

# Rules - Curling



**2018 CANADA DEAF GAMES**  
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WINNIPEG, MANITOBA



Event sanctioned by the Canadian Deaf Sports Association

**Note: These technical rules are submitted by the 2018 CDG Organizing Committee. CDSA supports regulation for each sport. These rules are subject to change following a decision made by 2018 CDG and CDSA.**

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

## **SHEET R1.**

(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 5.000 m. (16 ft. 5 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, 1.27 cm. (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, 1.27 cm. (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, 10.16 cm. (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, 1.27 cm. (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, 0.457 m. (1 ft. 6 in.) in length and 1.27 cm. (1/2 in.) maximum width, is placed parallel to the tee line, at each end of the centre line.

(vi) the courtesy line, 15.24 cm. (6 in.) in length and 1.27 cm. (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) A centre hole (tee) is placed at the intersection of each tee line and centre line. With the tee as centre, there are four concentric circles placed at each end of the sheet, with the outer edge of the outer circle having a radius of 1.829 m. (6 ft.), the next circle a radius of 1.219 m. (4 ft.), the next circle a radius of 0.610 m. (2 ft.), and the innermost circle having a minimum radius of 15.24 cm. (6 in.).

(d) Two hacks are placed on the hack line, on opposite sides of the centre line, with the inside edge of each hack 7.62 cm. (3 in.) from the midpoint of the centre line. The width of each hack shall not exceed 15.24 cm. (6 in.). The hack is attached to suitable material, and the inside edge of that material is placed on the inside edge of the hack line so that the hack does not extend more than 20.32 cm. (8 in.) in front of the hack line. If the hack is recessed into the ice, this is not to be more than 3.81 cm. (1.5 in.) in depth.

## **STONES R2.**

(a) A curling stone is of circular shape, having a circumference no greater than 91.44 cm. (36 in.), a height no less than 11.43 cm. (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, or fourth 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.

### **TEAMS R3.**

(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 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 at any time provided that the returning player’s two stones are delivered within the team’s declared delivery rotation in that 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.

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

(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) The players who are not in charge of the house or delivering a stone take positions to sweep. (iv) 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.

## **DELIVERY R5.**

(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) 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.

(e) 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.

(f) 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.

(g) All players must be ready to deliver their stones when their turns come, and not take an unreasonable amount of time to play.

(h) 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.

(i) 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.

(j) 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.

(k) 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.

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

(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 fifth 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.

### **SWEEPING R7.**

(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) 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.

(d) 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.

(e) 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.

(f) 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.

(g) 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.

### **TOUCHED MOVING STONES R8.**

(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 199.6 cm (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.

#### **DISPLACED STATIONARY STONES R9.**

(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  
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(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 199.6 cm (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.

#### **EQUIPMENT R10.**

(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) 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.

(e) 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 that device for the delivery of all their stones during the entire game.

(iii) The stone must be delivered along a straight line from the hack to the intended target.

(iv) The stone must be clearly released from the delivery stick before either foot of the player delivering the stone has reached the tee line at the delivery end. A stone is in play, and considered delivered, when it reaches the hog line at the delivery end.

(v) A delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand.

(vi) If a stick delivery violation occurs, 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.

## **SCORING R11.**

(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 have been completed. 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. The person in charge of the house 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 1-15 minutes, 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 15-30 minutes, 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 after 30 minutes, 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).

#### **INTERRUPTED GAMES R12.**

If for any reason, a game is interrupted, the game recommences where play was stopped.

#### **PROHIBITED SUBSTANCES R16.**

The use of all performance-enhancing drugs, without therapeutic exemption, whether taken knowingly or otherwise, is unethical and prohibited. If such use occurs the player(s) will be disqualified from the competition, their Member Association will be notified, and it could lead to further suspension.

#### **INAPPROPRIATE BEHAVIOUR R17.**

Improper conduct, foul or offensive language, equipment abuse, or wilful damage on the part of any team member is prohibited. Any violation may result in suspension of the offending person(s) by the curling organization having jurisdiction.

#### **C4. PRE-GAME PRACTICE**

(b) The time and duration of the pre-game practice is given at the Team Meeting.

(c) The schedule for pre-game practices during the round robin will be predetermined as much as possible, based on the criterion that each team has first and second practice an equal number of times. For the round robin games where this cannot be predetermined the winner of a coin toss will have the choice of first or second practice.

(d) In post round robin games, when the Last Stone First End has been pre-determined, the team delivering the last stone in the first end practices first.

(e) If the Chief Ice Technician deems it necessary, the ice will be cleaned, and the slide path re-pebbled, after the pre-game practice.

#### **C5. LENGTH OF GAMES**

(a) In competitions in which 10 ends are scheduled, a minimum of 6 ends must be completed in round robin and tie-breaker games, and 8 ends must be completed in play-off games.

(b) In competitions in which 8 ends are scheduled, a minimum of 6 ends must be completed.

## **C6. GAME TIMING**

(a) Each team shall receive 38 minutes of thinking time for a 10 end game and 30 minutes of thinking time for an 8 end game (38 minutes in wheelchair curling, 22 minutes in mixed doubles curling). This time is recorded, and visible to the teams and coaches, throughout the game.

(b) When a team delays the start of a game, the thinking time allotted to each team is reduced by 3 minutes 45 seconds for each end which was considered completed.

(c) When extra ends are required, the game clocks are reset and each team receives 4 minutes 30 seconds of thinking time for each extra end.

(d) The game and each end starts when the allotted break time expires. The delivering team's game clock will not run during the start of the game/end unless that team is delaying the start (no forward motion from the hack, or the stone not released from the delivery stick), then its game clock will be started. If there is no delay, the first game clock to start in each end will be that of the team delivering the second stone.

(e) Once all of the criteria below are met, the non-delivering team becomes the delivering team, and its game clock is started:

(i) all stones have come to rest or have crossed the back line and

(ii) stones that are displaced due to violations by the delivering team, and require repositioning, are returned to their positions prior to the violation and

(iii) the playing area has been relinquished to the other team, the person in charge of the house has moved behind the back line and the deliverer and sweepers have moved to the sides of the sheet

(f) A team's game clock stops once the stone has reached the tee line at the delivery end.

(g) A team delivers stones only when its game clock is running or scheduled to be running. Any violation results in the stone being redelivered after any displaced stones have been returned, by the non-offending team, to their positions prior to the violation. The time clock of the offending team will start as soon as any displaced stones have been repositioned and will stop when the redelivered stone reaches the tee line at the delivering end.

(h) If stones need to be repositioned due to a violation caused by an external force both game clocks are stopped.

(i) Game clocks are stopped at any time an umpire intervenes.

(j) After the teams have agreed on the score for an end, a break occurs, when neither game clock is running. If a measurement is required, the break begins at the completion of that measurement. The length of the break between ends, which may vary due to television requirements or to other external factors, is determined for each competition and explained at the Team Meeting. When a break is of 3 minutes or more, the teams are informed when 1 minute of the break remains. Teams should not deliver the first stone of the next end until less than 10 seconds of the break time remains. The delivering team's game clock will start at the conclusion of the break unless the player is in the process of delivery.

The length of the break will normally be:

(i) 1 minute at the completion of each end, except as noted in (j)(ii). Teams cannot meet, or communicate in any way, with a coach, the alternate player or any other team official.

(ii) 5 minutes at the completion of the end that defines the halfway point in the game. Teams are allowed to meet, within the playing area, with any player and team official that is authorised to be on the coach bench for that game.

(k) If a player is allowed to redeliver a stone, the umpire decides if the time required is to be deducted from the game time for that team.

(l) If an end is to be replayed, the game clocks are reset to the time recorded at the completion of the previous end.

(m) If an umpire determines that a team is unnecessarily delaying a game, the umpire notifies the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line (hog line in wheelchair curling) at the delivery end within 45 seconds, the stone is removed from play immediately.

(n) Each team must complete its part of a game within the time given, or forfeit the game. If a stone reaches the tee line (hog line in wheelchair curling) at the delivery end before time expires, the stone is considered delivered in time.

(o) 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.

(p) A team whose time clock did not run due to a timing error (no clock running) will not have time deducted from its time clock, but the appropriate amount of time will be added to the other team's time clock.

### **C7. TEAM TIME-OUTS / TECHNICAL TIME-OUTS**

(a) Team time-outs will be allowed at all WCF events, with or without time clocks being used.

(b) Each team may call one 60 second team time-out during each game and one 60 second team time-out in each extra end.

Procedures for a team time-out are as follows:

Only the players on the ice may call a team time-out.

Team time-outs may be called by any on-ice team player only when that team's game clock is running.

Players signal a team time-out by using a "T" hand signal.

Team time-out (when the game clock is stopped) starts as soon as the time-out is called and consists of 'travel time' to get to the team plus 60 seconds. The amount of travel time will be determined at each event by the Chief Umpire, and is given to all teams, whether or not they have a coach, and whether or not a coach is coming to the field of play.

Team time-out is allowed to meet with the team. This person, or persons if a translator is required, must use the designated route to the team. Where walkways are beside the sheet, that person must not stand on the playing ice surface.

The team is notified when there are 10 seconds remaining in the team time-out.

When the team time-out has expired, the person(s) from the coach's bench must stop conferring with the team and leave the playing area immediately.

(d) A technical time-out may be called by a team to request a ruling, for an injury or in other extenuating circumstances. Game clocks will be stopped during technical time-outs.

### **C8. STONE ASSIGNMENT / LAST STONE DRAW**

The team listed first in the draw schedule for the round robin games will play the stones with the dark coloured handles; the team listed second will play with the stones with the light coloured handles.

(b) For games requiring Last Stone Draws (LSD), at the conclusion of each team's pre-game practice, two stones will be delivered to the tee at the home end, by different players – the first stone with a clockwise and the second with a counter-clockwise rotation. A player (alternate) that delivers an LSD stone does not have to play in that game. Sweeping is allowed (except in wheelchair curling). In Mixed curling each gender must deliver one stone, but the team selects the sweepers independent of their gender.

(b) The first stone will be measured and removed from play before the second stone is delivered. The distances recorded for each stone will be added together to give the team its LSD total for that game. The team with the lesser LSD total will have the choice of delivering the first or second stone in the first end of that game. If the LSD totals for both teams are the same, the individual LSD stones are compared and the best non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the exact same individual LSD stone distances, a coin toss will be used to determine that choice.

(c) LSD distances will be measured and recorded in the following manner:

(i) All single measurements will be from the tee to the nearest part of the stone, but the LSD distances will be displayed in centimetres as the distance from the tee to the center of the stone.

(ii) The official radius to be used in WCF championships is 14.2 cm.

(iii) To any result measured, the radius of 14.2 cm has to be added. This means that the distance for stones not in the house is  $185.4 \text{ cm} + 14.2 \text{ cm} = 199.6 \text{ cm}$ .

(iv) Stones covering the tee will be measured from two locations (holes) at the edge of the 4ft circle. These two locations make a 90 degree angle with the centre hole and are 0.61 m (2 feet) from the centre hole.

(d) The number of LSD stones, and the number of clockwise and counter-clockwise deliveries for each player, will be determined at each competition depending upon the number of games in the round robin. Based on the Original Team Line-up form, the four players (2 in Mixed Doubles) have to fulfill the minimum number of LSD deliveries. If there is a violation where the minimum requirements are not fulfilled, the appropriate LSD(s) will be recorded as 199.6 cm. LSD stones delivered by the alternate can be combined at the end of the round robin with only one other player, so that this player fulfills the minimum required number of LSD stones.