



Kinross Curling Development Club

# THE RULES OF CURLING

(Abridged)

October 2021

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.

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

# **The Rules of Curling**

## **R1. SHEET**

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

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

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

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

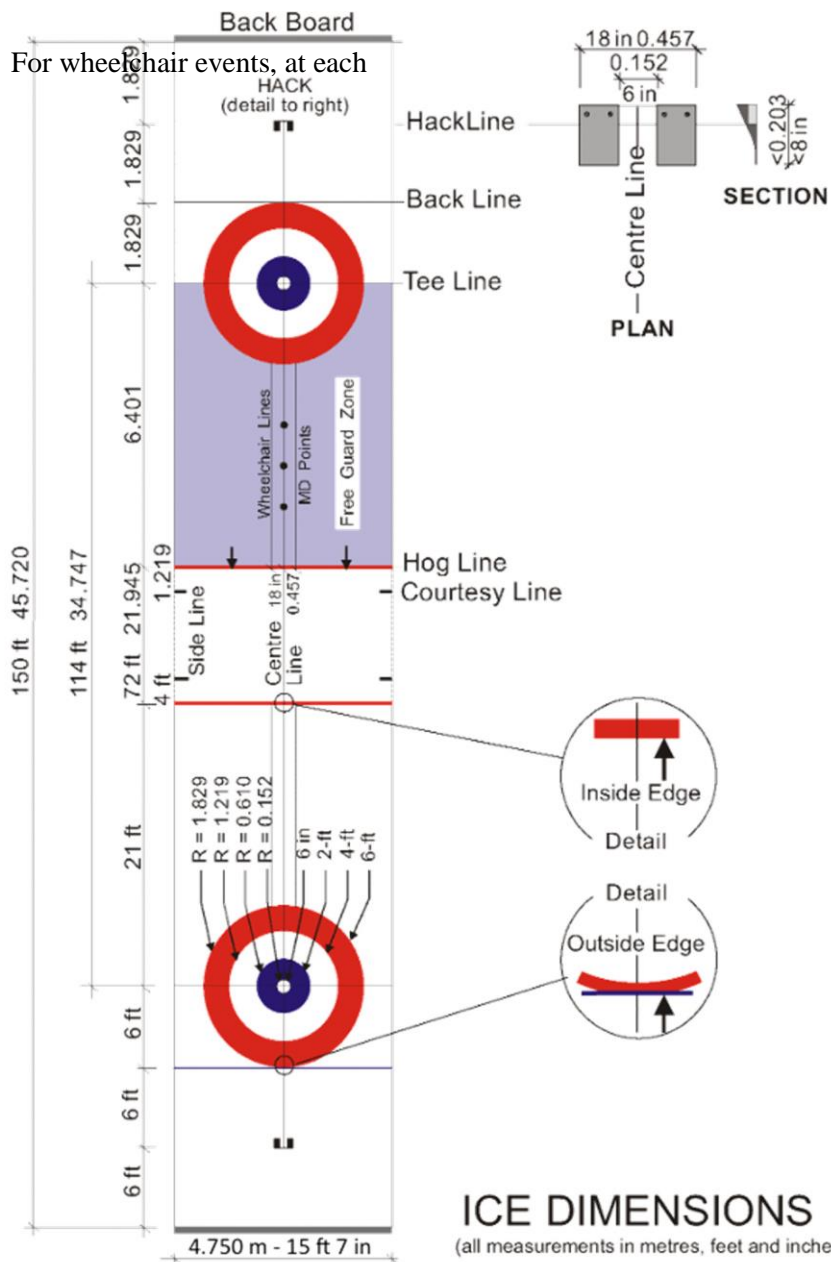
(iii) the hog line, 102 mm. (4 in.) in width, placed so that the inside edge is 6.401 m. (21 ft.) from the centre of the tee line.

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

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

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

(c) For wheelchair events, at each



- (c) If a stone is broken in play, the teams use the “Spirit of Curling” to decide where the stone(s) should be placed. If agreement cannot be reached, the end will be replayed.
- (d) If a stone rolls over while in motion, or comes to rest on its side or top, it is removed from play immediately.
- (e) Should a handle completely separate from a stone during delivery, the delivering player has the option of either allowing the play to stand, or of redelivering the stone after any displaced stones have been replaced to their positions prior to the incident taking place.
- (f) A stone that does not come to rest completely beyond the inside edge of the hog line at the playing end is removed from play immediately, except when it strikes another stone, in which case it remains in play.
- (g) A stone that completely crosses the outside edge of the back line at the playing end is removed from play immediately.
- (h) A stone that touches a divider or a side line is removed from play immediately and is prevented from entering adjacent sheets.
- (i) A stone may be measured only visually until the last stone of the end has come to rest, except to determine if a stone is in play, or, prior to playing the second, third, fourth or fifth stone of an end, to determine if a stone is in the Free Guard Zone.
- (j) Teams are not to make alterations to, nor place any object on or over, their game stones.

## **R2. STONES**

- (a) A curling stone is of circular shape, having a circumference no greater than 914 mm. (36 in.), a height no less than 114 mm. (4.5 in.), and a weight, including handle and bolt, no greater than 19.96 kg. (44 lbs.) and no less than 17.24 kg. (38 lbs.).
- (b) Each team uses a set of eight stones having the same handle colour and individually identified by visible markings. If a stone is damaged and becomes unsuitable for play, a replacement stone is used. If a replacement stone is not available, a stone previously delivered in the end is redelivered.
- (c) If a stone is broken in play, the teams use the “Spirit of Curling” to decide where the stone(s) should be placed. If agreement cannot be reached, the end will be replayed.
- (d) If a stone rolls over while in motion, or comes to rest on its side or top, it is removed from play immediately.
- (e) Should a handle completely separate from a stone during delivery, the delivering player has the option of either allowing the play to stand, or of redelivering the stone after any displaced stones have been replaced to their positions prior to the incident taking place.
- (f) A stone that does not come to rest completely beyond the inside edge of the hog line at the playing end is removed from play immediately, except when it strikes another stone, in which case it remains in play.
- (g) A stone that completely crosses the outside edge of the back line at the playing end is removed from play immediately.
- (h) A stone that touches a divider or a side line is removed from play immediately and is prevented from entering adjacent sheets.

(i) A stone may be measured only visually until the last stone of the end has come to rest, except to determine if a stone is in play, or, prior to playing the second, third, fourth or fifth stone of an end, to determine if a stone is in the Free Guard Zone.

(j) Teams are not to make alterations to, nor place any object on or over, their game stones.

### **R3. TEAMS**

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

(b) A team declares its delivery rotation, and the skip and vice-skip positions, prior to the start of a game and maintains that rotation and those positions throughout that game subject to (d) (ii). A team that deliberately changes its delivery rotation, or positions, during a game without permission of the Chief Umpire (CU), will forfeit the game, unless it was done when bringing in an alternate player.

(c) If a player is missing at the start of a game, the team may either:

(i) start the game with three players, the first two players delivering three stones each, and the third player delivering two stones, in which case the missing player may enter the game in the declared delivery rotation and position at the start of an end; or

(ii) start the game using a qualified alternate.

(d) Where a player is unable to continue to play in a game, the team may either:



(i) continue play with the remaining three players, in which case the player who left the game may re-enter only at the start of an end. A player may leave and return to a game only one time in any game; or

(ii) bring in a qualified alternate at the beginning of an end, in which case the delivery rotation and the skip and vice-skip positions may be changed (the revised rotation of play applying for the remainder of that game), and the replaced player may not re-enter the game.

(e) A team may not play with fewer than three players, all players delivering all their allocated stones in each end.

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

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

(i) first player, the second player delivers the stone.

(ii) second player, the first player delivers the stone. (iii) third player, the second player delivers the stone. (iv) fourth player, the third player delivers the stone.

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

(i) first player, the second player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones.

(ii) second player, the first player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones.

(iii) third player, the first player delivers the first stone of the third player, then the second player delivers the second stone of the third player, then the fourth player delivers the last two stones.

(iv) fourth player, the second player delivers the first stone of the fourth player, then the third player delivers the second stone of the fourth player.

#### **R4. POSITION OF PLAYERS**

(a) Non-Delivering Team:

(i) During the process of delivery, the players take stationary positions along the side lines between the courtesy lines. However:

1) the skip and/or vice-skip may take stationary positions behind the back line at the playing end, but must not interfere with the choice of place of the skip or vice-skip of the delivering team.

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

(ii) The non-delivering team players must not take any position, nor cause any motion, which could obstruct, interfere with, distract or intimidate the delivering team. If such an action occurs, or an external force distracts a player during delivery, that player has the

option of allowing the play to stand, or of redelivering the stone after all displaced stones have been replaced to their positions prior to the violation taking place.

(b) Delivering Team:

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

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

(iii) Any improper position of players will result in the delivered stone being removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

## **R5. DELIVERY**

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

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

- (c) Right-handed deliveries are delivered from the hack on the left of the centre line and left-handed deliveries are delivered from the hack on the right of the centre line. A stone delivered from the wrong hack is removed from play, and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.
- (d) The curling stone must be delivered using the handle of the stone.
- (e) A stone must be clearly released from the hand before it reaches the hog line at the delivery end. If the player fails to do so, the stone is immediately removed from play by the delivering team.
- (f) If a hog line violation stone is not immediately removed and strikes another stone, the delivered stone is removed from play by the delivering team, and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.
- (g) A stone is in play, and considered delivered, when it reaches the tee line (hog line for wheelchair curling) at the delivery end. A stone that has not reached the relevant line may be returned to the player and redelivered.
- (h) All players must be ready to deliver their stones when their turns come, and not take an unreasonable amount of time to play.
- (i) If a player delivers a stone belonging to the opposing team, that stone is allowed to come to rest, and is then replaced by a stone belonging to the delivering team.
- (j) If a player delivers a stone out of proper rotation, the end continues as if the mistake had not occurred. The player who missed a turn delivers the last stone for that team in that end. If it cannot be determined which player delivered out of proper rotation, the player who delivered the first stone in the end for that team delivers the last stone for that team in that end.

(k) If a player inadvertently delivers too many stones in one end, the end continues as if the mistake had not occurred and the number of stones allocated to the last player of the offending team shall be reduced accordingly. If the player delivering the last stones of an end is the player that inadvertently delivers too many stones, the last delivered stone will be removed from play and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.

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

(i) the second stone is removed and any displaced stones replaced, by the non-offending team, to their positions prior to the violation taking place. The player who delivered the stone played by mistake, redelivers it as the last stone for the team in that end.

(ii) should the infraction not be discovered until after the delivery of a subsequent stone, the end is replayed.

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

(i) if the error is discovered after only the first stone has been delivered, the end shall be replayed.

(ii) if the error is discovered after the 2nd stone of the end has been delivered, play continues as if the error had not occurred.

## **R6. FREE GUARD ZONE (FGZ)**

(a) A stone that comes to rest between the tee line and the hog line at the playing end, excluding the house, is deemed to be within an area designated as the FGZ. Also, stones that are in play, on or before the hog line, after striking stones in the FGZ, are deemed to be in the FGZ.

(b) If, prior to the delivery of the sixth stone of an end, a delivered stone causes, either directly or indirectly, an opposition stone to be moved from the FGZ to an out-of-play position, then the delivered stone is removed from play, and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.

## **R7. 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 delivered stone may be swept by any one or more of the delivering team anywhere in front of the tee line at the playing end.

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

(f) Behind the tee line at the playing end, only one player from each team may sweep at any one time. This may be any player of the delivering team, but only the skip or vice-skip of the non-delivering team.

(g) Behind the tee line, a team has first privilege of sweeping its own stone, but it must not obstruct or prevent its opponent from sweeping.

(h) If a sweeping violation occurs, the non-offending team has the option of allowing the play to stand, or of placing the stone, and all stones it would have affected, where they would have come to rest had the violation not occurred.

## **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 their equipment, the touched stone is removed from play immediately by that team. A double-touch by the person delivering the stone, prior to the hog line at the delivering end, is not considered a violation.

(ii) If a moving stone is touched, or is caused to be touched, by an opposition team, or by its equipment, or is affected by an external force:

1) If the stone was the delivered stone, it is redelivered.

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

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

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

1) remove the touched stone, and replace all stones that were displaced after the infraction to their positions prior to the violation taking place; or

2) leave all stones where they came to rest; or

3) place all stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.

(ii) If a moving stone is touched, or is caused to be touched, by an opposition team, or by 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 1.996 m (6 ft. 6.5 in.).



(ii) If a member of the non-delivering team touches a moving stone, or causes it to be touched, the stone will be redelivered.

(iii) If an external force touches a moving stone, or causes it to be touched, the stone will be redelivered.

(d) If a moving stone is touched by a stone deflecting off the sheet dividers, the non-delivering team shall place the stone where it reasonably considers the stone would have come to rest had the moving stone not been touched.

## **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, it is replaced, by the non-offending team, to their positions prior to the violation taking place.

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

(c) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced, by a player, all stones are allowed to come to rest 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 the sheet dividers, 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 1.996 m (6 ft. 6.5 in.).

(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 to the ice surface by means of equipment, hand prints, or body prints. The procedure will be:

1st incident = 1st official on-ice warning, repair damage.

2nd incident = 2nd official on-ice warning, repair damage.

3rd incident = repair damage and remove player from the game.

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

(c) Teams must not use electronic communication equipment, or any device to modify the voice, during a game. With the exception of stopwatches that are limited to providing 'time' data only, the use of electronic devices during the games, which provide information to players on the field of play, are forbidden.

(d) A whistle or another signalling instrument can be used in case of medical reason and after consultation and written approval from the World Curling Federation (WCF).

- (e) When a properly functioning electronic hog line device is being used:
  - (i) The handle must be properly activated so that it is functioning during the delivery, or it will be considered a hog line violation stone.
  - (ii) A glove or mitt must not be worn on the delivery hand during the delivery of a stone. If there is a violation, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.
- (f) The use of a delivery stick shall be restricted as follows:
  - (i) The delivery stick may not be used in any WCF competition or qualifying event, except wheelchair events.
  - (ii) Players choosing to deliver with a delivery stick must use a delivery stick for the delivery of all their stones during the entire game.
  - (iii) A delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand.
  - (iv) All delivery sticks must conform to the Wheelchair Curling Policy.
  - (v) For the use of a delivery stick in non-wheelchair curling competitions, refer to the document “WCF recommendations for Delivery Sticks in Recreational Play”.

## **R11. SCORING**

- (a) The result of a game is decided by a majority of points at the completion of the scheduled ends of play, or when a team concedes victory to its opponent, or when one team is arithmetically eliminated, provided the minimum number of ends has been completed. A team that has been arithmetically eliminated may finish the current end but no new end may be started. However, if a team is arithmetically eliminated in the last end of a game, the game should stop when this occurs and the end will not be finished. If the score is tied at the completion of the scheduled ends, play continues with extra end(s) and the team that scores first wins the game.
- (b) At the completion of an end (when all stones have been played), a team scores one point for each of its own stones located in or touching the house that are closer to the tee than any stone of the opposition.
- (c) The score of an end is decided when the skips or vice-skips in charge of the house agree upon the score. If stones that may have affected the points scored in an end are displaced prior to that decision, the non-offending team receives the benefit that might have accrued from a measurement.
- (d) When determining the score of an end, if teams cannot visually decide which stones are closer to the tee, or whether a stone is touching the house, a measuring device is used. Measurements are taken from the tee to the nearest part of the stone. Any one player on the ice from each team is allowed to observe any measurement that is made by a measuring device.
- (e) If two or more stones are so close to the tee that it is impossible to use a measuring device, the determination is made visually.

(f) If a decision cannot be reached, either visually or with a measuring device, the stones are considered equal, and:

(i) If the measure was to determine which team scored in the end, the end is blanked.

(ii) If the measure was to determine additional points, only the stones closer to the tee are counted.

(g) Should an external force cause the displacement of stones that would have affected the score prior to agreement of the score, the following applies:

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

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

(h) A team concedes a game only when it is the delivering team. When a team concedes the game before the completion of an end, the score of the end is determined at that time, in the following manner:

(i) If both teams still have stones to be delivered, "X"s are placed on the scoreboard.

(ii) When only one team has delivered all of its stones:

1) If the team that delivered all its stones has stone(s) counting, no points are given, "X"s are placed on the scoreboard unless the points are required to determine the outcome.

2) If the team that did not deliver all its stones has stone(s)

counting, these points are given and placed on the scoreboard.

3) If no stones are counting, “X”s are placed on the scoreboard.

(i) If a team is not available to start a game at the designated time, the following takes place:

(i) If the delay of the start of play is 01:00-14:59 minutes (01:00-09:59 minutes for Mixed Doubles), then the non-offending team receives one point, and will have choice of first or second stone in the first end of actual play; one end is considered completed.

(ii) If the delay of the start of play is 15:00-29:59 minutes (10:00-19:59 minutes for Mixed Doubles), then the non-offending team receives one additional point, and choice of first or second stone in the first end of actual play; two ends are considered completed.

(iii) If play has not started at 30:00 minutes (20:00 minutes for Mixed Doubles), then the non-offending team is declared the winner by forfeit.

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

## **R12. INTERRUPTED GAMES**

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

## **DRESS CODE**

<b>Items</b>	<b>Policy</b>
Shoes	No restrictions, personal preference
Socks	If worn under the trousers, no restrictions
Leg Warmers	Same for the complete team
Trousers	Same logos/crests/colour, can be different brands
Shorts	Not allowed in WCF competitions
Belts	If showing, all the same
Skirts	Matching colour, same colour of tights, can be a team mixture of skirts and trousers
Undershirts	Can be visible (long sleeves under short sleeves) but outfit must have colour coordination
Shirts	Can be tucked in or out
Vests	Okay, must have colour coordination
Jackets	Association, player's name, etc.
Hooded Jackets	Hood cannot be showing, rolled up or tucked away
Hats	More than 1 all the same, peaks forward,
Scarves	One or more can wear, more than 1 all the same
Head & Wrist Bands	One or more can wear, more than 1 all the same,
Jewellery	No restrictions, personal preference
Gloves	No restrictions, personal preference
Braces	Cannot be visible, worn under a shirt or jacket



## GLOSSARY OF TERMS

### **Alternate**

A registered, non-playing member of the team who is eligible to substitute for one of the competing players.

### **Arithmetically Eliminated**

The status of a team that has a combined total of stones left to be delivered and/or remaining in play that is less than the number needed to produce either a tie or a win.

### **Away End**

The end of the sheet to which the first stone of a game is delivered.

### **Back Board / Bumper**

Material (rubber / 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)**

See definition: Sweeping Device.

**Brush Head**

The part of the brush that comes in contact with the ice surface when sweeping.

**Button**

The small circle at the centre of the house.

**Burned Stone**

A stone in motion touched by a player or any part of a player's equipment.

**Centre Line**

The line dividing the playing surface down the middle.

**Circles**

See definition: House.

**Competition**

Any number of teams playing games to determine a winner.

**Come Around**

A shot that curls behind another stone.

**Counter**

Any stone in or touching the house and is considered a potential point.

**Courtesy Line**

A line indicating where the sweepers from the non-delivering team are allowed to stand in order to ensure that an umpire can view the hog line and to prevent distraction of a delivering player.

**Curl**

The curved path of a stone as it travels down the sheet of ice.

**Debris**

Any substance, including frost, snow or material originating from brushes, shoes or clothing.

**Delivery End**

The end of the sheet from which the stones are being delivered.

**Delivering Team**

The team that is currently in control of the playing area, and scheduled to deliver the next stone.

**Delivery**

The motion a player makes when playing a curling stone.

**Delivery Stick**

A device that attaches to the handle of the stone and acts as an extension of the arm/hand during the delivery process.

**Displaced Stone**

A stationary stone that has been moved to a new location.

**Divider**

Material (e.g. foam or wood) used to separate the sheets of curling ice.

**Double Take-out**

A stone that removes two of the opponent's stones from play.

**Draw**

A stone which stops inside or in front of the house.

**Draw Weight**

The momentum required for a delivered stone to reach the house at the playing end.

**Electronic Hog Line Device**

A device that indicated if a stone was released by a player before the stone reached the hog line at the delivery end.

**End**

A portion of a curling game that is completed when each team has thrown eight stones and/or the score has been decided.

**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.

**First Player**

The first curler on a team to deliver two stones in each end.

**Fourth Player**

The fourth curler on a team to deliver two stones in each end.

**Free Guard Zone (FGZ)**

The area at the playing end, between the hog line and the tee line, but excluding the house.

**Freeze**

A form of a draw shot that stops directly up against another stone.

**Front House Weight**

The momentum required for a delivered stone to reach the front part of the house at the playing end.

**Forfeit**

If a team cannot start or continue a game the other team will win that game. The final game score will be recorded as W-L.

**Game**

Two teams playing a specified number of ends to determine a winner.

**Guard**

A stone that is placed in a position so that it may protect another stone.

**Hack**

The foot-hold at each end of the ice which is used by players (except wheelchair curlers) to start the delivery of a curling stone.

**Hack Line**

A small line 457 mm. (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 that will be the last stone delivered in that end.

**Heavy**

A stone delivered with a greater speed than necessary.

**Hit**

A take-out. Removal of a stone from the playing area by hitting it with another stone.

**Hit and Roll**

A stone that knocks an opponent's stone out of play, and then rolls to another position in play.

**Hog Line**

A line extending across the width of the sheet that is parallel to and located 6.401 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 in position to start the delivery and concludes when the stone is released.

**In-turn**

The rotation applied to the handle of a stone by a right-handed curler, which causes the stone to rotate in a clockwise manner, for left-handed curlers it is a counter-clockwise rotation.

**Lead**

The first player on a team to deliver two stones in each end.

**Measuring Device**

An instrument that determines which stone is closer to the centre of the house (Tee), or whether a stone is in the house.

**Moving Stone**

A stone in motion either from a delivery or from being struck by another stone.

**Original Position of a Stone**

The location on the ice where a stone rested prior to its being displaced.

**Out-of-play Position**

The location of a stone that is not in play (e.g. one which has touched a side line, or crossed the back line).

**Out-turn**

The rotation applied to the handle of a stone by a right-handed curler, which causes the stone to rotate in a counter-clockwise manner, for left-handed curlers it is a clockwise rotation.

**Pebble**

The water droplets applied to a sheet of ice before commencing play. These droplets freeze, which then reduces the friction between the ice and the stones.

**Peel**

A shot designed to remove a guard.

**Playing End**

The end of the sheet to which the stones are being delivered.

**Point**

At the completion of an end, one is awarded to a team for each of its own stones located in or touching the house that is closer to the tee than any stone of the opposition.

**Port**

An opening, or gap, between stones.

**Raise**

A type of draw which bumps forward another stone.

**Raise Take-out**

A delivered stone hits a stationary stone, which then starts to move and it hits a third stone out of play.

**Rings**

See definition: House.

**Rock**

See definition: Stone.

**Roll**

The sideways movement of a curling stone after it has struck a stationary stone.

**Rotation**

The direction of turn of a stone (clockwise or counter-clockwise).

**Round Robin**

A competition in which each team plays all the other teams in their group.

**Score**

The number of points received by a team in an end.

**Scoring**

A team scores one point for each of its stones that is within the house and closer to the tee than any stone of the opposing team.

**Second Player**

The second curler on a team to deliver two stones in each end.

**Sheet**

The specific ice surface upon which a curling game is played.

**Shot (stone or rock)**

At any time during an end, the stone closest to the tee.

**Side Line**

A line placed at the side (perimeter) of each sheet of ice.

**Skip**

The player who directs play for the team.

**Slider**

Slippery material placed on the sole of the sliding shoe, which makes it easier to slide on the ice.

**Spare**

See definition: Alternate.



**Stationary Stone**

A stone in play which is not in motion.

**Stone**

Also known as a rock, a curling stone is made of granite and is delivered by the players in a curling game.

**Stone Set in Motion**

A stationary stone hit by another stone which causes it to move.

**Sweeping**

The action of moving a broom or brush back and forth in front of the path of a moving stone to clean or polish the ice surface.

**Sweeping Device**

A device used by players to sweep/clean the ice.

**Swingy Ice**

The condition of the ice or stones causing the stones to have excessive curl.

**Take-out**

Removal of a stone from the playing area by hitting it with another stone.

**Team**

Four players competing together. A team may include a fifth player (to act as an alternate) and a coach.

**Tee**

The exact centre of the house.

**Tee Line**

A line extending across the width of the sheet that passes through the centre of the house parallel to the hog line and backline.

**Third Player**

The third curler on a team to deliver two stones in each end.

**Tie-breaker**

A game that is played to break a tied ranking at the end of the round robin.

**Top of the House**

The area within the house that lies between the hog line and the tee line.

**Vice-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.



