



Recreational Rules of Curling

August 2026

NOTICE: The rules presented in this document are adapted from the World Curling Rules of Curling and Rules of Competition. USA Curling does not require that clubs adhere to these rules during recreational/league/bonspiel play. These rules are presented only as a resource for clubs that wish to reference a standardized recreational rule-set and these rules may be adapted to the needs of individual clubs.

The full Rules of Curling published by World Curling can be found on the World Curling website:
<https://worldcurling.org/rules/>

Revision	Date	Update
NEW	2026-08-18	Initial Release

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1 Equipment

Curling is played on an ice surface, called a sheet, and players use stones and brooms to play the game.

No equipment shall be left unattended between the hacks on the ice surface

1.1 Sheet

A curling sheet should ideally be 150 feet long and 15 feet wide. Many facilities are not able to comfortably accommodate those dimensions and may use a smaller sheet size. The minimum **recommended** size of a curling sheet is 141 feet by 14 feet and 2 inches. This should allow for the full length of the playing area (hack to hack) + 1 foot 6 inches behind each hack. It is wide enough that a stone bisected by the tee line, is able to remain in play while not touching the edge of the house.

A sheet should adhere to the following dimensions:

- Hack line to back line: 6 feet
- Back line to tee line: 6 feet
- Tee line to hog line: 21 feet
- Hog line to hog line: 72 feet
- Center line should be equidistant from both sidelines
- The pin is the intersection of the center line and tee line.
- Center line and tee line should bisect the 12-foot diameter house (vertically and horizontally, respectively)
- The outermost line of the house should be 6 feet in radius and tangent to the back (hack-side) edge of the back line

Notes on dimensions of the sheet:

- The position of the hack relative to the hack line is shown in Appendix A Relevant Graphics
- If the hog line has meaningful thickness, as is often the case, all measurements referring to the hog line are to be taken from the house-side of the hog line
- If the tee line and/or center line have meaningful thicknesses, such as double/triple yarn, or wide ribbons, the pin is the intersection of the center of the thicknesses of these lines.
- Sheet measurements are shown in Appendix A Relevant Graphics
- The pin and 12-foot circle (outer edge) of the house should be clearly marked. For doubles play, the 8-foot circle and 4-foot circle should also be clearly marked. Additional markings, colorings, or designs in the house are optional but it is recommended to also indicate the button.

The Pin is defined as the center of the house. Variations in the house markings for the purposes of measuring stones are secondary the location of the pin.

During play, the end¹ of the sheet from which stones are delivered is the "delivery end." The end of the sheet at which delivered stones come to rest is the "playing end."

No player shall cause damage to the ice surface by means of equipment, hand prints, or body prints.

¹This use of "end" is distinct from "end" as a unit of play during a game.

1.2 Stones

The recommended dimensions of a curling stone are having a circumference no greater than 36 inches, a height no less than 4.5 inches, and a weight, including handle and bolt, no greater than 44 lbs and no less than 38 lbs.

Each sheet should be equipped with 8 stones each of 2 handle colors (ideally contrasting), totaling 16 stones. Each set (8 stones of the same color on the same sheet) should be labeled with the sheet ID and numbered 1 through 8.

1.3 Brooms

Players use specialized brooms for curling during delivery and to manipulate a stone's path during the course of its movement during a shot. Curling brooms consist of 4 primary components:

- Handle: Usually a composite or carbon fiber tube
- Capture Piece: Attaches to the handle and the broom head
- Foam: Material between the capture piece and outer fabric, part of the broom head
- Fabric: The outermost material on the broom head. The only part of the broom permitted to contact the ice surface during sweeping.

Other materials are also available for the working surface of a broom, such as horsehair and corn husk. These materials are not permitted for sweeping during competitions. Clubs may allow the use of these brooms during recreational play.

1.4 Delivery Aids

Brooms are not required to be used during delivery, and players who do not wish to or are not able to deliver with a broom may choose between a stabilizer for sliding delivery or a stick for a wheelchair or walking delivery.

2 Teams

2.1 Fours (Traditional Curling)

Most curling games are played by two opposing teams of four players. Teams alternate delivering stones, each player delivering 2 stones. The four members of each team, in order of delivery (first to last) are lead, second, third, and fourth. Additionally, one player acts as the skip, calling the shots from the playing end. During the skip's delivery, the vice-skip (or vice) holds the broom for them in the house. Traditionally, the skip delivers the last two stones for a team and the vice delivers the two stones prior to that, but vice and skip may deliver from anywhere in the throwing order.

Once the delivery order and vice and skip roles have been established within a game, they may not be changed except in the case of injury or absence of a player.

If a player is absent from the game and the team plays with three players, the first two players in the delivery order will deliver 3 stones each and the last player will deliver the remaining 2. Vice and Skip can still be anywhere in that order.

If a player is not present at the start of the game, the team will play following the rule above for 3 players until the 4th player arrives. The player is allowed to enter the game at the start of the next end and may deliver before, between, or after the current players. The order of the current players may not change relative to each other (i.e.: The player delivering first on the 3 player team may not move to delivering last when the 4th player is added).

If a player leaves prior to the end of the game, again the three player throwing order is used by the remaining players. Again, the order of the 3 players may not change relative to each other.

2.2 Doubles

Doubles, frequently played as mixed by players of different genders, consists of two opposing teams of two players who alternate delivering 5 stones per team during an end.

The first player to deliver a stone in an end on each team will also deliver that team's last stone of the end. The other player will deliver the middle three stones. There is no vice or skip role in doubles.

The delivery order may change throughout the game, but only at the start of a new end.

There are no adjustments to the delivery order in the absence of a player. If a team does not have both players, the game is forfeit.

3 Beginning the Game

It is necessary at the start of each game to determine which team has the hammer advantage. This can be determined by a coin-flip or other binary guess or bet. This contest is typically conducted between the vice-skips, however, if one or both vice-skips are absent, or upon mutual agreement from the teams, anyone on either team may act as the team representative.

If only one team is not able to field sufficient players to begin the game at the determined start of the game, the non-offending team will have the last stone, first end advantage.

If the presence of sufficient teammates for one team to begin the game delays the start of the game 15 minutes or more, the non-offending team will have the last stone, first end advantage and begin the game with 1 point.

4 Delivery

4.1 Basics of Delivery

The delivery begins in the hack (except for Wheelchair players, see 11.1 Wheelchair Delivery). A right-handed delivery starts with the right foot in the left cup of the hack. A left-handed delivery starts with the left foot in the right cup of the hack. The stone must be delivered by hand or stick from the handle of the stone. No part other than the handle shall be touched once the delivery has begun (this does not include a pre-shot routine where the running surface of the stone is cleaned).

The stone must be clearly released before any part of the stone crosses any part of the hog line at the delivery end. A stone that has not been clearly released before touching the near hog line is a hogged stone and is immediately removed from play and not permitted to continue to the playing end. If a hogged stone is allowed to contact stones in play at the playing end, the hogged stone is removed from play, and the skip of the non-offending team should reset the playing area as close as possible to the pre-shot condition.

A delivery may be aborted and reattempted prior to the stone touching the near tee line. After the front edge of the stone has touched the delivery end tee line, the delivery must continue.

4.2 Delivery Error Corrections

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.

If a player delivers a stone out of proper rotation, the end continues with the in-progress delivery order. 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.

If a player inadvertently delivers too many stones in one end, the end continues with the in-progress delivery order, 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.

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

1. 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.
2. Should the infraction not be discovered until after the delivery of a subsequent stone, the end is replayed.

If the wrong team delivers the first stone of an end:

1. If the error is discovered after only the first stone has been delivered, the end shall be replayed.
2. If the error is discovered after the 2nd stone of the end has been delivered, play continues with the in-progress order and no correction is made.

5 Hitting at the Beginning of an End

In the case of both Fours and Doubles, any stone may be removed from play by the first stone of the hammer team's second thrower.

5.1 Free Guard Zone–Fours

Also known as the Five Rock Rule. 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 Free Guard Zone (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.

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.

The delivering team may remove their own free guards at any time.

5.2 No Tick Rule

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 center line to be moved to an off-center line position or to a position outside the FGZ (including moving the stone into or touching the house), the non-offending team has the option to:

1. Remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place
2. Leave all stones where they came to rest.

If the stone is moved from the center line to an out-of-play position, then the FGZ rule applies.

The delivering team may tick their own center guards at any time.

This does not apply for any Doubles or full-Wheelchair curling. If playing a game composed of wheelchair and able-bodied players, the event coordinator will determine and clearly communicate to teams, prior to the start of any games, if the No Tick Rule shall be in effect.

5.3 Doubles

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.

6 Sweeping

6.1 Basics of Sweeping

Sweeping can be in any direction (it need not cover the entire width of a stone), the brush head must not be raised in front of a moving stone, must not deposit debris in front of a moving stone, and sweeping must finish to either side of a stone.

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.

All players may clean the playing surface with their broom prior to the delivery of the next stone.

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.

6.2 Sweeping Opponents' Stones

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 the front edge has touched the tee line at the playing end.

If an opponent's stone is moved from behind the tee line to in front of the tee line, sweeping must stop before the back edge of the stone crosses the tee line.

6.3 Sweeping Behind the Tee Line

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.

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.

With no vice or skip roles in Doubles, either (but only one) player may sweep behind the tee line.

6.4 Sweeping Violations

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.

7 Touched or Displaced Stones

7.1 Touched Moving Stones

Between the tee line at the delivery end and the hog line at the playing end:

1. 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.)
2. If a moving stone is touched, or is caused to be touched, by an opposition team, or by their equipment, or is affected by an external force:
 - (a) If the stone was the delivered stone, it is redelivered.
 - (b) 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.

Inside the hog line at the playing end:

1. If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by their equipment, all stones are allowed to come to rest, after which the non-offending team has the option to:
 - (a) remove the touched stone, and replace all stones that were displaced after the infraction to their positions prior to the violation taking place
 - (b) leave all stones where they came to rest
 - (c) place all stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.
2. If a moving stone is touched, or is caused to be touched, by an opposition team, or by their 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.
3. 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.
4. 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.

7.2 Displaced Stationary Stones

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 their positions prior to the violation taking place.

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.

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:

- leave all stones where they came to rest; or
- 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
- place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.

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.

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.

8 Scoring

8.1 End Scoring

When the stones have come to a rest after the delivery of the final stone of the end, the players from each team that are in charge of the house (usually the vice-skips) will agree on the score of the end.

A stone must be touching the house in order to be in consideration for scoring.

A stone must be measurably closer to the pin than the nearest opposing stone to score. The team with the stone closest to the pin scores. The scoring team scores 1 point for each stone until the closest opposition stone is reached OR there are no scoring stones touching the house.

If the teams cannot agree which potentially-scoring stone is closer to the pin, there are two options available.

- The teams will use a measuring device to assess which stone is closer
- If a measuring device is not available, teams may ask an impartial third party, such as a player from an adjacent sheet, to make a decision for them

If there are no stones touching the house, or if the first-scoring stone cannot be measurably determined, the end has a blank score.

8.2 Game Scoring

The team with most points at the conclusion of play wins the game. If a team is arithmetically eliminated (it is not possible for them to score enough points to tie or win the game in the remaining allotted ends), the game is over. If both teams agree to continue playing, the game may continue, but should not extend beyond the time allotted or impede on the time allocated for ice preparation or the subsequent draw.

If a game ends in a tie, the final result will be determined by the rules of the league or event. Potential outcomes include:

-
- Ending the game in a tie
 - Continuing with extra ends until the tie is broken or the game ends due to time constraints
 - Determining a winner by drawing to the button

9 Length of Games

The length of a curling game is 8 ends and this can typically be accomplished within 2 hours. Adaptation to the length of a game may be used to accommodate the needs of the play during recreational games. Suggestions for such adaptations are discussed in Appendix B.

10 Mixed Doubles

In addition to the delivery order and free guard zone alterations, doubles has two other rules: positioned stones and power plays.

10.1 Positioned Stones

One stone from each team is placed in the playing area of the playing end prior to the start of each end. One stone is placed in the house (Position B) and one stone is placed to guard that stone (Position A). There are 6 or 8 possible options for the placement of Position A, shown in Appendix A*. Based on the ice conditions, the teams shall determine the specific placement for each sheet for Position A to be used. There is one option for the placement of Position B and it does not change throughout the game.

*In July of 2026, World Curling announced a move from 6 positions to 8 positions. Clubs are encouraged to provide for markings aligning with the new 8-position/4-marking rules, shown in Appendix A, but it is not required.

In doubles, the advantage is stone placement, not "hammer." However, hammer is bound to the placement of the stones. The team whose stone is in Position A shall throw the first stone of the end. The team with the stone in Position B shall have hammer. The team having the decision on the placement of the "positioned" stones shall be:

1. The team winning the coin flip shall have the decision for the placement of the stones in the first end (if they choose Position B, they also get hammer)
2. Following the first end, the team that did not score shall have the decision on the placement.
3. If neither team scores in an end, a blank end, the team that delivered the first stone in that end shall have the decision on placement in the next end.
4. 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.

Prior to the start of every end, the team with the decision advantage shall place its "positioned" stone at the playing end of the sheet in one of two positions, designated A and B (choosing B also grants the team hammer). 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 when a power play is not in effect:

- Position A: Placement so that the stone is bisected by the center line and is either immediately in front of or immediately behind the center of one of 4 points in the ice. Position 1 is nearest the house, position 8 is nearest the hog line. (see diagram in Appendix A).
- Position B: Placement so that the stone is bisected by the centerline 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 in Appendix A).

10.2 Power Play

Once per game, the team with choice of positioned stones can elect to use a power play. In this case, the positioned stones are placed away from the center line:

- Power Play Position A: Positioned to the same side of the sheet as the Position B stone, at the same relative 1-8 position as the non-power-play set up
- Power Play Position B: Placement 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. If the tee line has meaningful thickness (double or triple yarns, a thick ribbon etc.) the back edge of the stone shall be touching the front edge of the tee line.

The team with the stone in Position A throws the first stone of the end. The team with the stone in Position B throws the last stone of the end.

11 Wheelchair and Stick

Wheelchair and walking Stick Deliveries may be used in recreational play alongside sliding deliveries with the following in mind.

11.1 Wheelchair Delivery

Stones are delivered from a stationary wheelchair.

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 center 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. When wheelchair lines are absent, players shall make a best effort to ensure the inner edge of the stone to be delivered is within 7 inches of the center line. 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. The delivery of the stone is undertaken by an arm/hand release or using a delivery stick conforming to the Wheelchair Curling Policy. Stones must be clearly released from the hand or stick before the stone reaches the hog line at the delivery end.

11.2 Walking Delivery–Stick

When a delivery stick is used by a walking player, they must adhere to the delivery rules outlined in subsection 4.1 Basics of Delivery.

11.3 Sweeping in Composite Teams

When recreational teams are composed of a combination of sliding, stick (walking), and wheelchair deliveries, sweeping shall follow the rules in section 6 Sweeping, and players who are capable of sweeping are permitted to sweep within those rules.

A Relevant Graphics

Sheet Measurements

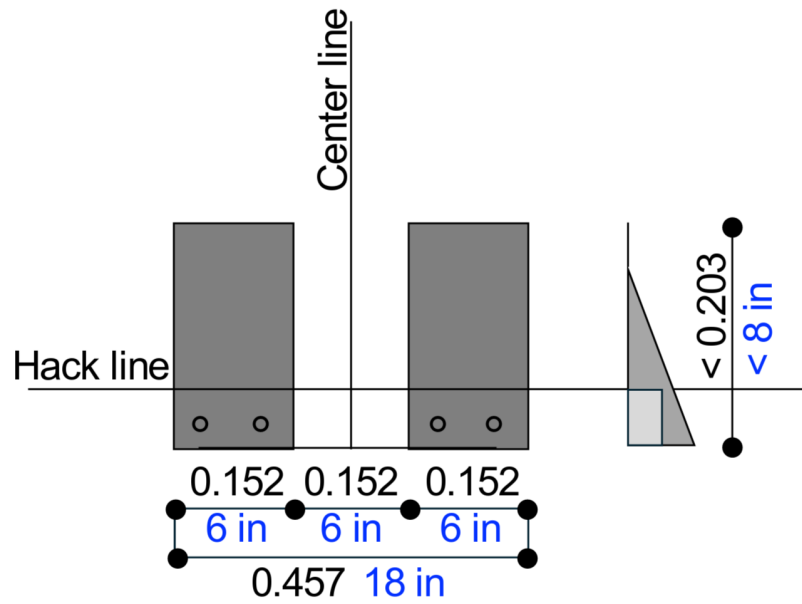


Figure 1: Hack Placement and Dimensions with respect to Center and Hack Lines

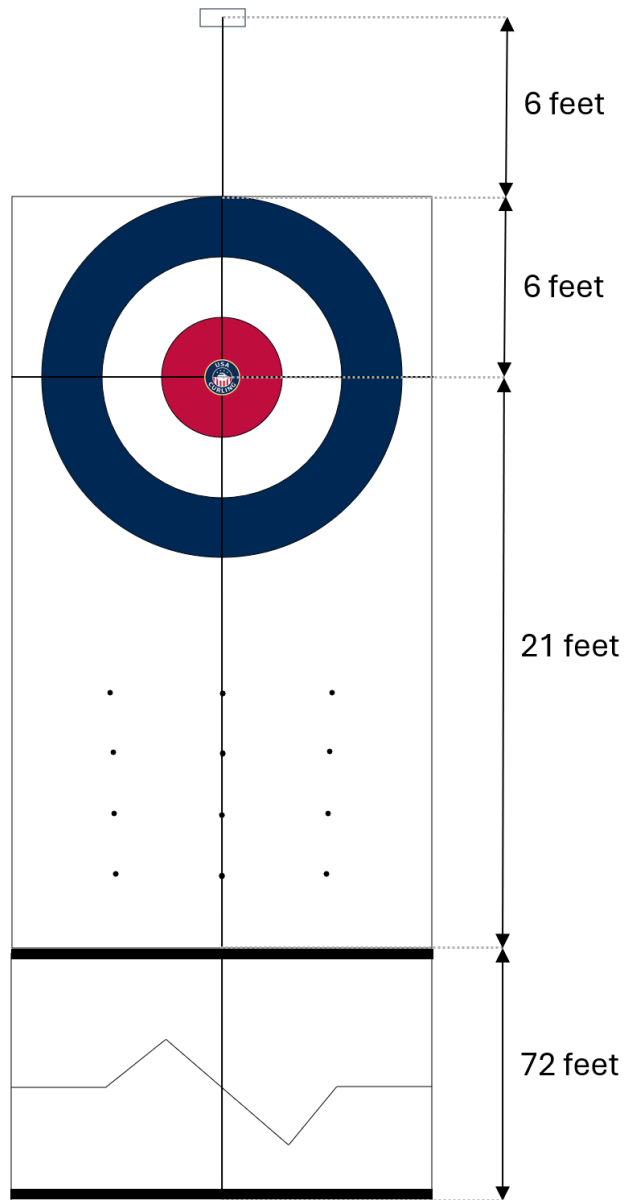


Figure 2: General Dimensions of a Sheet, hack line to far-hog line

Note that all measurements involving the hog line are to be taken from the **house-side** of the hog line.

Doubles Guards Positions

Four Placement Markers

In July 2026, World Curling made changes to the positions of the pre-placed guards in Doubles. Moving from before-or-after 3 markings (6 possible positions) to 4 markings (8 possible positions).

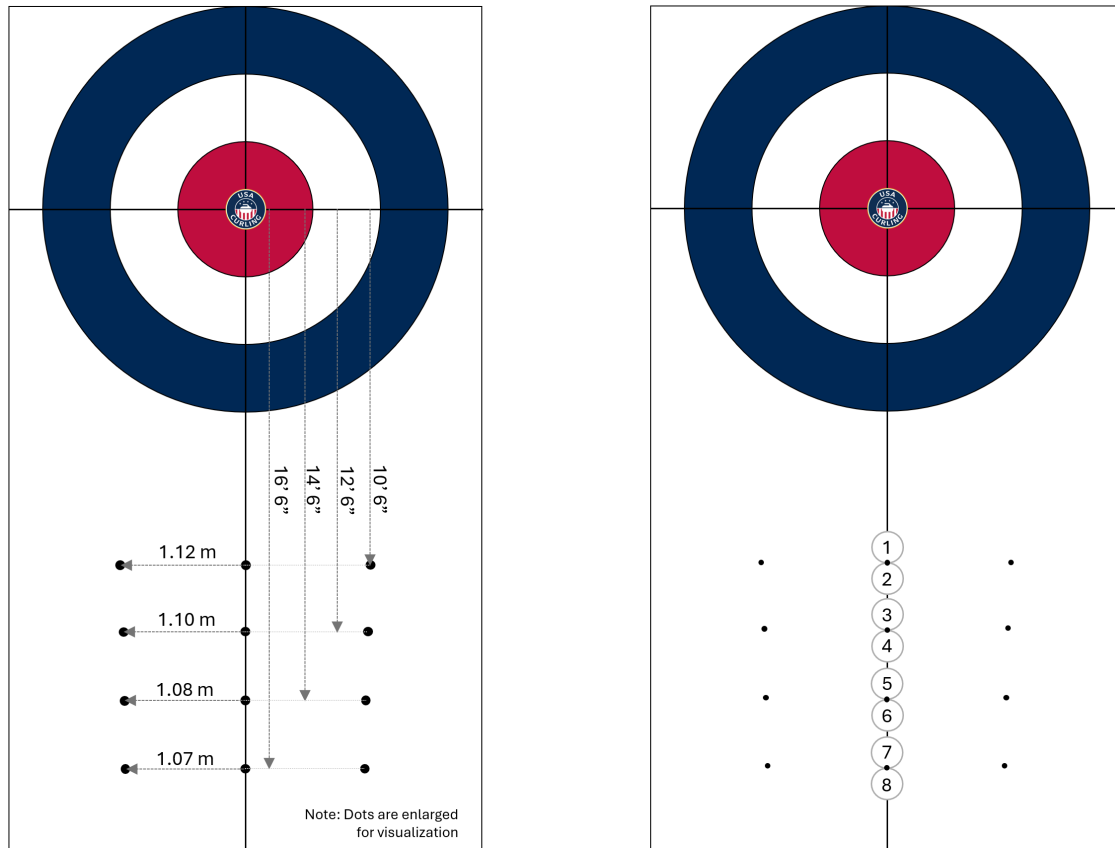


Figure 3: Placement of Doubles Dots and Stones – 4 Markings

With the 4-marking or 4-dot configuration, it is recommended to measure the distance from the tee line using English units. Then measure from the center line using metric to place the Power Play dots. Position 1 is nearest the house. Position 8 is nearest the hog line.

Three Placement Markers

Clubs choosing to do so may continue to use the legacy 3-dot configuration.

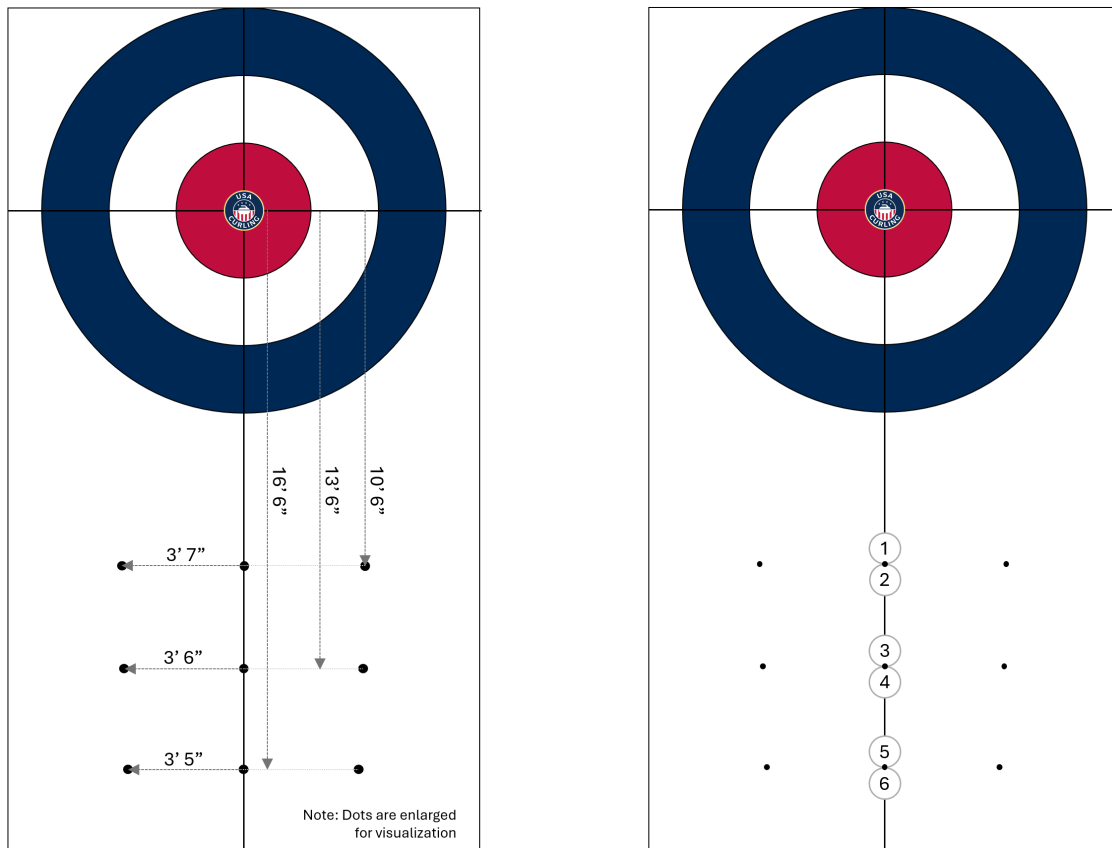


Figure 4: Placement of Doubles Dots and Stones – 3 Markings

All measurements are recommended to be made using English units. Position 1 is nearest the house. Position 6 is nearest the hog line.

Pre-Positioned Stone Placement

When placing the guard, when the guard dots are large enough for this determination to be made, players shall make a best effort to position the stone such that the edge of the stone is aligned with the center of the marking.

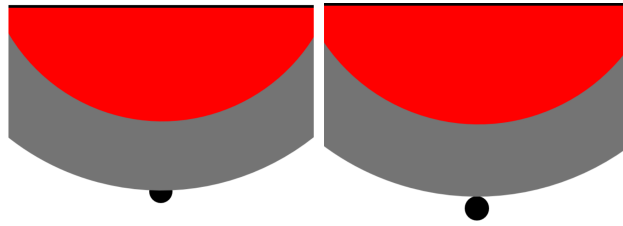


Figure 5: Correct placement of the guard, edge of the stone to the center of the marking, is shown on the left. Incorrect placement of the edge of the stone at the edge of the marking is on the right

When placing the in-house stone during regular play (not a power play), the back edge of the stone should be positioned at the point where the center line and the 4-foot and 8-foot circles meet.

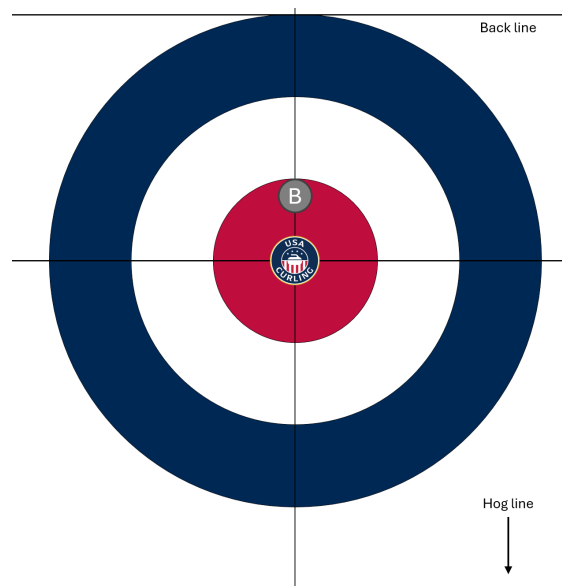


Figure 6: Placement of the Position B stone, non-power-play.

When placing the B-position stone during a Power Play, the edge of the stone should be placed at the intersection of the 8-foot circle and the tee line. If the tee line is minimally thick, it may be placed at the intersection of the lines.

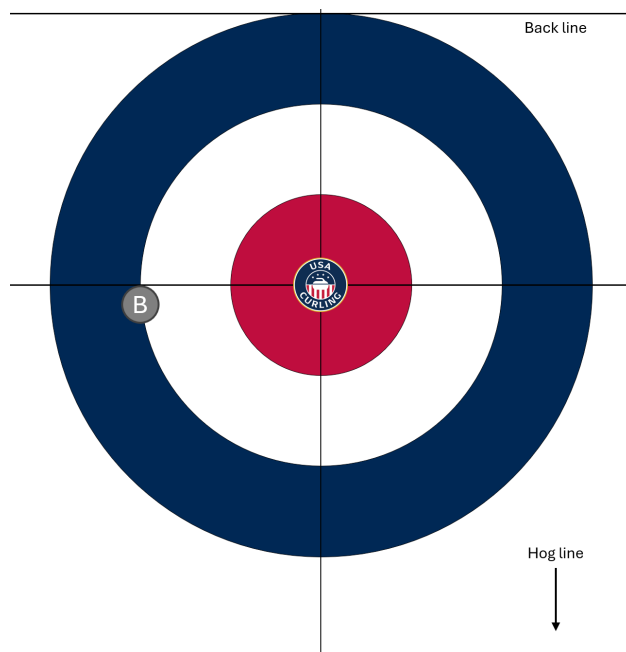


Figure 7: Placement of the Position B stone, Power Play.

If the tee line is meaningfully thick (e.g. double or triple yarn, thick ribbon etc.) the stone should be placed at the intersection of the 8-foot circle at the front (top-house side) edge of the tee line. The thickness of the tee line below is enlarged for visualization.

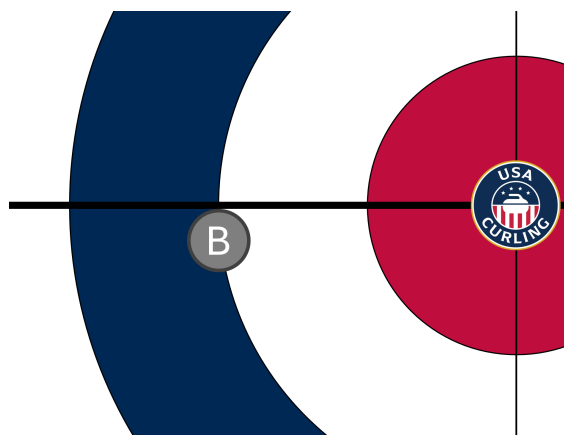


Figure 8: Placement of the Position B stone, Power Play with thick tee line.

B Modifications to the Length of Games

While a Curling game is traditionally 8 or 10 ends in length, it is common for recreational curling to have additional time limits that may result in a game shorter than 8 ends. Each club/league/bonspiel should define the process for ending a game within a certain time period that is most suitable for their needs. This section offers some options that may be used as is, adapted from, or used to inspire other definitions of the length of a game.

B.1 Finish The End and Play One More

"Finish The End and Play One More," typically accompanied by a signal such as a bell, is a common rule for limiting the time a game may take. A fixed length of time from the start of the draw is decided upon by the draw coordinator and at the end of that time, the bell is rung. Each game may finish the end they are currently playing and play one more end. For a 2 hour time slot, anywhere from 80 to 100 minutes may be appropriate for the fixed length of the game, depending on the flexibility of the time slot and general pace of games in that event or league.

Pros

This rule almost always guarantees the teams know the last end is being played from the beginning of the end. There are some fringe cases where this may not be true, but it is rare when using this rule for a game to be played where the teams do not know at the start of the end if it is the last of the game.

Cons

The flexibility of this rule does lead to some risk in running over the allotted time of the draw. If teams play such that the bell rings very start of the 7th end, they have nearly 2 full ends to play after the bell. If play slows considerably for the last 2 ends, the game may run over the allotted draw time.

Additional Considerations

Draw coordinators should have a clear definition of when an end is finished (or started) to avoid confusion in each of the following cases:

- The bell rings after the last stone is thrown, but before it comes to a rest
- The bell rings after the last stone comes to a rest but before the score is decided
- The bell rings after the score is decided but before the playing area is cleared
- The bell rings after the playing area is cleared but before the first stone of the next end has been delivered.

A stone is generally considered to be delivered when it has crossed the tee line of the delivery end.

Any of these times may be used as the cut off for "finishing the end" but the recommended transition point is when the first stone of the next end crosses the delivery-end tee line.

E.g.: The 6th end has been played and scored, and players are preparing for the 7th end. If the bell rings prior to the delivery of the first stone of the 7th end, the 7th will be the final end. If the bell rings after the first stone of the 7th end has crossed the delivery-end tee line, the 8th end may be played.

It should be made clear to all teams where the cut off is. Care should be taken to choose a cut off definition and fixed time length that will ensure teams are able to know if they are playing the last end before the first shot of the end is called by the skip.

When possible, it is courteous to ensure the bell is not rung during the delivery of a player (especially the final stones of an end!) to avoid distractions.

B.2 No New Ends After A Fixed Length of Time

A simpler, but more rigid, rule is to disallow the start of any new end after a fixed length of time. Again, a signal such as a bell may be used to indicate the end of the fixed time portion of the game. The games in play would end at the conclusion of the current end. In this case, the fixed length should be longer than "And Play One More" for the same draw window since there is less ambiguity about how much time is left in the game.

Pros

This rule has less risk of running over time and is simpler for inexperienced curlers and skips to understand.

Cons

This rule will result the bell being rung during the last end. While it is hoped that teams would not slow the game to gain an advantage, this rule is more susceptible to exploitation than the "And Play One More" rule.

Additional Considerations

If this end has been played particularly slowly, it may not have been apparent to teams at the beginning of the end that this would be the last end of the game, giving a distinct advantage to the team with the current lead. As with "And Play One More," the definition of a "Finished end" should be decided and defined by the draw coordinator prior to the start of any game.

B.3 Fixed Length of Time

The most rigid rule described in this section. A fixed length of time is allotted in which the game must be played. If an end is interrupted by the expiration of the fixed length of time, the end is discarded and the game ends at the state of the last completed end.

Pros

This rule ensures no game may ever extend past the allotted window of time.

Cons

This is the least forgiving rule for game play from the player perspective and will result in games ending unexpectedly.

Additional Considerations

This rule is recommended only to be considered on its own for extreme time constraints or extreme low-stakes recreational play. It may, however, be used in conjunction with either of the two previous modifications as a last-resort protection against extremely long final ends when time cannot permit excessively slow play.

C Etiquette

C.1 General

Curlers are expected to behave professionally and politely throughout the game. Cheering missed shots, rude and inappropriate language and behavior, and intentionally distracting the opposition are not to be tolerated. Congratulating a well-made shot by either team is usually welcome, but never expected.

In curling, it is expected for players to call their own fouls. If a player knows or believes they broke a rule, accidentally or intentionally, they are expected to declare the foul to the opposing skip. When a foul is declared, the opposing skip is expected to know the appropriate and fair response and shall not use the foul to gain an unfair advantage.

Equipment and personal belongings should be stored in dedicated spaces so they cannot be a risk to damaging the ice or tripping players.

C.2 Beginning the Game

Curling games traditionally start with handshakes and wishing "Good Curling" between the teams. The coin toss may be conducted on the ice during practice slides, or it may be done in the warmroom before teams proceed to the ice.

Each player may choose to take a practice slide before the beginning of the game. Use of stones during practice slides is not permitted.

All players are expected to be ready to begin the game at the start of the draw.

C.3 During the Game

Players should not cause distractions during the delivery of opposition stones.

Pace of play is highly valued in curling. Efforts to play quickly and maximize the number of ends played in a fixed time are generally appreciated by both teams. To that end, it is courteous to be conscious of pace of play and to play quickly to the extent that you are able. As soon as the opposing stone has been released, players may begin moving to prepare for their team's shot. It is appreciated for players to be ready to begin their delivery by the time the skip has decided and called their shot. Skips shall make their best effort to minimizing unnecessary discussions or use of thinking time and try to be ready to call the next shot as soon as they are able.

At the conclusion of the end, once the vice-skips have agreed on the score, the stones should be pushed back behind the hacks to reset the sheet for the next end. The player delivering the first stone of the end should prepare their stone and themselves for delivery while the remaining players on the sheet clear the house. It is not necessary for stones to be replaced in number or throwing order, but if possible, making the first 1-2 stones of the end easily available can expedite the delivery preparation early in the end.

If a player has a single delivery aid to use at both ends, if possible, they should follow their last stone of an end to the playing end and drop off their delivery aid for use in the next end. Equipment should be stored behind the hack where players are not likely to trip on, kick, or be disrupted by it. If a player leaving equipment at the playing end is still at the playing end when the opposition is beginning their delivery, they must wait until the stone has been released before moving towards the delivery end to prepare for their team's next stone. A player dropping equipment at the playing end should not be a distraction to the delivering team.

C.4 After the Game

Teams traditionally indicate the end of the game with handshakes. If the game is ending earlier than the allotted time, due to concession of the losing team, offering to shake hands signals that the losing team is conceding the game. Handshakes and wishes of "Good Game," "Good Curling," or similar are exchanged between opponents.

Each club will have their own post-game distribution of responsibilities but one team may be expected to mop the sheet and line up the stones before leaving the ice house. For league games at arena clubs, it is courteous for everyone who is able to assist with removing the curling equipment from the ice and returning it to storage.

Post-game socializing is very dependent on the club, league, or bonspiel culture and specifics of this culture can be discussed at the local level. It is common for the teams to spend time together socializing after a game and at many clubs, it is common in many parts of the United States for the winning team to offer to buy the opposition refreshments.