



Curling Canada Rule Book 2018 – 2022

Summary of Changes - Rules of Curling for General Play

Rule: 1. Application (2)

Change: new text: *These Rules apply to traditional team play. Special rules for Mixed Doubles, Wheelchair, Stick Curling and other variations of traditional team play are in addition and described in the sections that they apply.*

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

Rule: 2. Definitions (13)

Change: addition of: *Five Rock Rule – Opposition stones in the Free Guard Zone cannot be moved to an out of play position until after the fifth rock of an end.*

Rationale: To define what the “Five Rock Rule” is.

Rule: 5. Teams (3)(d)

Change: addition of: *If an end is blanked (no score), the team delivering the first stone in the blanked end, shall deliver first in the next end.*

Rationale: To clarify which team delivers in the next end as a result of a blank end.

Rule: 8. Delivery (1)

Change: *(1) The delivery of a stone by the right hand shall be initiated from the hack located to the left of the centre line. The delivery of a stone by the left hand shall be initiated from the hack located to the right of the centre line.*

Rationale: This allows for different delivery styles keeping with the intent of the delivery rule.

Rule: 8. Delivery (10)(a)(i)-(ii)

Change: *10(a): If a player delivers a stone when it is not their team’s turn to deliver:*

- i. If the error is discovered after only the first stone has been delivered, the end shall be replayed.*
- ii. If the error is discovered after the 2nd stone of the end has been delivered, the end shall continue, and the new delivery rotation shall take effect.*

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



Rule: 8. Delivery (13)

Change: *If a player on a four-player team delivers three stones in one end, except as provided for in Rule 5(6) or 5(7), the stone delivered in error shall be removed from play and all displaced stones put back to their original positions.*

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

Rule: 9. Touched Moving Stones (2)

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

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

Rule: 9. Touched Moving Stones (4)(d)

Change: addition of: *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.*

Rationale: Added in to be consistent with rule 10 (4).

Rule: 11. Sweeping (4)

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

Rationale: Update to Five Rock Rule and to allow for the skip **and** the vice-skip to sweep the “tick shot”.

Rule: 11. Sweeping (10)

Change: addition of: *Light cleaning with the sweeping device anywhere on the sheet is acceptable as long as it does not interfere with the delivering team.*

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

Rule: 11. Sweeping (11)

Change: addition of: *Prior to the delivery of the stone, the delivering team may lightly clean the intended path of the stone to be delivered or the path(s) of any stones that may be set in motion.*

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



Rule: 12. Free Guard Zone (FGZ) Five Rock Rule

Change: Update to the Five Rock Rule.

Rule: 15. Equipment (2)

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

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

Rule: 18. Mixed Doubles

Change:

Update of Mixed Doubles rules.

Rule: 20. Canadian Stick Curling Association (CSCA) Rules

Change:

Addition of Canadian Stick Curling Association rules.



Rules of Curling for Officiated Play

Rule: 1. Application (4)

Change: addition: *These Rules apply to traditional team play. Special rules for Mixed Doubles, Wheelchair, Stick Curling and other variations of traditional team play are in addition and described in the sections that they apply.*

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

Rule: 2. Definitions (10)(19)(20)(21)

Change:

- add (10) *Additions to include all Curling Canada Championships*
- add (19) *“Triangulation” is the process of determining the location of a point by forming triangles to it from known points (Wikipedia). Used in the “Last Stone Draw” when a stone is covering the pin and a measurement cannot be taken. The two (2) points used for measurement are at the edge of the four (4) foot circle, 61 cm from the centre of the sheet, at either the three (3) o’clock and six (6) o’clock position or the six (6) o’clock and nine (9) o’clock position.*
- add (20) *“Five Rock Rule” means opposition stones in the Free Guard Zone cannot be moved to an out of play position prior to the delivery of the sixth stone of the end.*
- add (21) *“Brush Head Moratorium” - the Specifications for brushes and sweeping in elite Curling as defined in the current Curling Canada Sweeping Moratorium.*

Rationale: addition of new items

Rule: 5. Teams (3)

Change: *Update Last Stone Draw Procedures*

Rationale: update to reflect current practice

Rule: 5. Teams (5)(c)(ii)(1-2)

Change: *(i) Exception: Four-person mixed curling must always have four players on the ice with two men and two women alternating delivery of stones. The skip must deliver fourth stones and the player acting as vice-skip must deliver third stones and be the opposite gender.*

(ii) The following are the two (2) accepted position/delivery rotations for 4-person mixed competition:

(1) male lead (first thrower), female second (second thrower), male third (third thrower and vice-skip), and female skip (fourth thrower).



(2) female lead (first thrower), male second (second thrower), female third (third thrower and vice-skip), and male skip (fourth thrower).

Rationale: to simplify the 4-person mixed game to two (2) definitive line-ups

Rule: 5. Teams (6)(b)

Change: *A player, who has left a game without being able to deliver any of their stones during the current end, may re-enter the game only between ends. A player may leave and return to a game only one time in any game.*

Rationale: To avoid confusion as to the delivery of stones during an end in progress.

Rule: 8. Delivery (1)

Change: *(1) The delivery of a stone by the right hand shall be initiated from the hack located to the left of the centre line. The delivery of a stone by the left hand shall be initiated from the hack located to the right of the centre line.*

Rationale: This allows for different delivery styles keeping with the intent of the delivery rule.

Rule: 8. Delivery (8)

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

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

Rule: 8. Delivery (12)(a)(i-ii)

Change:

If a player delivers a stone when it is not their team's turn to deliver:

- (i) If the error is discovered after only the first stone has been delivered, the end shall be replayed.*
- (ii) If the error is discovered after the second stone of the end has been delivered, the end shall continue, and the new delivery rotation shall take effect.*

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



Rule: 8. Delivery (14)

Change: *If a player on a four-player team delivers three stones in one end, except as provided for in Rule 5(6) or 5(7), the stone delivered in error shall be removed from play and all displaced stones put back to their original positions.*

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

Rule: 9. Touched Moving Stones (3)(d)

Change: addition of: *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.*

Rationale: Added in to be consistent with rule 10 (4).

Rule: 11. Sweeping (4)

Change: *During the delivery of the first five stones of any end, both the skip and vice-skip of the non-delivering team may sweep their stone when set in motion.*

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

Rule: 11. Sweeping (10)

Change: addition of: *Light cleaning with the sweeping device anywhere on the sheet is acceptable as long as it does not interfere with the delivering team.*

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

Rule: 11. Sweeping (11)

Change: addition of: *Prior to the delivery of the stone, the delivering team may lightly clean the intended path of the stone to be delivered or the path(s) of any stones that may be set in motion.*

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

Rule: 11. Sweeping (12) Brush heads: (a)-(k)

Change: added text from sweeping moratorium

Rule: 12. Free Guard Zone (FGZ), Five Rock Rule

Change: Update to the Five Rock Rule.



Rule: 15. Equipment (1-4)

Change: Update to remove reference to corn/straw brooms and align with Brush Head Moratorium

Rule: 18. Mixed Doubles

Change: Update of Mixed Doubles Rules

Rule: 20. Game Time Operation (2)(d)

Change: add for clarity 20(2)(d) *The clock will stop when the delivering team's stone reaches the nearer tee-line.*

Rationale: clarity

Rule: 20. Game Time Operation (11)

Change: addition of (11) *A team whose clock has run due to a timing error (wrong clock running) will have double the agreed error time added back to its clock.*

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

Rule: 22. Chief Umpire (4)

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

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

Rule: 22. Chief Umpire (8)

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

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