-out games; see C8(l): Stone Assignment.

(iv) The Finals and 3/4 play offs must be contested to be eligible for prizes and Scottish Curling Under 21 Slam points.

(g) All games are 8 ends and a minimum of 5 ends must be completed.

(h) Teams:

(i) Teams must start each competition with a full complement of 4 players, but in the event of illness or injury, may continue the competition with 3 players.

(ii) Teams are only allowed two substitutes throughout the Under 21 Slam series of competitions.

(iii) A substitute can play for more than one team during a weekend.

(iv) On the use of 7th player in any competition, points awarded in that event will be listed as a new team on the Under 21 Slam leaderboard.

(i) Brush/Pad Rules: C3 - 'Equipment' applies to all Under 21 Slams.

S15. The Rink Championship

(a) This Championship is for Local Clubs who may enter one or more teams. Teams shall be composed only of members of the same Club. A curler may only play for one team in the same season. All players shall be eligible members of Scottish Curling.

(b) The Championship will be in two stages: Ice Rink Qualifier and Championship.

(c) Ice Rink Qualifier - Each Ice Rink shall determine and manage its own qualifying competition to select representative team(s) for the Finals.

(i) Qualification to the Championship from each Ice Rink will be determined annually depending on the total number of entries. Ice Rinks having less than four entries may be required to play at another Ice Rink.

(ii) The names of the teams to represent each Ice Rink shall be sent to Scottish Curling by 25 January. Should the winners of the qualifying competition be unable to play, the runners-up shall take their place, whom failing the next available team.

(iii) To complete the Championship places, when appropriate, the Competitions Committee may invite ice rinks with larger entries to compete with extra team(s). Notwithstanding this provision, R 11 (k): Failure to Appear shall prevail and the defaulting club shall be held liable.

(d) Championship - shall initially be played in four league sections. Section winners and runners-up shall qualify for the knock-out stages.

(e) All games are normally 8 ends: a minimum of 5 ends must be completed.

(f) In any round robin league the method of scoring will be two points awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie. In the knockout stages extra ends shall be played to determine a winner.

(g) Teams may use any number of players throughout the qualification process, but no player may play for more than one team. For the Championship, teams may use any four of those who played in the qualification process plus a maximum of two substitutes as per R3. Teams (c). No player at the Championship stage can have previously played in and been eliminated from the Competition, except where allowed by S15 (c) (ii). Any breach of this rule will result in forfeiture of the game.

(h) Each team will be limited to only one member of the team being part of the British Curling programme – which includes any team member that is in either BC performance foundation or BC world class programme.

S16. Henderson Bishop Trophy

(a) The Ladies Challenge Trophy (presented by A Henderson Bishop) shall be played for annually. Mr & Mrs Robin Hendesron Bishop have been invited to present the cup since 2024.

(b) Team entries of four ladies who are members of Scottish Curling, shall be made by individual curlers or by Local Club Secretaries to Scottish Curling stating from which local Ice rink they wish to qualify. A curler may

only play for one team in the competition in the same season (playdowns and finals).

(c) Those teams from Ice Rinks having fewer than six team entries may be required to play at another Ice Rink.

(d) Unless otherwise informed one team shall go forward automatically from each Ice Rinks qualifying competition to the concluding stages, which will be played at an Ice Rink selected by the Ladies Branch.
Should the winners be unable to play, the runners-up shall take their place, whom failing the next available team.
To complete the Finals' places, when appropriate, the Ladies Branch may invite the runners-up team from Ice Rinks with larger entries to compete with a second team.

(e) Qualifying competition: Play shall be on the knock-out principle in the preliminary rounds except when there are less than 5 teams entered. In this case, the executive committee may allow a round robin league to be played where two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie. All games shall be 8 ends or the bell.

(f) Finals: The Finals shall initially be played in four league sections. Section winners shall qualify for the final knock-out stages of the Henderson Bishop Trophy whilst section runners-up shall qualify for a concurrent consolation event for The Cherrystone Trophy.

(g) All games shall be 8 ends.

(h) In all round robin games the method of scoring will be two points awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.
In the knock-out stages if teams are tied extra ends shall be played to determine a winner.

(i) All section games MSUT be played by the 31st January to allows the hosts time to finalist all the necessary requirements.

(i) All interpretations of, or disputes arising under these Rules, shall be referred to the Ladies' Branch of Scottish Curling whose decision shall be final.

(j) For the draw the names are put into the Henderson Bishiop Trophy and drawn out as 1,2,3 & 4. The draw will be played 1v3 and 2v4.

S17. Scottish Province Championship

(a) This Championship is for all clubs who play in their Local Province qualifiers. Teams shall be composed only of members of the same Local Club. A Club may play in only one qualifying Province Competition in any season, which shall be the Local Province of which that Club is a member. All players shall be eligible members of Scottish Curling.

(b) Individual Curlers may be active members of more than one Province, but they may only represent one Province at the Championship.

(c) The first 24 Provinces to enter along with their entry fee by the due date will receive a place in the Championship draw. Each Province shall determine and manage its own qualifying competition to select one representative team for the Championship.

(d) The names of the team to represent each Province shall be submitted in writing to Scottish Curling to arrive not later than 15 October. Should the winners of the qualifying competition be unable to play, the runners-up shall take their place, whom failing the next available team.

(e) To complete the Championship places, when appropriate, the Competitions Committee may invite Provinces with larger entries to compete with extra team(s).

(f) The Championship - shall initially be played in sections. Section winners and runners up shall qualify for the knock-out stages.

(g) All games are normally 8 ends: a minimum of 5 ends must be completed.

(h) In all round robin games the method of scoring will be two points awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie. In the knockout stages extra ends shall be played to determine a winner.

(i) If the representative team is unable to find four qualified curlers of the same Local Club, they may play one curler from another club within that Province but no higher than second position in the team. A maximum of four substitutes may be used. These rules shall apply at the Championship only.

(j) Each team will be limited to only one member of the team being part of the British Curling programme - which includes any team member that is in either BC performance foundation or BC world class programme.

S18. The Grand Match

(a) The Grand Match shall be played annually, conditions permitting. Clubs shall be arranged by the Grand Match Committee into North and South sides and shall be drawn against each other. All matches should give place to the Grand Match.

(b) Clubs can register their intent to play on their club's entry in Scottish Curling's online database. More detailed arrangements will be made as and when a Grand Match becomes imminent.

(c) Every secretary, in transmitting this return, shall, at the same time, remit the appropriate entry fee for each team, failing which the team or teams shall not be entered for the match.

(d) If any team entered to play and failing to appear at the Grand Match cannot give a satisfactory excuse for its absence, it shall be liable for the reasonable travelling expenses of the team against which it was balloted to play.

(e) Umpires shall be appointed by the Grand Match Committee and shall settle any dispute that may arise. Their decisions shall be final.

(f) The Challenge Trophy shall be awarded to the Club on the winning side having the highest average majority of shots per team. There shall also be awarded to the team of the winning Club which has the greatest majority of shots four badges, to be retained by them. A second trophy shall be awarded to the Club, on either side (other than the one which has gained the Challenge Trophy and Badges), having the greatest net majority of shots. There shall also be awarded to the team of the Club winning the second trophy which has the greatest majority of shots four badges, to be retained by them. There shall be awarded a Medal to the Club on the losing side (other than the Club which may have gained the second trophy) having the highest average majority of shots per team. There shall be awarded to the highest-up ladies' team on either side a trophy, called the First English Province Irving Cup. There shall be awarded to the winning ladies' team four prizes, presented by the President of that year, to be retained by the winning team. In the event of a team or teams of any Club failing to appear at the Grand Match the average majority of shots of that Club shall be calculated on the number of teams which it has entered.

(g) In addition to competing in the Grand Match, teams skipped by the President and Vice-President shall play against each other for the Strathcona Medal.

(h) The Grand Match Committee shall settle all disputes that may arise in connection with the trophies, or other prizes, and make arrangements for the proper custody of the trophies, which shall remain the property of Scottish Curling.

S19. The Four Nations

Scottish Curling, the English Curling Association, the Welsh Curling Association and the Irish Curling Association shall jointly deal with the administrative affairs connected with the matches.

S20. Inter-Province Challenge Cup (Waldie-Griffith Trophy)

(a) The Inter-Province Challenge Cup shall be played for annually by the Provinces in Scotland in the various Ice Rinks. All players shall be eligible members of Scottish Curling.

(b) The Rules governing the play and all arrangements for this competition shall be in the hands of the Competitions Committee of Scottish Curling. A coin toss will take place in each game to determine who has last stone advantage at the first end.

(c) The games shall be played under the Rules of Scottish Curling, and the Province which gains the highest average majority of shots per team over its opponents will be declared the winner of the Challenge Cup, which it will hold for one year.

(d) There shall be no maximum limit, but the entries must be in groups of four teams. If a Province does not field at least three teams then they cannot win the Challenge Cup. (Please note that these games can be spread throughout the season). A curler may only play for one team in the same season.

(e) A Province which fails to play the number of teams entered, or where an entry is withdrawn from the competition, shall have its average reckoned by the number of teams originally entered. A Province which, through the fault of an opponent, has to play with less than its full number of teams shall have its average reckoned by the number of teams played by that

Province. For each game not played the non-offending Province will receive 3 shots and the offending Province will get 3 shots deducted from its total.

If a team turns up with only three players, the game will start on time. R11(k)**:** Failure to Appear applies if the player arrives within 15 minutes. If not, then the non-offending team shall be awarded 3 shots and 1 end and no more than seven ends will be played.

(f) In Inter-Province matches a Club may play only for the Province within whose area it is situated.

(g) All games shall be 8 ends or the bell.

(h) All interpretations of, or disputes arising under, these Rules shall be referred to the Competitions Committee of Scottish Curling, whose decision shall be final.

S21. The Maxwell Trophy

(a) The Maxwell Trophy, for competition between curlers of Scottish Ice Rinks, shall be played annually in sections, each Ice Rink being represented by three teams in the play-off stages and the Finals. All players shall be eligible members of Scottish Curling. All qualifying games must be completed and results sent to Scottish Curling by 16th February 2027.

(b) In the event of a team being incomplete that game shall be forfeited, and the other two games shall proceed; see R 11(k): Failure to Appear.

(c) All Section games shall be 8 ends or the bell, and the Section winners and runners-up shall play in the final stages before the end of March in each year. All games on the Final day shall be played over 8 ends. Should one of the qualifiers be unable to play then the next available will take their place.

(d) The method of scoring for each individual game shall be:

(i) 2 points shall be awarded for a win.
(ii) 1 point shall be awarded for a draw.
(iii) 0 points shall be awarded for a loss.

Where two or more Ice Rinks are equal on overall points after the Section Games the game results between the equal Ice Rinks shall determine the

qualifier(s). In those games Ice Rinks will be ranked by points, ends scored, shots up, total shots scored.

(e) In the semi-finals and final, in the event of a tie on points, ends scored, shots up, total shots scored will be used to determine a winner. Should this fail to break the tie, all teams will play one extra end. Should there still be a tie the following shall take place:

Each Ice Rink shall nominate one player to deliver one stone, with sweeping allowed, to the tee at the home end. All stones finishing in the house are measured. Stones that do not finish in the house are recorded as 185.4 cm. Stones that finish so close to the tee that they cannot be measured are recorded as 0.0 cm. Should there still be a tie, each Ice Rink will nominate a further player to repeat the process. This process shall continue until a winner is determined.

(f) In the semi-final, section winners shall receive the last stone advantage in 2 out of the 3 games. This will be determined by lot. In the final the last stone advantage shall be determined by lot to give one team the last stone advantage in 2 out of the 3 games.

(g) Ice Rinks wishing to cancel and arrange another date must give 7 days' clear notice otherwise 6 points and 18 shots will be awarded to the non-offending team.

(h) All interpretations of, or disputes arising under these Rules, shall be referred to the Competitions Committee of Scottish Curling whose decision shall be final.

S22. The Morton Trophy

(a) The Morton Trophy, for competition between female curlers, shall be played annually in sections as agreed by the Ladies' Branch. All players shall be eligible members of Scottish Curling.

(b) All Section games shall be 8 ends or the bell, and the Section winners shall play in the final stages before the end of March in each year. All games on the Final day shall be played over 8 ends. Should one of the qualifiers be unable to play then the next available will take their place.

(c) If a player competes in more than one Section game the following rules shall apply: a player who has been a skip or third cannot play lead or second in any game in the same season. However, a skip and third can

interchange and play in both positions, and the second and lead can do the same.

Semi-finals and final: At this stage a skip may only play third if she has already played third in a Section game. Likewise, a second may only play lead if she has played lead in a Section game.

(d) For each game at local level the Ladies Centre shall select three teams, representative of as many clubs as possible in their Ice Rink. Players must declare which Ice Rink they are representing during the current season and cannot play for more than one Ice Rink. For the semi-final and final the Section winners shall select three teams to represent their Ice Rink. Those teams must have already competed in the Section games. If a substitute is required, she must not play in a lower position than that previously played.

(e) The method of scoring for each individual game shall be:

(i) 2 points shall be awarded for a win.

(ii) 1 point shall be awarded for a draw.

(iii) 0 points shall be awarded for a loss.

Where two or more Ice Rinks are equal on overall points after the Section Games the game results between the equal Ice Rinks shall determine the qualifier(s). In those games Ice Rinks will be ranked by points, ends scored, shots up, total shots scored.

(f) In the semi-finals and final if there is a draw on points overall, shots up will count. if teams remain tied after that, one nominated player from each centre will complete a draw shot challenge.

(g) In the event of a team being incomplete that game shall be forfeited, and the other two games shall proceed; see R 11 (k) Failure to Appear.

(h) The Morton Trophy Secretaries shall be responsible for sending to Scottish Curling, as soon as possible after each match, details of the results of each match and a fully completed set of score cards for all three teams. Scottish Curling will inform all Ice Rink Managers, in writing, of the date of the Final for the following year, and of any changes made to the Sections.

(i) The Trophy shall be presented after the Final each year and again at the Annual General Meeting of the Ladies' Branch.

(j) All interpretations of, or disputes arising under these Rules, shall be referred to the Ladies' Branch of Scottish Curling whose decision shall be final.

S23. Scottish Junior Curling Club Challenge

(a) The Scottish Junior Curling Club Challenge shall consist of a Division 1 and Division 2. If there are enough entries, there will also be a Division 3. It shall be competed for by members of Young Curlers' Clubs which are affiliated to Scottish Curling and who have not attained the age of 21 years at the end of the 30th day of June prior to the start of the season. Curling clubs are allowed to enter more than one group of two teams but must name the players of each entry when entering. All players shall be eligible members of Scottish Curling.

(b) Each Club shall meet its own expenses, in respect of ice charges, accommodation and travel.

(c) All games shall be 6 ends.

(d) Where a game is forfeited the penalties shall be as stated under R11(k): Failure to Appear.

(e) Withdrawals from the Scottish Junior Club Challenge must be notified in writing before 30 October:

  (i) If a Club withdraws its place shall be filled from the Division below it and it will also have to compete in the lowest division the following season.

  (ii) Should any Club fail to appear, that Club shall be responsible for the ice charges arising from the default incurred. See R11(k): Failure to Appear.

(f) All Clubs in each Division shall declare the composition of their teams prior to the start of the Competition. Any changes should be notified to the Chief Umpire.

(g) A player may substitute for another Club but cannot play higher than lead.

(h) The bottom two Clubs in Division 1 & 2 shall be relegated to Division 2 & 3 with the top two Clubs in Division 2 & 3 being promoted to Division 1 & 2.

(i) All Junior Clubs must be accompanied by a responsible adult (25 years of age or over).

(j) Divisions 1 & 2:

(i) Division 1 & 2 shall each be played in one section of six with the top team being the winners of each division.

If Clubs are tied on points, their positions shall be decided by ends won, shots up and shots scored.

Where two or three Clubs are equal on points, ends won, shots up, and shots scored, one member of each Club shall deliver one stone, with sweeping allowed, to the tee at the home end. All stones finishing in the house are measured. Stones that do not finish in the house are recorded as 199.6 cm. Stones that finish so close to the tee that they cannot be measured are recorded as 0.0 cm.

(ii) Each Club entry shall be of two teams.

Each Club must have at least two female and two male representatives, and at least one player of each gender must play third or fourth stones. Games will be forfeited if this requirement is not met.

Clubs cannot change their teams after the competition has started unless they are making a substitution.

(iii) If any Club is unable to enter two full teams it may utilise young curlers from another Club up to a maximum of two players - one player per team who must play lead.

(k) Division 3 shall be determined by the number of Clubs entered.

The top two Clubs will be promoted to Division 2. If Clubs are tied on points, see (j)(i) above.

(l) All the Rules pertaining to the Challenge, except as stated above, shall be the Rules of Scottish Curling in force at that time.

S24. Scottish Gateway Club Challenge

(a) The Scottish Gateway Club Challenge is competed for by members whose mother club is a Gateway Club, and which is affiliated to Scottish Curling. All players shall be eligible members of Scottish Curling.

(b) Each Club shall meet its own expenses, in respect of ice charges, accommodation and travel.

(c) The initial stages will be played with 4 sections of 4 teams with the 2 top teams of each section progressing to the knock-out stages.

(d) All games will be 4 ends. 2 points will be awarded for a win. 1 point will be awarded for a draw. Ranking will be determined by points, ends scored, shots up and total shots. If teams are still tied, then a single draw shot will determine ranking and qualifiers.

(e) The top 4 teams will be ranked 1 - 4 and play in the High Road semi-finals with Q1 v Q4 and Q2 v Q3. The four second placed teams will follow the same format in the Low Road semi-finals.

(f) During the knockout stages, a coin toss will determine LSFE and all games will be 4 ends. If games are tied, an extra end will be played. If the team with the hammer in the extra end blanks it, then the opposing team wins the game.

S25. Scottish Curling Wheelchair Championship

(a) The Championship is competed for by teams consisting of four eligible members of Scottish Curling.

(b) The Championship shall be comprised of league sections the number of which shall be dependent on the number of entries. Play shall be a round robin of games to determine the qualifiers for the final knock-out stages.

(c) Section winners and runners-up shall qualify for the final stages.

(d) LSFE shall be determined in advance and indicated on the official draw. Where necessary, immediately following the team meeting with the Chief Umpire, a coin toss shall take place to determine which team shall have the last stone at the first end for the first game.

(e) Two points shall be awarded for each win, one point for a draw and no points for a defeat.

(f) Ends scored, shots up and total shots scored shall count in the event of a tie at the completion of section games.

(g) All games shall be 8 ends or the bell.

(h) In the event of a tie in the knock-out games, the match will be decided by a single draw shot, with the team with the shortest measured distance proceeding to the next round. Skips will nominate one player to play the draw shot.

S26. Scottish Wheelchair Pairs Championship

(a) The Championship is competed for by any two Curlers who are eligible members of Scottish Curling.

(b) The Championship shall be comprised of league sections, the number of which shall be dependent on the number of entries. Play shall be a round robin of games to determine the qualifiers for the final knock-out stages.

(c) In any round robin league the method of scoring will be two points for each win, and one point for a draw. Ends scored, shots up, and total shots shall count in the event of a tie. In the knockout stages extra ends shall be played to determine a winner.

(d) All games shall be 5 ends, 3 stones per player.

(e) No more than one substitute shall be allowed in the Championship.

S27. Medal Competitions

Two classes of medals shall be awarded for competition, *viz.*: Province Medals and District Medals.

(a) Province Medals – A medal shall, on application, be given to each Province on the occasion of its Annual Bonspiel.

(b) District Medals – All Local Clubs shall be entitled to enter a team with a maximum of two rinks to be drawn to compete for District Medals but must indicate their desire to do so.

  (i) The Competitions Committee shall arrange Local Clubs in pairs to compete for District Medals. A toss will take place in each game to determine who has last stone advantage at the first end.

  (ii) The Medal shall be sent by Scottish Curling directly to the winning Club after receipt of signed score cards.

  (iii) When two Clubs are drawn to compete for a District Medal it shall be the duty of the Club which is drawn first to initiate correspondence with the other, with the view of arranging the match.

  (iv) If a team arrives with only three players, the game will start on time. R11(k)**:** Failure to Appear applies if the player arrives within 15 minutes if not then the non-offending team shall be awarded 3 shots and 1 end and no more than seven ends will be played.

(v) If either Club fails to appear at the place and time appointed, the Club failing to appear shall be liable for the reasonable travelling expenses of the opposing Club and for the ice charge.

(vi) Where teams comprise of one rink: In the event of a tie, ends scored shall determine the winner. If still tied a single draw shot per team shall determine the winner.

(vii) Where teams comprise of two rinks: two points shall be awarded for each win and one point for a draw. In the event of a tie on points, ends scored, shots up and total shots shall determine the winner. If still tied a single draw shot per team shall determine the winner.

S28. Points Competition

(a) Competitors shall draw lots for the rotation of play and shall use two stones.

(b) The measurement of the sheet for points play shall be in conformity with the provisions of the diagram shown below.

(c) Every competitor shall play four shots at each of the nine following points of the game, *viz.:* (1) striking, (2) inwicking, (3) drawing, (4) guarding, (5) chap and lie, (6) wick and curl in, (7) raising, (8) chipping the winner, and (9) drawing through a port according to the definitions and diagrams here given.

(d) In nos. (2), (6), (8) and (9), and at (10) outwicking when played, the object stones shall be placed so that two shots shall be played on the right at one end and two on the left at the other end.

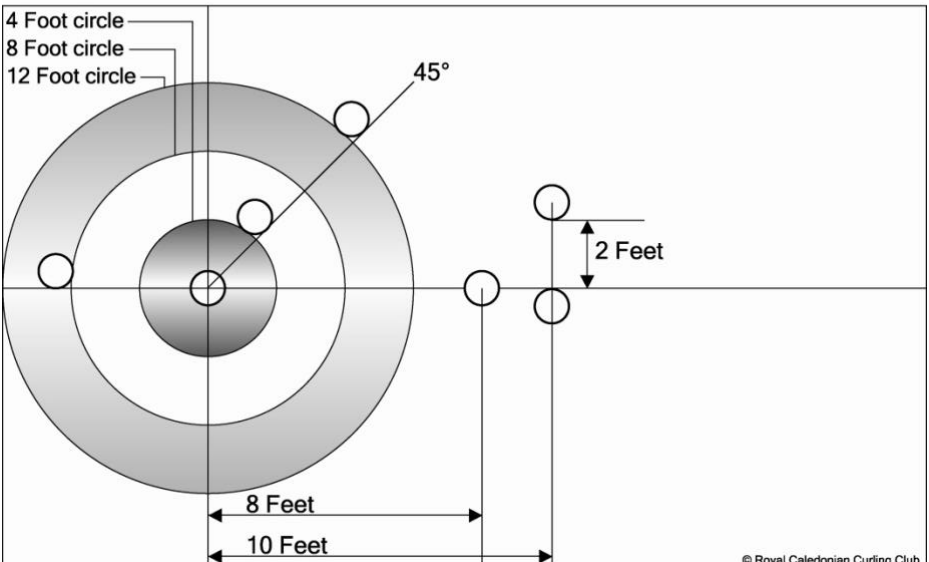
(e) No stone shall be considered outside a circle unless it is entirely clear of that circle.

(f) In the event of two or more competitors being equal, they shall play four shots at (10) outwicking. If the competition be still undecided, the umpire shall order that one or more of the preceding points be played again by the competitors who are equal.

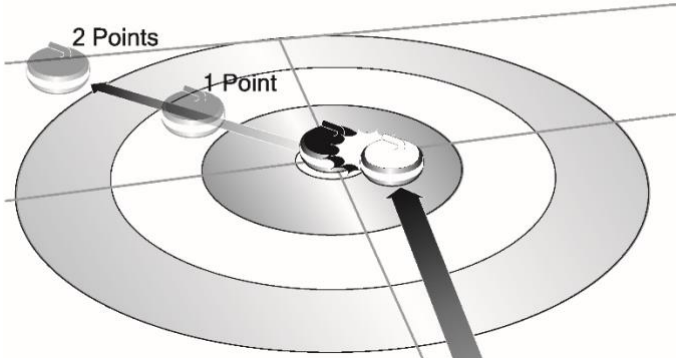
Note: Much time will be saved if two sheets be prepared lying parallel to each other, the tee of the one being at the reverse end of the other sheet; every competitor plays both stones up one sheet and afterwards both down the other, thus finishing at each round all their chances at that point.

The following diagrams can be downloaded from the Scottish Curling website.

Points Markings on Ice



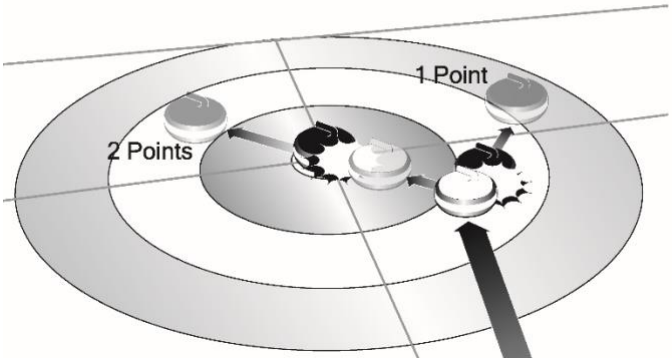
1. Striking



A stone being placed on the Tee, if struck, shall count 1; if struck out of the outer circle, it shall count 2.

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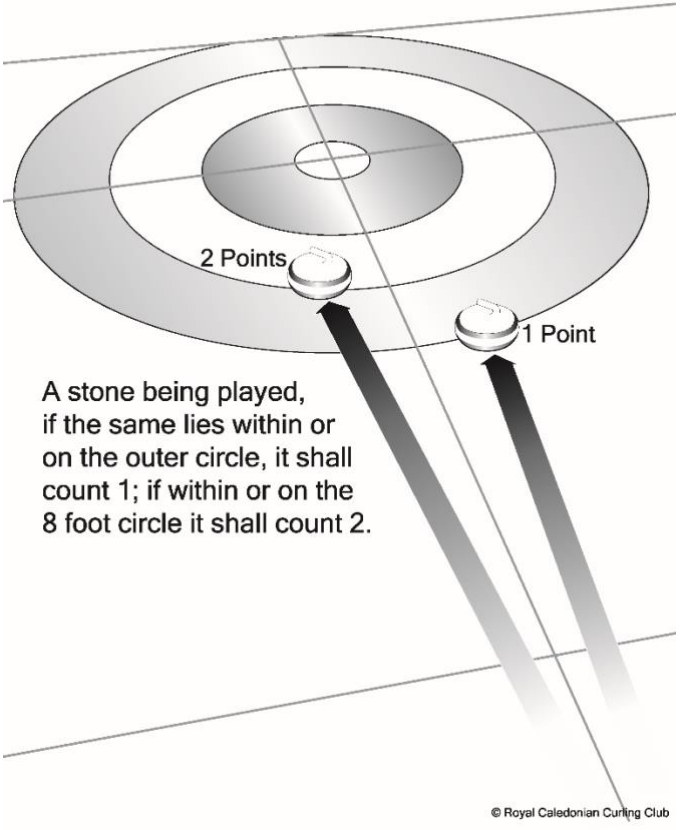
2. Inwicking



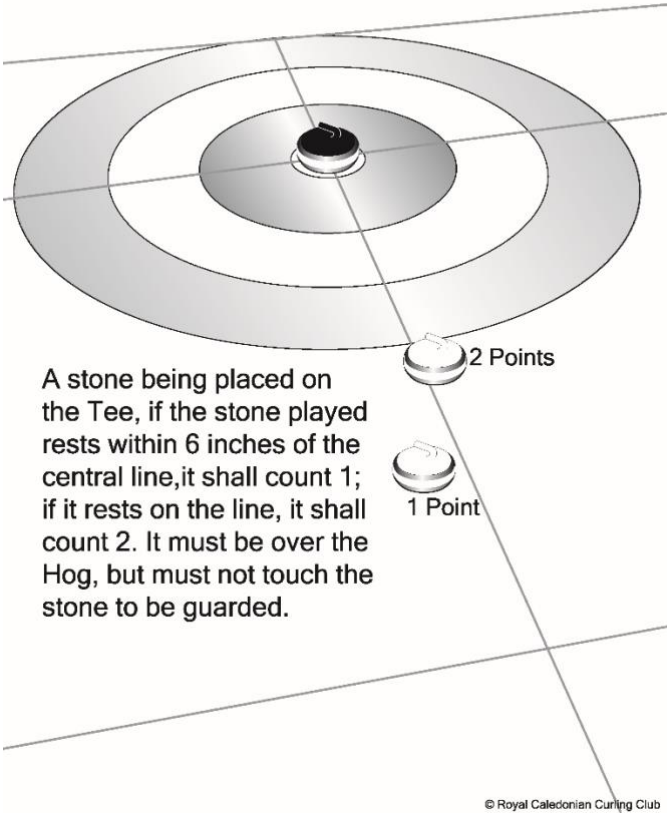
A stone being placed on the Tee, and another with its inner edge touching the 4 foot circle, and its fore edge on the line drawn at an angle 45° with the central line, if the played stone strikes the latter on the inside, it shall count 1; if it perceptibly moves both stones, it shall count 2.

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3. Drawing

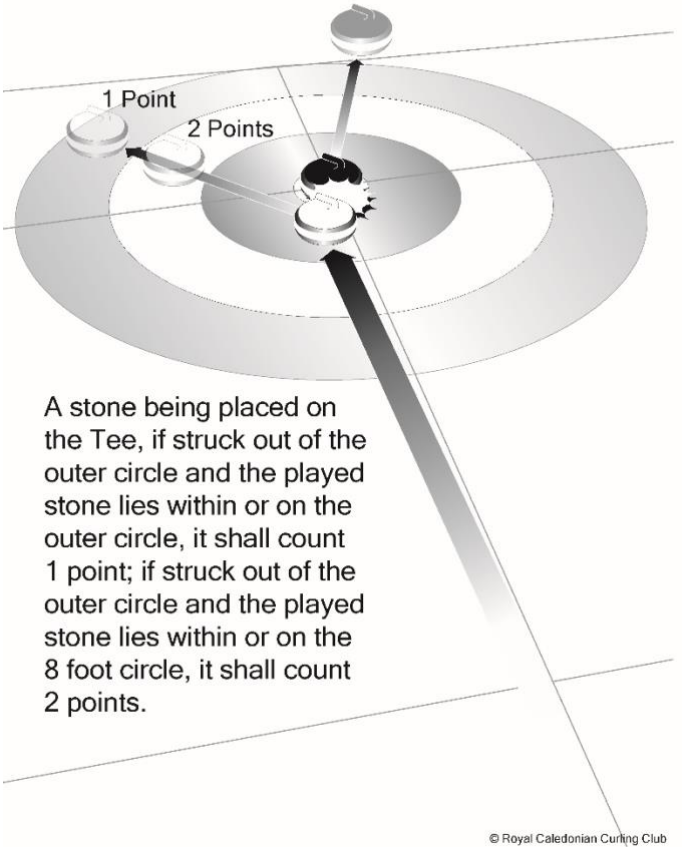

2 Points
1 Point
A stone being played, if the same lies within or on the outer circle, it shall count 1; if within or on the 8 foot circle it shall count 2.
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4. Guarding



A stone being placed on the Tee, if the stone played rests within 6 inches of the central line,it shall count 1; if it rests on the line, it shall count 2. It must be over the Hog, but must not touch the stone to be guarded.

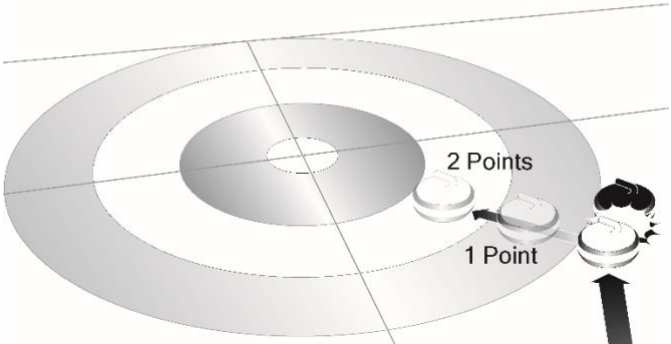
5. Chap & Lie



A stone being placed on the Tee, if struck out of the outer circle and the played stone lies within or on the outer circle, it shall count 1 point; if struck out of the outer circle and the played stone lies within or on the 8 foot circle, it shall count 2 points.

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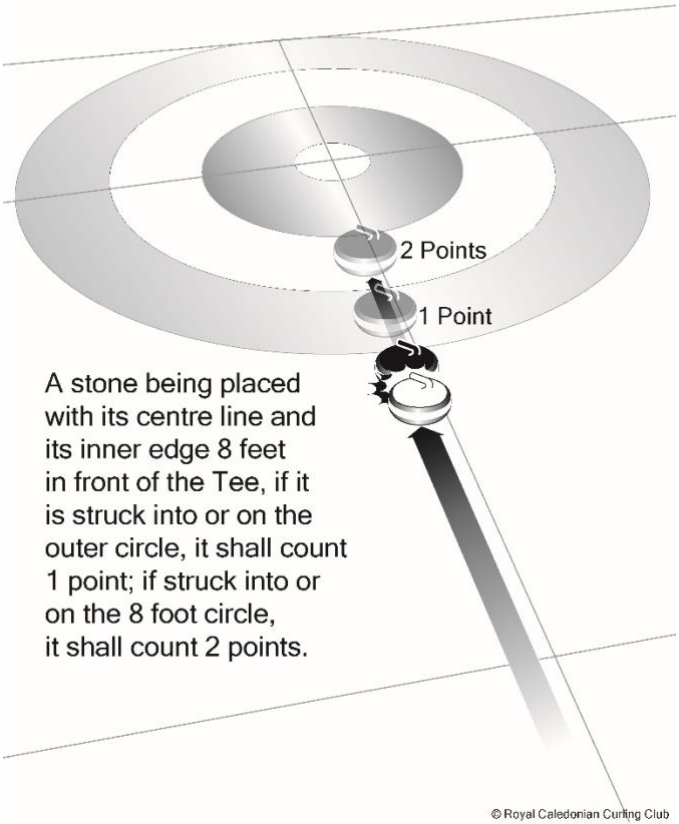
6. Wick & Curl in



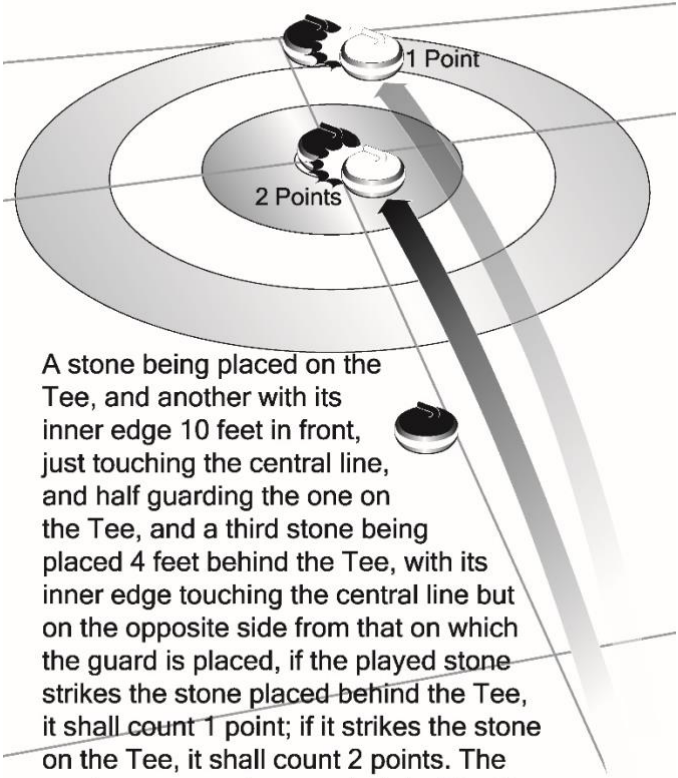
A stone being placed with its inner edge touching the outer circle, and its fore edge on a line drawn from the tee making an angle of 45° with the central line if the same be struck and the played stone remains on or within the outer circle it shall count 1point; if struck, and the played stone remains on or within the 8 foot circle, it shall count 2 points.

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7. Raising


2 Points
1 Point
A stone being placed with its centre line and its inner edge 8 feet in front of the Tee, if it is struck into or on the outer circle, it shall count 1 point; if struck into or on the 8 foot circle, it shall count 2 points.
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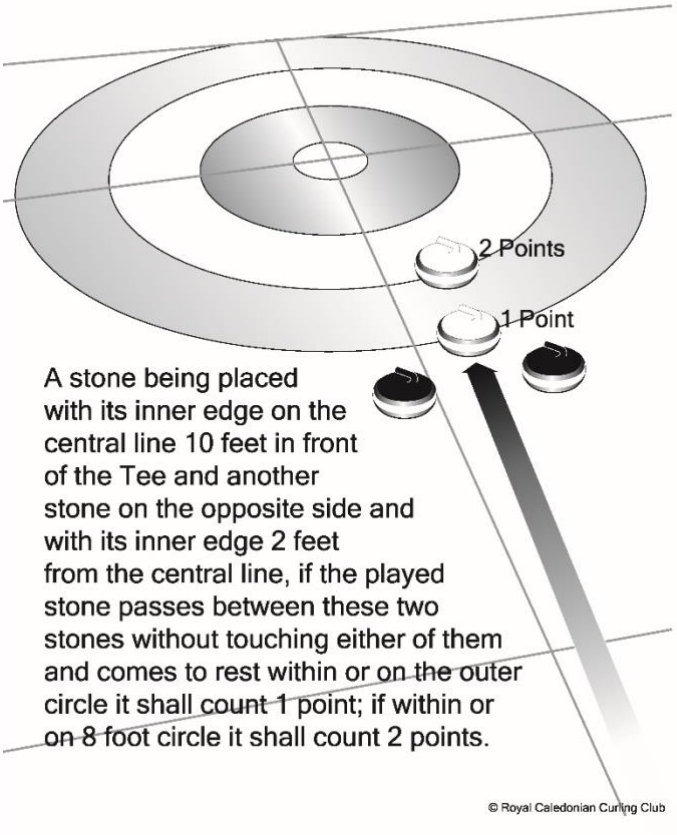
8. Chipping the Winner



A stone being placed on the Tee, and another with its inner edge 10 feet in front, just touching the central line, and half guarding the one on the Tee, and a third stone being placed 4 feet behind the Tee, with its inner edge touching the central line but on the opposite side from that on which the guard is placed, if the played stone strikes the stone placed behind the Tee, it shall count 1 point; if it strikes the stone on the Tee, it shall count 2 points. The maximum score for any shot shall be 2.

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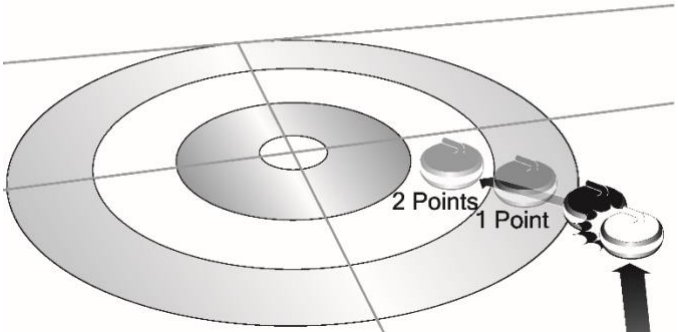
9. Drawing through a Port



A stone being placed with its inner edge on the central line 10 feet in front of the Tee and another stone on the opposite side and with its inner edge 2 feet from the central line, if the played stone passes between these two stones without touching either of them and comes to rest within or on the outer circle it shall count 1 point; if within or on 8 foot circle it shall count 2 points.

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10. Outwicking



A stone being placed with its inner edge touching the outer circle, and its fore edge on a line drawn from the tee making an angle of 45° with the central line, if struck within or on the outer circle it shall count 1point; if struck within or on the 8 foot circle, it shall count 2 points.

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APPENDIX 1

The following rule has been approved for 2026/27 by the Scottish Curling Board and Competitions Committee and will apply to the relevant competitions listed in Appendix 2:

No Tick Zone

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. R2(i) will also apply to the No Tick Zone when required.

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

R1. SHEET

(a) The length of the ice sheet from the inside edges of the back boards is minimum 45.72 metres (minimum 150 feet). The width of the sheet from the inside edges of the side lines is a maximum of 4.75 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 4.42m (14 ft. 6 in.).

R4. POSITION OF PLAYERS

(a) Non-Delivering Team:

(i) During the process of delivery the players take stationary positions along the sidelines between the courtesy lines where marked or otherwise between the hog lines. However:

- Two players 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,
- the player who is to deliver next may take a stationary position to the side of the sheet, behind the hacks, at the delivering end.

R5. DELIVERY

(d) A stone must be delivered using the handle of the stone. Touching the granite at any time after the tee line at the delivery end is not allowed and considered a touched moving stone which results in the stone being removed from play.

(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) A stone is in play 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.
A stone is considered delivered when it reaches the hog line at the delivery end.

R7. SWEEPING

(a) The sweeping motion can be in any direction (it need not cover the entire width of the stone), must deposit no debris in front of a moving stone, and must finish to either side of the stone. In officiated play, the umpires will observe sweeping. If they see a violation when a team is sweeping their own stone, an official warning will be issued to the entire team.

For any subsequent violation(s) during the same event by the same team, the following will be applied:

I. If the violation occurs during the delivery of a Last Stone Draw (LSD), the maximum distance will be recorded;
II. If the violation occurs during the game, the non-offending team has the choice to either:
    (i) Allow the stone to remain in play (if they consider the Sweeping violation was done to gain an advantage) or
    (ii) Remove the delivered stone and replace any displaced stones to their positions prior to the violation taking place

R8. 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 its equipment, the touched stone is removed from play immediately by that team. A double touch of the stone handle by the person delivering the stone, prior to the hog line at the delivery end, is not considered a violation.

R11. SCORING

(h) If a measure is required to determine the correct score in a final end, and the result of the measure does not affect the outcome of the game, a displacement of the stone(s) by an external force before the measurement is completed will not result in the end being replayed and the Chief Umpire will determine the score of the final end.

R13. WHEELCHAIR CURLING

(e) During the process of delivery, the non-delivering team players must take stationary positions behind the back line at the delivering end. However, any two players 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.

R15 DOUBLES

(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 4 points in the ice. The points are placed on the centre line (see diagram):

1) 4’6” (1,372m) from the outermost edge of the top of the house
2) 6’6” (1,981m) from the outermost edge of the top of the house
3) 8’6” (2,591m) from the outermost edge of the top of the house
4) 10’6” (3,200m) from the outermost edge of the top of the house

In officiated play, the Chief Umpire together with the Chief Ice Technician will determine the specific placement for each sheet for Position A, prior to the start of pre-game practice. That same placement must be used for the entire game.
When no event official is available to make the decision, the teams shall determine the specific placement for Position A, prior to the start pre-game practice and based on the ice conditions. The same placement must be used for the entire game.

Figure 1 - Centre Guard

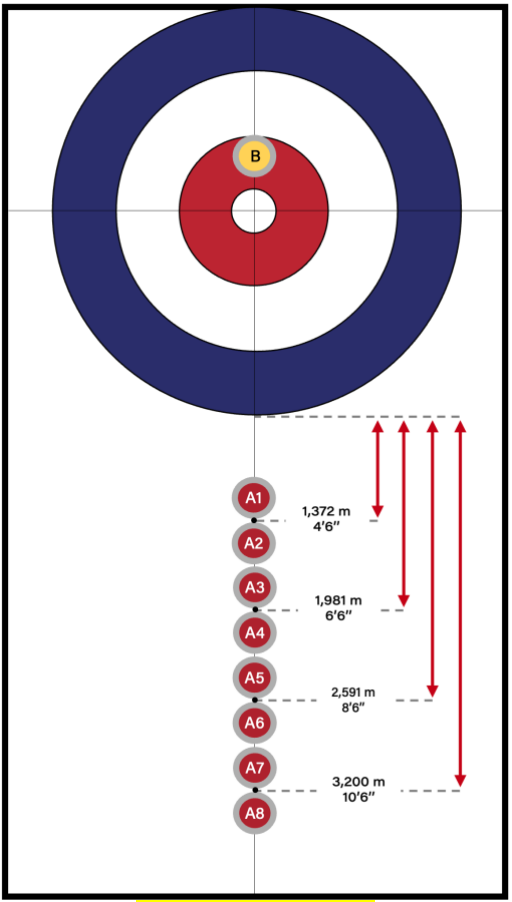
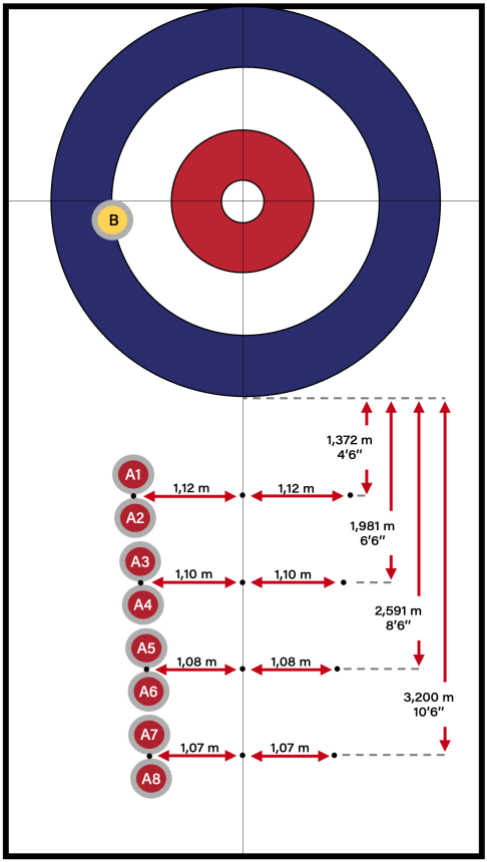


Figure 2 - Power Play Option


B
A1
A2
A3
A4
A5
A6
A7
A8
1,12 m
1,12 m
1,10 m
1,10 m
1,08 m
1,08 m
1,07 m
1,07 m
1,372 m
4'6"
1,981 m
6'6"
2,591 m
8'6"
3,200 m
10'6"

APPENDIX 2

The below listed competitions and their qualifying events are subject to additional rules and/or amended rules as noted in the R, C and S sections of the Rulebook.

- Scottish Curling Men's & Women's Championships
- European Playdowns
- Scottish Curling Mixed Doubles Championship
- Scottish Curling Junior Championships
- Scottish Curling Junior Mixed Doubles Championship
- Scottish Curling Senior Championships
- Scottish Curling Mixed Championship
- Under 21 Slams

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	Will be defined in the Team Meeting Document for competitions where this applies.
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 and located 1.829 m. (6 ft.) from each tee line.
Back of the House	The area within the house that lies between the tee line and the back line.
Biter	A stone that just touches the outer edge of the outside circle of the house.
Blank End	An end resulting in no score for either team.
Bonspiel	A curling competition or tournament.
Brush (Broom)	A device used by players to sweep/clean the ice in front of a moving stone.
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 3.66 m. (12 ft.) beyond the centre of each tee 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 shot.
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 4-player team (2 player in Mixed Doubles) in the athlete field of play that is currently in control of the playing area and scheduled to deliver the next stone.
Delivery	The motion a player makes when playing a curling stone.
Delivery Stick	A device which attaches to the handle of the stone and acts as an extension of the arm/hand during the delivery process.
Displaced Stone	A stationary stone that has been moved to a new location.

Divider	Material (e.g. foam or wood) used to separate the sheets of curling ice.
Double Takeout	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 Average (DSA)	The calculation made by taking the average distance of the Last Stone Draws (LSD), excluding the least favourable LSD, and used, if required, to assist in the determination of ranking after a round robin.
Draw Shot Challenge (DSC)	Where each member of the tied or potentially tied teams delivers a stone to the tee. The cumulative distance for each team is recorded and the team with the least distance is ranked highest, and so on until ranking is completed.
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 delivering end.
End	A portion of a curling game that is completed when each team has thrown eight stones (five in Doubles) and/or the score has been decided.
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 which will be

	defined in the Team Meeting Document for competitions where this applies.
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.
Game	Two teams playing a specified number of ends or time to determine a winner.
Group Rank	In a competition with more than one group, the ranking at the end of the round robin within a group
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 a player to start the delivery of a curling stone.
Hack Line	A small line 0.46 m. (1 ft. 6 in.) 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 which 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 and located 6.40 m. (21 ft.) from each tee line.
Hog Line Violation	A stone that is removed from play for the end, because it was not released before it reached the hog line at the 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 positioned in the hack and concludes when the stone is released.
In-turn	The rotation applied to the handle of a stone by a right-handed curler which causes the stone to rotate in a clockwise manner. 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 a single stone to the tee at the home end. The resulting distance is measured and used to determine which team has the choice of delivering the first or second stone in the first end.
LSFE	Last Stone at the first end of the game.

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.
Nominated Team	Is the team listed immediately prior to the first game (not necessary the team playing in the first game).
Non-Delivering Team	The 4-player team (2-player team in Mixed Doubles) in the athlete field of play that is not currently in control of the playing area.
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.
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.

Raise	A type of draw which bumps forward another stone.
Raise Takeout	A delivered stone hits a stationary stone, which then starts to move and it hits a third stone out of play.
RCCC	Royal Caledonian Curling Club.
Rings	See definition: House.
Roll	The sideways movement of a curling stone after it has struck a stationary stone.
Round Robin	A competition in which each team plays all the other teams.
Score	The number of shots received by a team in an end.
Scoring	A team scores one shot for each of its stones that is within the house and closer to the tee than any stone of the opposing team.
Scottish Curling	Trading name of the Royal Caledonian Curling Club.
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	At the completion of an end, one shot 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.
Shot stone	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.

Substitute	A player who is not part of the nominated team but plays for that team.
Stationary Stone	A stone in play which is not in motion.
Stone	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 significant curl.
Takeout	Removal of a stone from the playing area by hitting it with another stone.
Team	Four players competing together or two players in the case of pairs and doubles. A team may include two further players (to act as substitutes) and team officials where competition rules permit. Mixed Doubles have one male and one female player, and may include team officials.
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 one of their team members from the official field of play.
Technical Time-out	Stoppage of play called by a team or umpire for a ruling, injury, or in other extenuating circumstances.
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.
Tick Shot	A delivered stone causing either directly or indirectly an opposition stone in the Free Guard Zone (FGZ) to be moved to a position still within the FGZ.
Top of the House	The area within the house that lies between the hog line and the tee line.
Umpire	The person responsible for the conduct of the game in accordance with the rules.
Vice-Skip (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.
World Curling	Responsible for the worldwide governance of the sport.