

# Curling Canada Rule Book 2018 – 2022

## Summary of Changes

### Rules of Curling for General Play

#### 1. Application

Clarity (2) - ~~These Rules apply to traditional team play. Special rules for Mixed Doubles, Wheelchair, Stick Curling and other variations of traditional team play are in addition and described in the sections that they apply.~~

**Rationale: To clarify that there are special rules for different formats of curling.**

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#### 2. Definitions

Delete (2) - ~~“CC” means Curling Canada.~~

**Rationale: All references to Curling Canada will be spelled out throughout the book.**

Addition (14) - ~~“Five Rock Rule” Stones in the Free Guard Zone cannot be moved to an out of play position until after the fifth rock of an end.~~

**Rationale: To define the “Five Rock Rule”.**

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#### 3. Sheet of Ice

Clarity (7) - ~~page 28~~ the next page

**Rationale: to eliminate specific page reference.**

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#### 5. Teams

Delete 5(b) - ~~A player who has left a game may re-enter the game between ends or during an end already in progress providing they are able to deliver a stone within the team’s established delivery rotation. If a substitute player has been activated, the replaced team member shall not re-join the team until the next game.~~

**Rationale: This rule is not relevant to club play.**

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#### 8. Delivery

Change (1) - ~~Only~~ The delivery of a stone by the right hand ~~right handed deliveries shall be initiated from the hack located to the left of the centre line (right foot in the left hack).~~ The delivery of a stone by the left hand ~~and only left handed deliveries shall be initiated from the hack located to the right of the centre line (left foot in the right hack).~~

**Rationale: This will accommodate the “reverse delivery” technique in use by large bodied curlers as well as curlers with injuries that prevent them from throwing in a traditional manner.**

Change (2) - If a single, moveable hack is in use, the delivery of a stone by the right

~~hand or the left hand~~ both right-handed and left-handed deliveries may be initiated from a hack located on the centre line.

**Rationale: Change in wording to be consistent with (1) above.**

Change 10(a) - If a player delivers a stone when it is not their team's turn to deliver

- 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 2<sup>nd</sup> (next) stone of the end has been delivered, the end shall continue, and the new delivery rotation shall take effect.~~

**Rationale: If the first player throws in error and it is immediately discovered, the team will not be penalized.**

Change (12) - If a player on a four-player team delivers three stones in one end, except as provided for in Rule 5(6), the ~~stone delivered in error shall be removed from play and all displaced stones put back to their original positions. end shall continue and the fourth player on the offending team shall deliver one stone only in that end.~~

**Rationale: Removes the perception that a player is delivering three stones deliberately.**

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## 9. Touched Moving Stones

Clarity 9(1) - ~~Clarity: A~~ stone re-touched ~~by the hand~~ after release but re-touched before the hog line is **not** a violation.

**Rationale: Questions have arisen in regard to a delivery device touching the stone prior to the hog line. This clarifies the touch to the hand**

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## 11. Sweeping

Change (4) - During the delivery of the first ~~five~~ ~~four~~ stones of any end, ~~both the skip and vice-skip person in charge of play for~~ of the non-delivering team may sweep their stone when set in motion.

**Rationale: Update to 5 rock rule and to allow for the skip and the vice-skip to sweep the "tick shot".**

Add (10) - ~~Light cleaning anywhere on the sheet is acceptable as long as it does not interfere with the delivering team.~~

Add (11) - ~~Prior to the delivery of the stone, the delivering team may lightly clean the intended path of the stone to be delivered or the path(s) of any stones that may be set in motion.~~

**Rationale: To clarify that light cleaning is not an infraction of the rules.**

Delete: ~~Penalty: If a team declares its own violation of Rule 11(1) (9), all stones shall be allowed to come to rest before any action is taken. At this time the non-offending team has the option of: allowing the play to stand; or, removing the unfairly swept stone from~~

~~play and replacing all affected stones as close as possible to their original position; or, placing the unfairly swept stone and stone(s) it would have affected where they would have come to rest had the sweeping violation not occurred.~~

**Rationale: Not relevant for club play.**

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## 12. Free Guard Zone (FGZ)

Clarity 12. **Five Rock Rule**

Change (2), (3), (6), (7)

(2) the delivery of the ~~6<sup>th</sup>~~ ~~5<sup>th</sup>~~ stone of the end. When an opposition's stone(s) that is removed from play from the FGZ prior to the ~~6<sup>th</sup>~~ ~~5<sup>th</sup>~~ stone

(3) delivered third, ~~or~~ fourth ~~or fifth~~ stone

(6) each of the first ~~four~~ ~~three~~ stones

(7) one of the first ~~four~~ ~~three~~ stones

**Rationale: Update to the 5 rock rule.**

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Clarity: Change (2), (3), (4), (5) to (2) (a)-(f)

**Rationale: These rules all apply to the actions in the free guard zone.**

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## 13. Stones in Play and Scoring

Clarity (1) - A stone must be fully over the hog line at the playing end to be considered in play. A stone not fully over the hog line shall be removed from play. A **delivered** stone staying outside of play after striking a stone in play shall remain where it stopped **and shall be considered to be in play. A delivered stone striking a stone outside of the hogline that is considered to be in play because of earlier activity shall be considered to be in play.** ~~including any subsequent stones striking that particular stone.~~ A stone that crosses the hog line but spins such that it comes to rest biting the hog line, is considered "out of play".

**Rationale: Clarifies that the stone stopping outside of the hog line and still in play is the delivered stone. Remove "that particular stone" as is may have multiple meanings.**

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## 15. Equipment

Change (2) - ~~Players may change or exchange brushes, brush heads and synthetic straw style brooms during a game.~~

**Rationale: Eliminates the change of equipment during a game.**

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## 19. Mixed Doubles

Clarity 5(b) 4-foot circle (**"see diagram"**).

Clarity 8(b) however, the player that delivered the first stone of the end can deliver a maximum of two stones in that end.

**Rationale: Clarifies the intent of the rule.**

## Rules of Curling for Officiated Play

### 1. Application

Clarity (4) - These Rules apply to traditional team play. Special rules for Mixed Doubles, Wheelchair, Stick Curling and other variations of traditional team play are in addition and described in the sections that they apply.

**Rationale: To clarify that there are special rules for different formats of curling.**

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### 2. Definitions

Delete (2) - “CG” means Curling Canada.

**Rationale: All references to Curling Canada will be spelled out.**

Delete (9) - “National Championship” means: Canadian Men’s & Women’s Curling Championship; Canadian Senior Men’s and Women’s Curling Championships; Canadian Junior Men’s and Women’s Curling Championships; **Canadian Under-18 Men and Women Curling Championships**; the Canadian Mixed Curling Championship; Mixed Doubles Curling Championships; the Canadian Wheelchair Curling Championship; and the Canadian University and College Championships

**Rationale: National Championships are all covered in 1.(1)(b) Any competition within the jurisdiction of Curling Canada including a National Championship where special rules may be in effect.**

Add (21) - “Triangulation”: the process of determining the location of a point by forming triangles to it from known points. Used in the “Last Stone Draw” when a stone is covering the pin and a measurement cannot be taken. The two (2) points used for measurement are at the edge of the four (4) foot circle, 61 cm from the centre of the sheet, at either the three (3) o’clock and six (6) o’clock position or the six (6) o’clock and nine (9) o’clock position.

**Rationale: Define “Triangulation”**

Add (22) - “Five Rock Rule” Stones in the Free Guard Zone cannot be moved to an out of play position until after the fifth rock of an end.

**Rationale: Defines the “Five Rock Rule”.**

Add (23) - “Brush Head Moratorium” The Specifications for brushes in elite curling as defined at [www.worldcurling.org](http://www.worldcurling.org)

**Rationale: Defines the “Brush Head Moratorium”.**

## 5.Teams

Change (2)(a) to (2) - Unless otherwise specified in the rules of the competition:—last stone advantage in the first end (hammer) will be decided by a draw to the button (**triangulation used where required**) following each team's pre-game practice.

Clarity (2)(a) (2)(**triangulation used where required**)

**Rationale: Combines (a) with (2) as the following subsections deal with how the last stone advantage is determined.**

Change / Add (2)(a) (b)

- (a) **In competitions with tie-breakers, one**A player from **each**the team will deliver a stone (full sweeping allowed) and the closest draw to the button between the two teams will receive last stone advantage in the first end. **The team with first practice will always deliver the clockwise rotation while the team with second practice will always deliver the counter-clockwise rotation.** In competition, each player will deliver a minimum number of draw shots for last stone advantage. The actual number will be identified in the Competitor's Guide for each competition.
- (b) **In competitions without tie-breakers, two players from each team will deliver one stone each (full sweeping allowed) and the closest combined draws to the button between the two teams will receive last stone advantage in the first end. The team with first practice will always deliver the clockwise rotation while the team with second practice will always deliver the counter-clockwise rotation. In competition, each player will deliver a minimum number of draw shots for last stone advantage. The actual number will be identified in the Competitor's Guide for each competition**

Change (2)(d) (i-iii)

- (i) If the first team records a distance of 0.00 cm or 199.6 (399.2 for two draws) ~~185.40~~ cm, a second player from that team will deliver a draw to the button **with the same rotation. The team will then give up the ice to the second team practice. If the second player records a distance of 0.00 cm or 185.40 cm, a third player from that team will deliver a draw to the button.**
- (ii) If the second team records the same first throw(s) distance as their opposition, another player from that team will draw to the button **with the same rotation. If the teams are still tied, teams will alternate deliveries (using any player) until the tie is broken. If the second stone distance is the same, a third player will deliver a stone.**
- ~~(iii) If, following the second team practice, an identical distance is recorded for both teams (excluding a distance of 0.00 cm or 185.40 cm), a second (or more) player(s) from each team will deliver a stone to break the tie.~~

**Rationale: Using Triangulation allows for a very accurate determination of the distance the centre of the rock is from the centre of the rings. To achieve 2 distances of 0.0 cm is extremely remote so a third throw from the first team is not required.**

Clarity (2) (e) - Stones **delivered prior to the umpire announcement** or not delivered within the time allotted by the umpire will be assigned a distance of **199.6** ~~185.40~~ cm

**Rationale: Clarifies when the Last Stone Draw is eligible to be thrown.**

Change 5 (5)(a) - A team shall include a minimum of **three** ~~two~~ players from the original team

**Rationale: Clarifies how many members of the original team that qualified for the championship are required.**

Change (5) (c) (i) - **Exception: Four person mixed** curling must always have four players on the ice with two men and two women alternating delivery of stones. The **skip must deliver fourth stones** ~~player delivering last stone~~ and the player acting as vice-skip must **deliver third stones** and be opposite gender. **The following are the two (2) accepted position/delivery rotations:**

1. Lead (first thrower) Male, Second (second thrower) Female, Third (third thrower) Male, Skip (fourth thrower) Female.

2. Lead (first thrower) Female, Second (second thrower) Male, Third (third thrower) Female, Skip (fourth thrower) Male.

**Rationale: Clarifies the positions and the throwing order.**

Clarity (5) (f) (i) - deliver a stone(s) of the **sidelined player** within that end

Remove duplication ((5) (f) (i)) (5) (f) (ii) ~~A substitute player(s) who enters a game during an end shall replace the sidelined player(s) in the team's delivery rotation for that end; and~~

**Rationale: With the addition in (5)(f) (i), there is a duplication of the rule. Removal of the duplication is required.**

Change (6) (b) - A player who has left a game, **without being able to deliver any of their stones during the current end**, may re-enter the game between ends ~~or during an end already in progress providing they are able to deliver a stone within the team's established delivery rotation~~. A player may leave and return to a game only one time in any game.

**Rationale: To avoid confusion as to the delivery of stones during an end in progress. To clarify that a person leaving a game and being able to return to deliver both of their stones in the current end has not "left a game".**

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## 8. Game Time Operation

Clarity (2) - **The clock will stop when the delivering team's stone reaches the nearer tee-line.**

Clarity (10)(e) addition of reference (c).

Addition (11) **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.**

**Rationale:** When a teams' clock is run in error they will need the time given back to them, and as we do not take time away from a team (opposition in this case) the time taken away from the team in error also needs to be added on to make the time fair for both teams.

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## 9. Delivery

Change (1) - ~~Only~~ **The delivery of a stone by the right hand** ~~right-handed deliveries shall be initiated from the hack located to the left of the centre line (right foot in the left hack).~~ **The delivery of a stone by the left hand** ~~and only left-handed deliveries shall be initiated from the hack located to the right of the centre line (left foot in the right hack).~~

**Rationale:** This will accommodate the “reverse delivery” technique in use by large bodied curlers as well as curlers with injuries that prevent them from throwing in a traditional manner.

Change (2) - If a single, moveable hack is in use, **the delivery of a stone by the right hand or the left hand** ~~both right-handed and left-handed deliveries may be initiated from a hack located on the centre line.~~

**Rationale:** Change in wording to be consistent with (1) above.

Clarity (5) - **Clarity:** *A stone re-touched by the hand after release but re-touched before the hog line is **not** a violation.*

**Rationale:** Questions have arisen in regard to a delivery device touching the stone prior to the hog line. This clarifies the touch to the hand.

Change (10) (a) (i, ii) - If a player delivers a stone when it is not their team's turn to deliver,

(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 2<sup>nd</sup> stone of the end has been delivered, the end shall continue, and the new delivery rotation shall take effect.**

**Rationale:** If the first player throws in error and it is immediately discovered, the team will not be penalized.

Change (12) - If a player on a four-player team delivers three stones in one end, except as provided for in Rule 5(6), **the stone delivered in error shall be removed from play and all displaced stones put back to their original positions. ~~end shall continue and the fourth player on the offending team shall deliver one stone only in that end.~~**

**Rationale:** Removes the perception that a player that is delivering three stones deliberately.

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## 10. Touched Moving Stones

Word removal (1) ~~(Clarity)~~

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## 12. Sweeping

Change (4) - During the delivery of the first ~~five~~ ~~four~~ stones of any end, ~~only~~ ~~both~~ the skip and/or vice-skip ~~person-in-charge-of-play-for~~ of the non-delivering team may sweep their stone when set in motion.

**Rationale: Update to 5 rock rule and to allow for the skip and the vice-skip to sweep the “tick shot”.**

Removal of Corn/Straw Broom reference (9) - ~~When sweeping with a corn/straw broom, the sweeping motion shall take place with the corn/straw pointing in the direction of play. Backward sweeping with a corn/straw broom is not acceptable.~~

Add (9) - Light cleaning by the non-delivering team with a sweeping device anywhere on the sheet is acceptable as long as it does not interfere with the delivering team.

Add (10) - Prior to the delivery of the stone, the delivering team may lightly clean the intended path of the stone to be delivered or the path(s) of any stones that may be set in motion.

**Rationale: To clarify that light cleaning by either team is not an infraction of the rules.**

Change: Penalty: to (11)

**Rationale: To clarify that the violation refers to (1) – (8).**

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## 13. Free Guard Zone (FGZ)

Clarity 13. - **Five Rock Rule**

Change (2), (3), (6), (7)

(2) the ~~6<sup>th</sup>~~ ~~5<sup>th</sup>~~ stone of the end. When an opposition's stone(s) that is removed from play from the FGZ prior to the ~~6<sup>th</sup>~~ ~~5<sup>th</sup>~~ stone

(3) third, ~~or~~ fourth or fifth stone

(6) first ~~four~~ ~~three~~ stones

(7) the first ~~four~~ ~~three~~ stones

**Rationale: Update to the 5 rock rule.**

## 14. Stones in Play and Scoring

Clarity (1) - A ~~delivered~~ stone staying outside of play after striking a stone in play shall remain where it stopped ~~and shall be considered to be in play. A delivered stone striking a stone outside of the hogline that is considered to be in play because of earlier activity~~

shall be considered to be in play. including any subsequent ~~delivered~~ stones striking that particular stone.

**Rationale: Clarifies that the stone stopping outside of the hog line and still in play is the delivered stone. Remove “that particular stone” as is may have multiple meanings.**

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## 16. Equipment

Update to remove reference to corn/straw brooms and align with Brush Head Moratorium (1 – 5)

- (1) Any team equipment that may possibly come into contact with the playing surface is subject to inspection by an umpire prior to or during competition. The team equipment which is subject to inspection includes, but is not limited to, ~~corn/straw brooms~~, brushes, sliders, grippers, shoes in general, sliding/delivery devices and on ice clothing. If the umpire determines the equipment is in conflict with the ideals of fair play, potentially damaging to the ice surface or not in compliance with the integrity and positive image of the championship, the umpire shall identify the equipment as being unacceptable and direct the team to remove the equipment from the playing surface.
- (2) Prior to the start of the competition:
  - (a) All brushes ~~and~~, brush heads ~~and synthetic corn/straw style brooms~~ used for sweeping may be inspected, tested and identified as acceptable for game play ~~in accordance with the current Brush Head Moratorium~~.
  - (b) All sliding/delivery devices may be inspected, tested and identified as acceptable for game play.
- ~~(3) Prior to the start of each game, all corn/straw brooms to be used for sweeping may be presented by the team to the umpire to be inspected, tested and identified as acceptable for game play.~~
- (4) At the start of each game, each player shall declare what type of sweeping device previously identified as acceptable that they shall be using for the duration of the game ~~(brush, synthetic straw style broom or corn/straw broom)~~. ~~Players may change or exchange brushes, brush heads and synthetic straw style brooms during a game providing they have been identified as acceptable for game play. Players shall use the same corn/straw broom for the duration of the game and shall not exchange with another player for a brush or synthetic straw style broom.~~
- (5) A ~~broom or~~ brush broken during the game shall be replaced by the same type of sweeping device. The replacement shall be inspected and accepted for game play by an umpire prior to use if not previously inspected as per Rule 16(2), 16(3) ~~and 16(4)~~. ~~If the sweeping device is broken due to brush abuse, the brush may~~

not be replaced for the remainder of the game. The player may continue to play (subject to the Chief Umpire approval), but cannot sweep.

*Penalty:* The penalties outlined in the Policies / Rules for Brush Heads and Brushing will be followed. ~~When any sweeping device is used that has not been identified as acceptable for game play, the umpire shall allow all stones to come to rest and provide the non-offending team with the option of allowing the play to stand; or having the umpire remove the swept stone(s) just delivered or set in motion from play and replace all affected stones as close as possible to their original position. The umpire shall ensure that the sweeping device is replaced with one marked acceptable for game play. The umpire may direct that the ice surface be cleaned. The penalty shall only be applied prior to the delivery of the next stone.~~

**Rationale: To remove all reference to straw style brooms and update to the Brush Head Moratorium.**

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## 19. Mixed Doubles

Clarity (4) - Each team shall receive twenty-four (24) minutes of thinking time. There will be a four (4) minute break after the completion of the 4<sup>th</sup> end. When extra ends are required, the clocks will be reset, and each team shall receive three minutes (3:00) of thinking time for each extra end.

**Rationale: The amount of time allowed is currently not stated in this section. Time increased to Twenty-four (24) minutes.**

Clarity (8)(a) - Last stone advantage in the first end (hammer) will be decided by draws to the button (triangulation where required). Following the first teams pre-game practice, each player will deliver a stone to the button one (1) clockwise to the away end and one (1) counter-clockwise to the home end. Both will be measured and combined to determine the teams LSD value. Following the second teams pre-game practice, each player will deliver a stone to the button one (1) counter-clockwise to the away end and one (1) clockwise to the home end. Both will be measured and combined to determine the teams LSD value. The team with the lesser LSD distance shall have decision on placement of the rocks for the first end.

**Rationale: To clarify that in Officiated play, Last Stone Advantage is determined by draw to the button.**

Clarity (9)(b) - however, the player that delivered the first stone of the end can deliver a maximum of two stones in that end.

**Rationale: Clarifies the intent of the rule.**

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## 20. Chief Umpire

Addition (4) - Teams may defer their non-offending options to an umpire. The Umpire will make a determination in accordance with equity and fair play.

**Rationale:** There are some cases where the team is authorized to make a decision, but it will put them in an awkward situation. This allows the team to call upon an umpire to make the impartial decision.

Addition (8) - If a player is ejected from the game or competition area they cannot be replaced by the fifth player. The team must continue with three (3) players. If an additional player is ejected from the game, the team will forfeit the game. Exception: Two (2) person Mixed Doubles and Four (4) person mixed curling. If a player is ejected from the game, the team will forfeit the game.

**Rationale:** This clarifies the process for when a person is ejected from a game.