

**2008  
MANKATO  
CURLING  
CLUB  
ETIQUETTE,  
RULES, &  
CURLING  
INFORMATION**

## **RULES OF ETIQUETTE FOR CURLING:**

1. Shake hands with your opponents before the game and wish them “good curling”.

2. Never distract your opponent when he is in the hack preparing to deliver his rock. This includes being out of position, crossing the ice surface while he/she is in the hack, getting in the way of the sweepers, or causing a distraction of any kind.

3. Clean your brush/broom regularly during the game. It is everyone's responsibility to keep the sheet of ice clean. However, you may not remove any foreign object from beneath a moving stone or from one that has come to rest until the end of the end..

4. **POSITION OF PLAYERS:** Delivering team

Skip: in the house holding the broom

Sweepers: on the sidelines, inside the hogline, ready to sweep

Thrower: in the hack, preparing to deliver

**POSITION OF PLAYERS:** Non-Delivering team

Skip: behind the house in a stationary position with his/her broom off the ice

Sweepers: in single file, at the sidelines, and between the two hoglines

Opposition thrower: on the backboard and to the side of the ice, standing quietly

5. When moving rocks at the finish of an end, be sure to push them carefully so as to avoid other people's feet.

6. Remember to arrive in time, if you are late you are holding up seven other people.

7. Be ready to throw when it's your turn, so you don't hold up the game.
8. Applaud good shots, whether by your team or the opposition. Never clap or applaud bad shots!
9. Ensure your footwear is clean before stepping on the ice.
10. Be ready to start sweeping as soon as your teammate releases the rock.
12. At the end of the game, win or lose, be ready to shake hands with your opposition and thank them for the game.

If you observe all these courtesies then you and all the curlers you play with will derive greater enjoyment out of the game.

## **Sheet of Curling Ice**

Four colored concentric circles make up the **house or target**. The outer circle is called the 12-foot (3.7 meter) circle, next to it is the 8-foot (2.4 meter) circle, then the 4-foot (1.2 meter) circle and finally, the innermost circle is called the 2-foot (0.6 meter). At the middle of it is the button (or middle point of the house.)

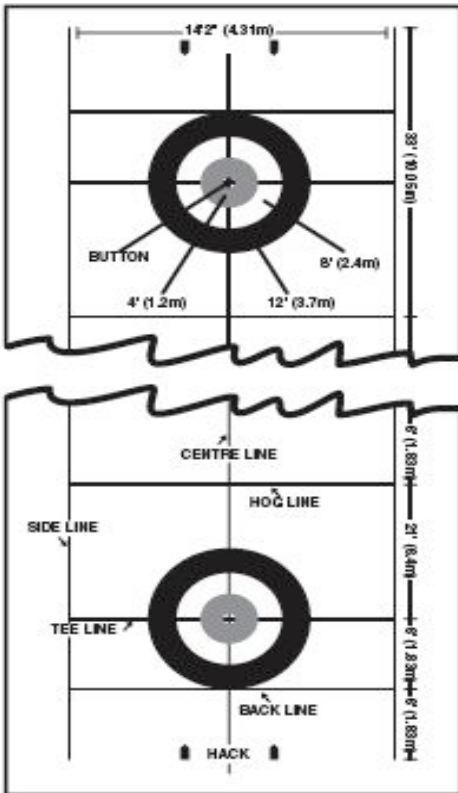
**Hog line** – Delivered stones must be completely over this line to remain in play unless they have come in contact with a stone which is in play.

**Back line** - the line across the sheet at the back of the house. Stones which come to rest completely over this line are out of play.

**T-line** – this is the line which goes across the sheet in the middle of the house.

**Side lines** - once a stone touches a side line it is out of play.

**Free Guard Zone** – The area between the hog line and the T-line, but not including the house.



# **BASIC RULES EVERY CURLERS SHOULD KNOW:**

- A coin is tossed by one individual on each team. This decides which team will deliver the last stone in the first end.
- Curlers should stand along the sides of the playing area when not involved in delivering or sweeping.
- After sweeping, curlers should walk along the sides of the sheet to return to the delivering end.
- Leads and seconds should position themselves between the hog lines and well to the side of the playing surface when their team is not delivering. Only skips and thirds are allowed to stand in the house area.
- All curlers should remain outside the house area until the thirds have agreed on the score.
- The scoring team's third is responsible for posting the score.
- Teams may not remove an opposition stone if it is in the Free Guard Zone until the fifth stone of the end. If Free Guard stone is removed, skips or thirds in charge of house need replace stone where it was positioned and remove stone that hit Free Guard.
- The team who scores in one end delivers the first stone of the next end.

- If a stone is touched by a sweeper while it is moving, that brusher must alert everyone of the infraction when the stone has come to rest.
- A skip can only brush an opposition's stone once it has crossed the tee line of the playing end.
- When throwing a stone, the curler must clearly release it before it entirely passes the hog line closest to the throwing end.
- To be considered as “in play”, all stones must be over the hog line at the playing end of the ice.
- A stone is out of play if it touches the sideline, or if it completely crosses the back line at the playing end.
- If the two vice-skips cannot agree as to which stone is closer to the tee, the stones must be measured. Stones can only be measured with a measuring stick, at the conclusion of the end, to determine which stone is closest. The vice-skips do the measuring in most games. In some competitions however, the official will measure the stones. Prior to a measurement taking place: Remove all other stones from the playing surface. Only the vice-skips are in the rings, all other players move out of the house. Set the measurer on one stone and then move slowly forward to the second stone to get a reading.

## The Skip's Signals

The shots to be played are usually called with simple signals. The skip indicates the shot by asking for the type of turn (either clockwise or counter-clockwise) and the weight (either take-out or draw). Keep instructions about the skip's signals simple and clear. The demonstration should take place on the ice surface. The skip will indicate with their brush where they would like the rock to stop, then they will move the brush (target) to a different place on the ice. By applying the indicated turn, the rock should curl to the intended location.



## Scoring the Game

Yellow			4	5											1
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Red	2	3			6										

There are two types of score boards that are currently in use. The traditional score board, used in most clubs, has three rows with numbers. The middle row shows the score, while the top and bottom rows show the number of the “end” that the scoring occurred during. One point is scored for every rock that is closer to the centre than the closest of the opposition’s rocks. But, to score, the rock must be on or touching the circles. Only one team can score on any one “end”, so attempt to finish the “end” with your team’s rocks closest to the “button”. If there are no rocks on or touching the circles, no one scores. This is called a “blank end”. Sometimes, very rarely, a team can get all eight of their rocks inside the “house” and closer than any of the opponent’s rocks. When this happens, it is called an eight-ender, and the team scores eight points! A team would be doing well if they were able to score two or three points on any “end”. When reading a curling scoreboard, remember to read it like a number line. The

middle row of numbers indicates the total score; the numbers on the top/bottom indicate the “end” in which the points were scored. To find out how many points your team has, read the number above/below the last “end” played.

Baseball type scoreboards are used in some events (usually highly competitive events). When neither team scores in an end (a blank end), this is indicated by hanging that end’s number in a designated area of the scoreboard (it will say blank end) or over the score “15” The number “15” is used because it is impossible to score 15 points in one end, so it is obvious that a number hung there refers to a blank end. The number should be hung on the line of the team that had hammer in that end (i.e. the team that threw the last stone).

## **Ice and Stone Characteristics**

Curling gets its name from the manner in which the stones ‘curl’ (or bend) as they travel down a sheet of ice. If you look closely at a sheet of curling ice, you will notice a fine ‘pebbled’ look to the surface. The pebble helps reduce the friction between the stone and the ice, making it much easier for a curler to propel the stone forward. The ‘running edge’ or ‘rim’ of the stone is the part that actually comes in contact with the

ice surface. Great care is taken to protect this running edge from damage. The dull grey band around the middle of the stone is the ‘striking surface’, and is designed to absorb the shock when one stone strikes another.

## **Rules Changes Put Into Effect In 2008 By USCA that apply to our players:**

- Sweeping: Sweepers are no longer required to sweep across the entire width of the stone (though they still required to sweep in a side to side and must finish to either side of the rock).
- There is no longer a need to determine whether the skip or vice skip of the non-delivering team is in charge of the house in order to seep an opposing stone behind the tee line. Both players are eligible to sweep but only one at any given time.
- Rocks burned beyond the far hog line, all stones are allowed to come to rest after which the non-offending team has the option to:
  1. Remove the touched stone and replace all stoned that were displaced after the infraction to their original position; or
  2. Leave all stones where they came to rest; or
  3. Place all stones where it reasonably considers the stones would have come

to rest had the moving stone not been touched.

- A rock burned before the far hog line is still pulled immediately.
- There is now a penalty in place (potential redelivery of a stone) for obstruction, interference, distraction, or intimidation by non-delivery team.
- See the USCA Website for other rule updates for 2008 for ice makers and people using delivery sticks.

## **CURLING GLOSSARY**

**BACKLINE** - The line across the ice at the back of the house. Stones that go completely over this line are removed from play.

**BITER** - A stone that just touches the outer edge of the circles.

**BLANK END** - An end during which no points have been scored.

**BONSPIEL** - A curling competition or tournament.

**BRIER**- The name of the Canadian Men's Curling Championship.

**BRUSH/BROOM** - A device used to sweep the ice that is in the path of a moving stone. It is also used as a balance device during the curling delivery, with the fabric side facing up.

**BURNED STONE** - A stone in motion that has been touched by a member of either team, or any part of their equipment. Burned stones are removed from play.

**BUTTON** - The circle at the centre of the house.

**COUNTER** - Any stone in the rings or touching the rings (a position that can count as a point).

**CENTRE LINE** - A line running down the middle of the ice, from one hack to the other.

**CURL** - The amount a rock's path "bends" while traveling down the sheet of ice.

**DOUBLE TAKE-OUT** - A take-out shot that removes two of the opponents' stones at one time.

**DRAW-WEIGHT** - The momentum required for a stone to reach the house (or circles) at the distant end of the sheet of ice. A skip who wants this kind of shot will often tap the ice where they want the shot to go.

**END** - A portion of a curling game that has been completed when each team has thrown eight stones and the score has been decided.

**FREE GUARD ZONE** - The area, not including the house, between the hog line and the tee line.

**FREEZE** - A precise, draw-weight shot that makes the delivered (thrown) stone come to rest right up against a stopped (stationary) stone.

**GUARD** - A stone that is placed in a specific position so as to protect another stone.

**HACKS** - The footholds at each end of the ice from which the stones are thrown in a balanced, flatfoot delivery.

**HAMMER** - The term used to identify which team gets to throw the last stone of an end – a status that is generally considered to be an advantage.

**HEAVY** - A stone delivered with greater force than necessary.

**HIT** - See take-out.

**HOG LINE** - A line 33 feet (10 metres) from the hack at each end of the ice. Delivered stones must either touch a stone that is in play or become completely over this line in order to remain in play.

**HOUSE** - Also called the target, it is made up of four, coloured, concentric circles, which are referred to as: button, 4 foot, 8 foot and 12 foot.

**IN-TURN** - The rotation given to the handle of a stone that makes the stone turn in a clockwise direction and curl (for a right-handed curler).

**LEAD** - The first player to deliver a rock for his or her team.

**LIGHT** - A stone delivered with less weight than was required to successfully complete a shot.

**OUT-TURN** - The rotation given to the handle of a stone that makes the stone turn in a counter-clockwise direction and curl (for a right-handed curler).

**PEBBLE** - A fine spray of water applied to a sheet of curling ice before play starts. It creates small bumps on the ice, making it easier for curling rocks to glide down the ice.

**RINGS** - The circles in the house towards which play is directed.

**SECOND** - The curler who delivers the second pair of stones for his/her team in each end.

**SHEET** - The playing surface that a curling game takes place on.

**SHOT ROCK** - At any time during an end, this is the stone closest to the button.

**SIDE LINE** - The line that is the boundary of the curling rink. Rocks touching this line are “out of play”.

**SKIP** - The player who determines the strategy and directs the play for his/her team. The skip also delivers the last pair of stones for his/her team in each end.

**SLIDER** - Slippery material that is glued to the bottom of a shoe, or else slipped on over the sole of the shoe, to make it easier to slide on the ice. If players don't have one, they can use tape instead.

**SLIDING FOOT** - The foot the curler uses to slide when they are throwing the stone (curling delivery). The left foot is the sliding foot for a right-handed person and the right foot is the sliding foot for a left-handed person.

**SPARE** - An alternate or substitute player

**STEALING AN END** - Scoring during an end in which your team did not have the advantage of hammer.

**STRATEGY** - Knowing all of the different kinds of curling shots and when to play them.

**SWEEPING** - The action of moving a broom or brush back and forth in the path of a moving stone.

**TAKE-OUT** - Knocking a stone out of play by hitting it with another stone.

**TEE LINE** - The line that passes through the centre of the house, parallel to the hog line and to the backline.

**THIRD, VICE-SKIP OR MATE** - The third player on a team to throw their stones (two per end). Generally, this player acts as the skip when the skip is delivering his/her stones and assists with strategy decisions. For this reason, this player is sometimes called the Vice-Skip.

**TOURNAMENT OF HEARTS** - The name of the Canadian Women's Curling Championships.

**TURN** - The way the rock is rotated just before the release. This will start it "bending" in one direction or the other as it travels down the ice.

**WEIGHT** - The amount of force given to the stone during the delivery.

# **CURLER'S CODE OF ETHICS:**

I will play the game with a spirit of sportsmanship.

I will conduct myself in an honorable manner, both on and off the ice.

I will never knowingly break a rule but, if I do, I will divulge the breach.

I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates or officials.

I will interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to ensure that the game is played in an orderly and fair manner.

If I am found in violation of the code of ethics or rules of the game, I will humbly accept any penalty that the governing body of curling, at any level, deems appropriate.