



2024 Curling Rules and Regulations

These rules are adapted from the U.S.A Curling
National Office (Stevens Point, WI).
Rules are subject to change.

A. Team Regulations

1. All teams must make an effort to have 4 members. Players must be at least 21 years old. At least 2 members of the team must be present for the start of league play.
2. If a team is more than 20 minutes late without having made previous arrangements with the opposing team, or contacting the league coordinator, this team forfeits that game. After 10 mins the team that is waiting will be rewarded with a point.
 - a. If a team forfeits a game they receive 0 points for that game. While the other team receives the average of the winning team's scores (rounded).
3. A team must have one player designated as the team captain. They are responsible for informing the team about rules & regulations, along with informing the team about game times/updates.
4. If a team misses two league nights without informing the league coordinator, the team won't be able to qualify for the playoffs.

B. Objective

The purpose of a game is **to score points by getting stones closer to the house, or the "button", than the other team's stones.**

C. Key Game Components

1. Two teams are required. Teams may substitute players at any time.
2. A game has 10 ends. An end is completed when each team has thrown four stones and the score has been decided.
 - 2.1. During an end, the teams alternate turns throwing stones.
 - 2.2. Stones must be thrown before the Hog Line. Additionally, the stones must land at or past the playing end's Hog Line to be kept in play.
 - 2.2.1. If a player releases a stone after it has touched the hogline, a violation is called and the stone is removed from play.
3. During the end, one side of the rink will be throwers, while the other side sweeps and helps to direct their teammates aiming the stones.
4. Once a team scores in the end, the Hammer (last throw) for the next end will go to the other team. If there is no score at the end, the Hammer is retained by the same team.
5. Beer needs to be drunk off the ice!
6. Clean off your shoes of salt before stepping on the ice.

D. Sheets

1. There are two playable areas at the Forgotten Star: Train Trains sheet, and Taproom sheet.
2. The length of the ice sheet from the inside edges of the back boards is 75 feet. The width of the sheet from the inside edges of the side lines is a maximum of 14ft.
3. At each end of the sheet there are clearly visible parallel lines in the ice from sideline to sideline as follows:
 - 3.1. The hog line is marked on each end, on the edges of the sheet. On a regular night it is 13 ft. from the center of the tee line. However, depending on the weather, the hogline may be adjusted to fit play!
 - 3.2. A centerline is absent.
 - 3.3. The back board acts as the hack line.

E. Stones

1. A curling stone is of circular shape, having a circumference no greater than 26 in., a height no less than 7 in. (with handle).
2. Each team uses a set of four stones having the same stone color. 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.
3. When delivering a shot, stones must remain on the ice at all times. They CANNOT be thrown onto the ice!
4. If a stone rolls over while in motion, or comes to rest on its side or top, it is removed from play immediately.
5. If a player releases a stone after it has touched the hogline, a violation is called and the stone is removed from play.
6. 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.
7. A stone that completely crosses the outside edge of the back line is removed from play immediately.
8. A stone that touches a side line is removed from play immediately.

F. Teams

1. A team is composed of four players. Each player delivers two stones, in consecutive order at each end, while alternating with an opponent. Teams can

play up to eight players, four on each end. Stones must be distributed equally among all players.

G. Sweeping

Sweeping at the Forgotten Star is completely different from the sweeping that you see in the Olympics. We use snow that is present on the court to add or subtract from the path of the stone. Adding snow adds to the friction of the stone and the ice, causing the stone to slow down. Sweeping snow away from the path of the stone reduces the friction.

1. Sweeping can commence at the start of the hog line at the playing end.
2. 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.
 - 2.1. Behind the tee line at the playing end, only one player from each team may sweep at any one time. This
3. Players are NOT allowed to add snow to the sheets, sweeping must commence with the snow on the court.
4. Sweepers are allowed to throw moderate "piles of snow" on the targets.

H. Touching Stones

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.
2. If a moving stone is touched, or is caused to be touched, by an opposition team, or by its equipment, or by an external force:
 - 2.1. If the stone was the delivered stone, it is redelivered
 - 2.2. 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.
3. 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 its position prior to the violation taking place.

4. If a stone which would have altered the course of a moving stone is displaced by a player, all stones are allowed to come to rest and then the non-offending team has the option to:
 - 4.1. leave all stones where they came to rest; or
 - 4.2. 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
 - 4.3. place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.

I. Scoring

1. The result of a game is decided by a majority of points at the completion of the scheduled ends of play,
2. During each end, the team with the stone closest to the center scores points. If the team has multiple stones closer to the center, than the opponents closest stone, they score multiple points.
 - 2.1. For example, the blue team's 4 stones are 12 inches, 16 inches, 17 inches, and 20 inches away from the center. The red team's stones are 14 inches, 15 inches, 16 inches, and 19 inches away from the center. The Blue Team in this example would score 1 point.
 - 2.2. Example 2. The blue team's 4 stones are 15 inches, 16 inches, 17 inches, and 20 inches away from the center. The red team's stones are 10 inches, 12 inches, 14 inches, and 19 inches away from the center. The Red Team in this example would score 3 points.
3. In order for a curling stone to be considered for scoring, **some part of it must be in the house.**

J. Tie in the Last End

1. If a tie occurs, a sudden death round will ensue (Hammer is decided by a coin flip). In this final end, all 4 players from each team will go to one side of the rink . Every player throws one stone. The team with the closest stone to the center wins the game. Sweeping is allowed, but only by one of the four players.
 - 1.1. If there are more than four players, the team captain will choose four players to represent the team.