

PEMBINA 55-PLUS CURLING LEAGUE

SPECIAL RULES OF CURLING

1. APPLICATION:

- (1) These rules shall apply to the Pembina 55-PLUS Curling League Curling;
- (2) These rules shall take precedent over the CCA rules;
- (3) In the event of a disagreement, which the skips cannot resolve, the umpire shall rule, and his decision shall be final. The umpire shall be the President, and in his absence the Vice-President, and in his absence the Draw Master.

2. TEAMS:

- (1) A team shall not record a win or tie with less than three (3) players delivering stones; one player must be a regular member of the team;
- (2) Regular team members shall play in their assigned position or as agreed to amongst the team prior to the game start, with the exception of rule 2(4);
- (3) The selection of substitute players (Spares) shall be solely the responsibility of the Spare Convenor and may not be influenced, changed or appealed. Last minute Spares (i.e. at game time) must be agreed to by the opposing skip;
- (4) If a regular skip spares in a game and he is not replacing the skip, he must play in the lead or second position. If a substitute skip cannot be found, the third is required to skip and the other positions move up, with the third (as vice-skip) determining the placement of Spares. In all other scenarios, the skip or third (as vice-skip) shall determine the alignment of the team including Spares;
- (5) In a round, if the team decides to change player positions, and affected players agree, the team must notify the Draw Master of the change;
- (6) Opposing teams shall toss a coin to determine which team plays first stone in the first end. The team that throws first stone, has choice of handle colour;

INTERPRETATION: The winner of the coin toss has the option of either playing the first or second stone of the first end.

- (7) The delivery rotation declared by a team at the start of a game shall be followed throughout that game.

3. POSITION OF PLAYERS:

- (1) The non-delivering team members shall not take a position or cause such motion that would obstruct, interfere with, or distract the delivering team.

4. FREE GUARD ZONE RULE (FOUR ROCKS):

- (1) The Free Guard Zone is the area between the hog line and the T-Line, excluding the house;

INTERPRETATION:- A stone which comes to rest outside the rings, but touching the T line, is not considered to be in the Free Guard Zone.

- (2) Any stone(s) belonging to the opposition that is located within the Free Guard Zone, shall not be removed from play prior to the delivery of the fifth stone of the end. A team may remove their own stone from the Free Guard Zone;

PENALTY: If an opposition's stone(s) in the free guard zone is removed from play prior to delivery of the fifth stone of the end, the non-offending team may:

- a) Waive the free guard zone penalty and continue play as if there had not been an infraction, or;
 - b) Remove the delivered stone from play and replace all displaced stationary stones to their original position.
- (3) After the delivery of each of the first three stones of an end it is the responsibility of the skip of the team who is about to deliver to ensure agreement with the opposing skip as to whether or not any of the stone(s) in play have come to rest in the Free Guard Zone. If they cannot agree, they shall make the determination by using the six (6) foot measuring stick. If the position of another stone(s) hinders the use of the six (6) foot measure, they may reposition the stone(s), complete the measurement and replace the stone(s) to its original position.

5. DELIVERY

- (1) Each player shall be ready to deliver his stone when it is his turn;
- (2) A player may not delay game in excess of three (3) minutes;
- (3) A stone that has not been released and has not reached the near T-Line, may be returned to the hack and redelivered. A stone may be redelivered if the player's body or equipment reaches the nearer T-line as long as the stone does not;
- (4) If an extreme circumstance occurs during the delivery that distracts the thrower to a significant degree, the stone may be redelivered prior to the opposition delivering their next stone. The same shot is to be called.

6. SWEEPING / BRUSHING

- (1) Between T-Lines, all members of the delivering team may sweep/brush any of the team's stones that have been delivered or set in motion;
- (2) Behind the T-Line, only one player from each team may sweep/brush at one time. This may be the skip or third (vice-skip) of either team or the lead or second

of the delivering team;

INTERPRETATION: The only time a lead or second of the delivering team may sweep/brush behind the T-Line is when sweeping/brushing his team's delivered stone or any stone set in motion.

- (3) Behind the T-Line, the delivering team shall have first privilege of sweeping/brushing any stone. If their choice is not to sweep/brush, they shall not obstruct or prevent the non-delivering skip or vice-skip from sweeping/brushing the stone;
- (4) All sweeping/brushing shall take place in front of the delivered stone or stones set in motion and within six (6) feet of the stone.

7. USE OF A DELIVERY STICK:

- (1) The use of a stick for the delivery of stones is acceptable. However, if a player starts a game with a delivery stick then that player shall use a delivery stick throughout the game. Conversely, if a player starts a game without a delivery stick, then a delivery stick shall not be used by that player in that game;
- (2) Each delivery must begin with the right foot in the left hack, for right-handed curlers, or with the left foot in the right hack, for left-handed curlers;
- (3) Each delivery must begin with the stone touching the centre line;
- (4) All stones must be delivered along a straight line from the hack to the intended target broom and must be released before reaching the hog line. At the hog line, some part of the stone must be within two (2) feet of the centre line.

8. VISUALLY IMPAIRED CURLERS

- (1) In the case of visually impaired curlers, aides involving light and/or sound are acceptable.

9. SCORING:

- (1) A game shall be eight (8) ends. However, in consideration of Spares coming out, a minimum of six (6) ends must be completed to conclude a game. [In special circumstances, teams may agree in advance that a game will consist of six \(6\) ends if all players agree to this.](#) Ties shall remain as a tied game;
- (2) A warning bell will be sounded at the 1 hour 50 min. mark after commencement of play. At the sound of the bell, teams shall complete the end in progress and play one-more end. An end is considered still in progress until the first rock of the next end crosses the T-Line at the delivery end of the ice. Games shall not exceed eight (8) ends;

- (3) Thirds on the winning team shall be responsible for recording game (W)ins and (L)osses. In the case of a (T)ie, each Third shall be responsible to mark their own;
- (4) Where a game is cancelled for reasons beyond the control of the teams involved and cannot be rescheduled (e.g., the ice plant goes down for the day near the end of the curling season), the game will be declared 'Not Played' and neither points nor a game count will be added to the affected players' aggregate points calibration.

10. MEASURING:

- (1) Measurements shall be taken from the Pin to the closest part of the stone;
- (2) No physical device to aid the visual observation shall be used in measuring prior to the last stone delivered in the end coming to rest, except as provided for in rules 4(3) and 10(3);
- (3) The six (6) foot measuring stick shall be used when a stone is located on the back line in proximity to the centerline to confirm if the stone is in or out of play;
- (4) If two (2) or more stones are so close to the Pin that a measuring device cannot be used and if a visual comparison cannot determine which stone is closer to the Pin, the stones shall be considered tied and the end shall be scored as a blank end.

11. SPECIAL CONSIDERATIONS:

- (1) If any exceptions to the preceding rules are necessary to accommodate players with physical disabilities, appropriate adjustments are considered acceptable and shall be approved by the Executive Council;
- (2) In the event a game situation occurs where each team only has three (3) curlers, the participating teams shall have the option of playing their game with only six rocks (numbered one (1) through six (6)). In this option, each player shall only throw two (2) rocks. If a fourth player on one team shows up late, the player shall sit out the end currently in play and teams will revert to normal play of eight rocks in the next end.

12. MISCELLANEOUS:

- (1) Should any situation occur which is not covered by these rules, a ruling will be made by the Executive Council or any member of the Executive Council not involved in the situation;
- (2) Prior to any scheduled game, all sheets must be vacated from practice thirty (30) minutes before game time. With the approval of the Ice-Maker practice slides

without rocks are permitted;

- (3) In the case of a player falling and hitting his head, it is recommended that the player sit out at least one (1) full end in a place visible to teammates.

Signed this _____ day of _____

Barry Bentham
President

Brian Swan
Secretary