

# Club Etiquette

FUN: Our first objective is for everyone on the ice to have fun!

GREETING: Greet each member of the opposing team with a handshake, a smile and the phrase "Good Curling". Make sure introductions are done, especially if there are new curlers or curlers from outside the Club.

COIN TOSS: One of the Thirds will toss a coin and the other third will call it in the air. The team winning the coin toss has the choice of hammer and the team losing the coin toss will have choice of color.

PACE OF PLAY: Once a game has started, keep it moving! Be ready in the hack to deliver your stone as soon as the opposing team has delivered their stone. Once you have delivered your stone, return to the back of the sheet, out of the way of the next curler. Do not hang around the hack, watching the stone and/or discussing the shot, this delays the game.

SETTING UP STONES: Do not pull out the opposing teams stones. This was an old time custom in curling circles, but is now considered dangerous and a liability.

SWEEPING: Do not get in the way of an opposing sweeper. When a player is delivering a stone, the opposing team's sweepers should stand between the two hog lines and to the sides of the sheet of ice, with brooms up and/or out of the way. Never cross the sheet when a curler is getting ready to deliver their stone. Never walk back up the sheet, instead walk back along the sidelines.

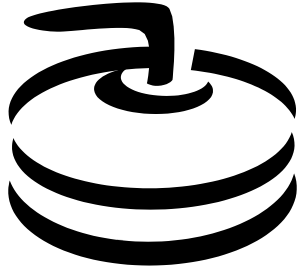
HOUSE: When a team is delivering the stone, only that team's Skip should be in the house. The opposing Skip (and Third) should be well to the back of the house, out of the way, with brooms up and motionless until the stone is released. No other members of either team should be behind the house. Once a stone stops moving, the house must be vacated and relinquished to the opposing Skip, and the next stone ready to be delivered.

BROOMS: Unless you are sweeping or holding the broom in the house your broom should not be touching the ice.

SCORING: Only the Thirds determine the score at the end of each end. All other curlers will vacate the house. Once the Thirds determine the score for that end all curlers will quickly move the stones from the house. The Third scoring the point(s) should post the score after each end. At the completion of the game, the winning Third must enter the score on the score sheet at the end of the game. A clipboard will be placed on the bench close to the door to the ice.

HONORABLE GAME: Compliment a good shot by either team! Be Respectful; do not disturb the Curler in the hack. Curling is one of the few sports that does not require a referee. If you touch, or "burn", a moving stone, or impede its progress in any way, tell your skip immediately. Do not disturb/stop the stone, unless told to by your skip. At the end of the game, whether you win or lose, thank each of your opponents for the game.

ABSENT: If you can not attend a game you must let your Skip know as soon as possible so the Skip has time to obtain a spare. On the draw sheet there will be a list of spares and their contact information. It is the responsibility of the SKIP to find a spare, not the league coordinator!



# Club Rules

**BOUNDARY:** A stone is allowed to cross the outside boundary line of the sheet, and completely return into the curling sheet and remain in play.

**BROOM:** The holder of the broom (Skip or Third) cannot stand outside of the sheet boundaries. You can maintain the necessary angle by standing closer to the hog line.

**FREE GUARD ZONE:** No opponent's stone resting in the Free Guard Zone (between the hog line and the house) can be removed from play until after the 4<sup>th</sup> rock has been delivered. If the rock is removed it is replaced.

**LATE START:** If a team is 10 minutes late to start, (i.e. they do not have 3 team members, either regular team members or spares present) the non-offending team counts 1 point and maintains the hammer in the 2<sup>nd</sup> end.

**LINES:** Stones must be completely across the hog line to be in play. Stones touching the side lines (once stopped) are out of play. Stones must be completely across the back of the house line to be out of play.

**START:** All teams must be present and ready to play by the start time as noted on the draw sheet. Teams should be on the ice 5 minutes prior to the start time of the game so that the greeting and coin toss take place and the first rock is being thrown at the start time of the game.

**DEFAULT:** If a team does not have 3 players (all of which can be pre-arranged spares) they will forfeit the game and the winning team will score the game as an 8-0 win.

**TIMING:** All games will be a maximum of 8 ends. Except as noted here. No end shall begin within 20 minutes of the scheduled finish time for the game. For example if the game started at 7:30PM then the scheduled finish time is 9:30PM and you can not start a new end after 9:10PM or if the game is scheduled from 9:00PM to 11:00PM the final end can not start after 10:40PM. This is due to the fact that we pay for additional ice time if we go past our scheduled finish time.

**TIES:** Ties will be broken by "Skip Rocks" – each Skip throws one rock, without any sweeping to see who is closer to the button. The Third may hold the broom for the Skip but there will be no sweeping including behind the T-line by the opposition. Distance of the stone from the center of the button shall be measured and the stone removed. Shortest distance wins.

**ROCK STORAGE:** At the completion of your game it is each team's responsibility to take their rocks around to the far side of the arena being sure not to cut across a sheet that is still playing. The rocks need to be carried into the storage boxes, by able bodied members and locked up to protect them.