

University of Regina Curling League

Etiquette

Pre-game

- If you cannot make a scheduled game, find a spare by contacting the persons on the spare list or other experienced curlers you know. Once you find a spare, let your skip know who will be playing for you.
- Be at the rink and ready to play no later than 4:40 pm.
- Wear curling shoes or other clean shoes that will not damage (scratch or gouge) the ice.
- If you do not have your own shoes or broom, you may use the sliders and brooms available at the Callie and Highland Curling Clubs.
- Shake hands with your opponents before and after each game.
- The opposing thirds will toss a coin at the start of the game to determine last rock advantage. The team without last rock advantage will choose their rock colour.

During the game

- When your opponents are preparing for delivery, stand to the side of the sheet, single file and between the hog lines. Move only after the rock has been released. Stay out of the way of the opposing sweepers as they pass by.
- Be ready to step into the hack when it's your turn to deliver a rock.
- If you are throwing next you may stand on the backboard, but remain quiet and out of sight of the opposition thrower.
- Only skips and thirds may congregate behind the tee line. Those of the non-delivering team should stand behind the hack. They do not move or hold their brooms on the ice while the opposition is preparing to deliver a rock.
- At the conclusion of an end, all players remain outside the rings until the opposing thirds have agreed on the score.
- Players may compliment the play of the other team.
- Do not interfere with or distract play on other sheets of ice.

Other rules for play

Stones

- A rock must finish inside the inner edge (closest to the rings) of the hog line to be in play, except when it has hit another rock in play.
- A rock that completely crosses the back line or touches the side board or side line is taken out of play.
- Four rock rule: Any stationary stone(s) belonging to the opposition located in the Free Guard Zone (the area between the hog line and the tee line excluding the House) shall not be removed from play by the delivering team prior to the delivery of the fifth stone of the end.

Delivery

- The hand must be clearly off the handle before the rock completely (i.e. back edge) passes over the hog line.
- A rock that has not been released from the player's hand may be returned to the hack and re-delivered as long as it has not reached the near tee line during delivery.
- If a player delivers a rock out of proper order, and the mistake is not noted until after the rock has come to rest or hit another rock, the rock is in play. The player missing his turn will throw his rock as the last one for his team on that end. If the skips can't agree who missed his turn, then the lead of the team that made the mistake will throw the last rock for his team in that end.

- If a player delivers the wrong colour rock and it comes to rest between the hog line and the back line, it should be replaced with a rock of the right colour after it comes to rest.

Sweeping

- Only one player from each team may sweep behind the tee line. Only the skip or third of the non-delivering team may sweep behind the tee line.
- An opposing team's rock may only be swept behind the tee line.
- The delivering team has first right to sweep its rock behind the tee line, but shall not prevent the non-delivering team from doing so.
- Only the skip or third of the non-delivering team may sweep their rocks set in motion by the delivering team.
- The sweeping motion must not leave debris in front of a moving rock.
- All sweeping must take place no more than six feet in front of a rock in motion.
- If a rock in motion is touched by any player of the delivering team or his equipment before the far hog line, it shall be immediately removed from play.
- If a stationary stone is moved by any player the non-offending team shall replace the stone as close as possible to its original position. If there is any question as to which stone(s) was closer to the button, the displaced stone is placed in favour of the non-offending team.

Measuring

- Measurements shall be taken from the button to the nearest part of the rock.
- No physical device may be used in measuring rocks until the last rock of the end has come to rest, except to determine if one of the first rocks of an end is in the rings or the free guard zone.
- If there is any doubt between the two opposing skips as to whether one of the first two rocks of an end finishes in the free guard zone, then a measuring device may be used to decide the matter.

Scoring

- The third of the team that won an end will post their team's score.
- The third of the winning team completes the score sheet after the game and gives it to the Drawmaster (Darrell Agopsowicz) or other member of the URCC Board.

Playing time

- All teams must be off of the ice by 6:45 pm.