

THE SPIRIT OF CURLING

Curling is a game of skill and of tradition. A shot well executed is a delight to see and it is also a fine thing to observe the time-honoured traditions of curling being applied in the true spirit of the game. Curlers play to win, but never to humble their opponents. A true curler never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of curling demands good sportsmanship, kindly feeling and honourable conduct.

This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

The Spirit of Curling	1
Table of Contents	2
Rules of the Game:	
R1. Sheet Layout	6
R2. Stones	7
R3. Teams	8
R4. Position of Players	10
R5. Delivery	10
R6. Free Guard Zone (FGZ)	12
R7. Sweeping	12
R8. Touched Moving Stones	13
R9. Displaced Stationary Stones	14
R10. Equipment	16
R11. Scoring	16
R12. Interrupted Games	19
R13. Wheelchair Curling	19
R14. Doubles Curling	20
R15. Prohibited Substances	22
R16. Inappropriate Behaviour	22
R17. The Outdoor Game	22
Competition Rules:	
C1. General	24
C2. Participating Teams	24
C3. Uniforms / Equipment	26
C4. Pre-Game Practice	28
C5. Length of Games	28
C6. Game Timing	29
C7. Team time-out / Technical Time-Outs	31
C8. Stone Assignment	32
C9. Team Ranking Procedure/DSC	33
C10. Umpires	34
C11. Forfeiture of the Game	35
C12. National Representation	36
C13. International Representation	36

System of Play:

S1.	The Scottish Men's Championship	37
S2.	The Scottish Women's Championship	38
S3.	The Scottish Men's & Women's European Playdowns	40
S4.	The Scottish Junior Championships	41
S5.	The Scottish Senior Championships	42
S6.	The Scottish Mixed Championship	43
S7.	The Scottish Mixed Doubles Championship	44
S8.	The Scottish Senior Mixed Championship	44
S9.	The National Masters Championships	45
S10.	The Scottish Schools' Championship	45
S11.	The Scottish Pairs Championship	46
S12.	The Rink Championship	47
S13.	The Henderson Bishop Trophy	48
S14.	The Scottish Province Championship	49
S15.	The Grand Match	50
S16.	The International Matches	51
S17.	The Waldie-Griffith Inter-Province Competition	52
S18.	The Maxwell Trophy	53
S19.	The Morton Trophy	54
S20.	The Unders and Overs	56
S21.	The Double Rink Championship	56
S22.	The Scottish Junior Curling Club Challenge	57
S23.	The Scottish Wheelchair Championship	59
S24.	The National Pairs Wheelchair Championship	61
S25.	The Friendship Trophy	61
S26.	Medal Competitions	62
S27.	Tie-Breaker Charts	64
S28.	Points Competition	68

Glossary of Terms	80
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THE RULES OF THE GAME

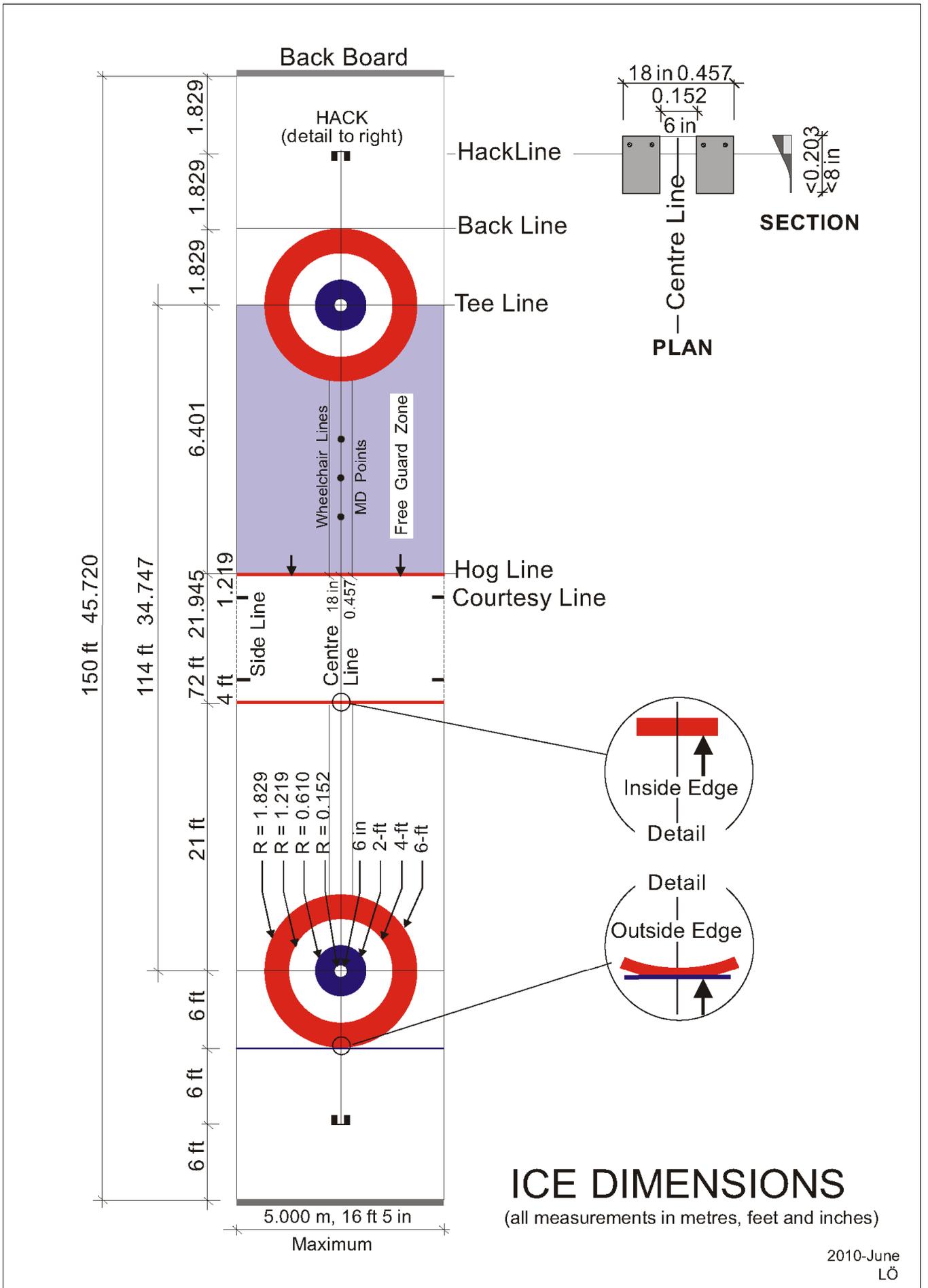
These rules apply to any game or competition to which they are made applicable by the Royal Club having jurisdiction.

R1. SHEET LAYOUT

Note: Imperial measurements are listed for guidance.

- (a) The length of the playing area is 42.07m. (138 feet), and the ice should be continued a further 1.83m. (6 feet) behind each hack line. The width of the sheet from the inside edges of the side lines is a maximum of 5.00 m. (16 ft. 5 inches). Dividing lines must be drawn from back line to back line or barriers placed between adjoining sheets. The length may be reduced to a minimum of 44.50m. (146ft) and the width to a minimum of 4.42 m. (14 ft. 6 in.). If the local conditions of an existing facility do not permit those dimensions, then reasonable variation will be allowed. In the case of a Royal Club's competition any variations will be subject to approval by the Chief Umpire.
- (b) At each end of the sheet there are clearly visible parallel lines in the ice perpendicular to and running from side line to side line as follows:
 - (i) the tee line, 1.3 cm. (1/2 in.) maximum width, placed so that the centre of the line is 17.37 m. (57 ft.) from the middle of the sheet.
 - (ii) the back line, 1.3 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, 10.2cm. (4 in.) maximum width, placed so that the inside edge is 6.40 m. (21 ft.) from the centre of the tee line.
- (c) A centre line, 1.3cm. (1/2 in.) maximum width, joins the midpoints of the tee lines and extends 3.66 m. (12 ft.) beyond the centre of each tee line.
- (d) A hack line, 45.7 cm. (18 in.) in length and 1.3 cm. (1/2 in.) maximum width, is placed parallel to the tee line, at each end of the centre line.
- (e) A courtesy line, 15.2 cm. (6 in.) in length and 1.3 cm. (1/2 in.) maximum width, is placed 1.22 m. (4 ft.) outside and parallel to the hog lines, on each side of the sheet.

- (f) For wheelchair events, at each end of the sheet, 2 thin (e.g. - wool) wheelchair lines are placed parallel to and on both sides of the centre line, extending from the hog line to the outermost edge of the nearest circle, with the outside edge of each line being 45.7cm. (18 in.) from the centre line.
- (g) 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 182.9 cm. (6 ft.), the next circle a radius of 121.9 cm. (4 ft.), the next circle a radius of 61.0 cm. (2 ft.), and the innermost circle having a minimum radius of 15.2 cm. (6 in.).
- (h) Two hacks are placed on the hack line, on both sides of the centre line, with the inside edge of each hack 7.6 cm. (3 in.) from the midpoint of the centre line. The width of each hack shall not exceed 15.2 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 20.3 cm. (8 in.) in front of the hack line. If the hack is recessed into the ice, this is not to be more than 3.8 cm. (1.5 in.) in depth.
- (i) All lines shall be as in the accompanying diagram (on the following page) which shall form part of the rules subject to the additional provisions in R17: The Outdoor Game.



R2. STONES

- (a) A curling stone is of circular shape, having a circumference no greater than 91.4 cm. (36 in.), a height no less than 11.4 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 which should have the same handle colour and be individually identifiable 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 a replacement stone shall be placed where the largest fragment came to rest. The end in play, and the game, shall be completed using the replacement stone.
- (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) If a handle completely separates 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 original positions.
- (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 moving stone that touches or crosses a dividing line will be allowed to continue in its progress until it comes to rest providing that it has not made contact or is likely to make contact with any object in the adjoining sheet. After coming to rest a stone must lie completely inside the dividing line or it is removed from play.

- (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, subject to the provisions in R17: The Outdoor Game

R3. TEAMS

The rules below apply unless individual competition rules state otherwise.

- (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).
- (c) A team must start a game in the first end with a full complement of four players. Any team not having its full complement shall be subject to R11(k).
 - (i) Where a player is unable to play in a round of a competition due to illness, accident or any other valid reason, that player may be replaced by a substitute, provided this substitute has not already taken part in that competition in any other team.
 - (ii) A substitute may play in any position in any round but not higher than the position of the curler he is replacing.
 - (iii) The skip shall declare any substitute in the first round of a competition or the nominated team in the first round shall be understood to be the entered team.
 - (iv) No team shall take into play more than two substitutes, in any game, match or competition.
 - (v) All substitutes must be eligible in terms of the rules of the competition. If a substitute plays in a position higher than the curler he is replacing the result will be the forfeiture of the game. In league play, penalties shall apply as under Forfeiture of the Game, R11(k)

- (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/ substitute at the beginning of an end, Any alternate/ substitute must play in the position of the replaced player when entering a game in progress. If an alternate/ substitute joins a game, the player who was substituted may rejoin his team for the next game.
- (e) A team may not play with fewer than three players, all players delivering all their allocated stones in each end.
- (f) A team may not use more than two substitutes in a 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

R4. POSITION OF PLAYERS

(a) Non-Delivering Team:

- (i) During the process of delivery the players take stationary positions along the sidelines between the courtesy lines where marked or otherwise between the hog lines. However:
 - 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,
 - the player who is to deliver next may take a stationary position to the side of the sheet, behind the hacks, at the delivering 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.

(b) Delivering Team:

- (i) The skip, or the vice-skip when it is the skip's turn to deliver, is in charge of the house.
- (ii) The player in charge of the house is positioned inside the hog line, and on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery (excluding Pairs competitions).
- (iii) The players who are not in charge of the house or delivering a stone take positions to sweep.

R5. DELIVERY

- (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 to their original positions by the non-offending team.

Wheelchair curlers playing in games involving non-wheelchair curlers shall be subject to R13(b)

- (d) A stone must be clearly released from the hand before it reaches the hog line at the delivering 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 to their original positions by the non-offending team.
- (f) A stone is in play when it reaches the tee line at the delivering end. A stone that has not reached the tee line at the delivering end may be returned to the hack 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 to their original positions by the non-offending team. 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.
- (l) Where the wrong team starts an end the end shall be replayed.
- (m) No player shall deliver a stone, until the stone delivered by the previous player has come to rest or until such time as any stone whose movement has been generated by that stone comes to rest. Where an infringement takes place the stone shall be returned to the offending player who shall re-deliver it.

R6. FREE GUARD ZONE (FGZ)

The Free Guard Zone shall apply for any game, match or competition played under Royal Club Rules excepting The Grand Match and the Points Competition.

- (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 to their original positions by the non-offending team.

In the event of any stone being measured whether by instrument or eye to determine if it is in the FGZ, and provided that stone has not been touched for the remainder of that end, no further measurement of it will be made.

R7. SWEEPING

- (a) The sweeping motion is in a side-to-side direction (it need not cover the entire width of the stone), deposits no debris in front of a moving stone, and finishes 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 sweep an opponent's stone except behind the tee line at the playing end or 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.

R8. TOUCHED MOVING STONES

- (a) Between the tee line at the delivering 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 its equipment, the touched stone is removed from play immediately by that team.
 - (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:
 - If the stone was the delivered stone, it is redelivered
 - 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:
 - remove the touched stone, and replace all stones that were displaced after the infraction to their original positions; or
 - leave all stones where they came to rest; or
 - 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 original positions. If agreement on the original 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 185.4 cm (6 ft. 1 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 object touches a moving stone, or causes it to be touched, the stone will be redelivered.

R9. DISPLACED STATIONARY STONES

- (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 in its original position by the non-offending team.

- (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 in its original position, with agreement of the teams.
- (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 the stone whose course would have been altered from play and replace in their original positions any stones that were displaced after the violation; or
 - (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 original positions.
- (e) If a displacement is caused by stones deflecting off a barrier the stones are replaced to their original positions by the non-delivering team.
- (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 185.4 cm (6 ft. 1 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 to its original position by the delivering team.
 - (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 to its original position by the delivering team.

R10. EQUIPMENT

- (a) No player shall cause damage or engage in any action which could lead to damage to the ice surface by means of equipment, hand prints, or body prints. A player may be ejected from a game under C10(g) if continually breaking this rule.
- (b) Teams must not use electronic communication equipment, or any device to modify the voice, during a game.
- (c) 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.
- (d) A player may change the type of brush or synthetic broom at any time during a game, provided there is no delay.
- (e) The use of a delivery stick shall be restricted as follows:
 - (i) The delivery stick may not be used in any WCF or ECF 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 it reaches the hog line at the delivering end.
 - (v) A delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand.

R11. SCORING

- (a) The result of a game is decided by a majority of shots at the completion of the scheduled ends of play or by pre-determined time or when a team concedes victory to its opponent, or when one team is mathematically eliminated (in the case of a game requiring only a win/loss decision). In the event of the scores being equal at the end of a game play may be continued for one or more ends to determine a winner, or as provided for by the conditions of the competition.

If the time signal has not started when the last stone of the last played end has come to rest and any stone(s) whose movement has been generated by that stone has also come to rest or gone out of play then another end shall be played.

- (b) At the completion of an end (when all stones have been played), a team scores one shot 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 shots 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. Following the measurement the shot(s) will be indicated before any stone(s) is moved. Either person in charge of the house has the right to ask for the stones to be re-measured.

- (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 shots, 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 shot(s), and the displaced stone(s) would have determined if an additional shot(s) was scored, that team has the option of replaying the end or of keeping the shot(s) already secured.

No stone shall be measured by instrument until the last stone of the end has come to rest except to decide whether or not a stone is in play or in the FGZ.

- (h) 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, "C"s are placed on the scoreboard.
 - (ii) When only one team has delivered all of its stones:
 - If the team that delivered all its stones has stone(s) counting, no shots are given, "C"s are placed on the scoreboard unless the shots are required to determine the outcome.
 - If the team that did not deliver all its stones has stone(s) counting, these shots are given and placed on the scoreboard.
 - If no stones are counting, "C"s are placed on the scoreboard.
- (i) Ends not played should be shown with an "X" being placed against them on the scoreboard.
- (j) The final score of a forfeited game is recorded as "W - L" (win - loss) where only a final result is required.
- (k) Failure to appear:
 - (i) Unless Individual Competitions state otherwise a game commences when all players are on the ice and ready to play.
 - (ii) If a team entered to play has a member(s) failing to appear on the ice and ready to play the following penalties shall apply:
 - 5 minutes 1 end and 1 shot
 - 10 minutes 1 end and 2 shots
 - 15 minutes 1 end and 3 shots
 - 20 minutes 2 ends and 4 shots
 - 25 minutes 2 ends and 5 shots
 - 30 minutes game forfeited.

- (iii) Where a late penalty applies in any game, ends forfeited shall be deducted from the total ends to be played.
- (iv) Upon forfeiture of the game the following penalties shall be imposed:
 - Six shots shall be awarded to the non-offending team i.e. score would read 6 - 0.
 - Games played to session times:
 - Under 1 hour 40 minutes 4 ends awarded
 - 1 hour 40 minutes and over but under 2 hours 10 minutes 5 ends awarded
 - 2 hours 10 minutes and over 6 ends awarded
 - No ends shall be awarded to the offending team.
 - Games played to a fixed number of ends:
 - 6-7 ends 4 ends awarded
 - 8-9 ends 5 ends awarded
 - 10 ends 6 ends awarded
- (v) The latecomers rule shall apply whether games are played by time or a fixed number of ends.
- (vi) A team entered to play and failing to appear at a competition shall be liable for the payment for ice charges arising from the default.

R12. INTERRUPTED GAMES

If for any reason, a significant interruption of a game occurs, play recommences when possible, with the end that was in progress being replayed, subject to the provisions in R17: The Outdoor Game.

R13. WHEELCHAIR CURLING

- (a) Stones are delivered from a stationary wheelchair.
- (b) When the stone is delivered between the hack and the outermost edge of the top of the house at the delivering end at the start of the delivery the stone must be positioned on the centre line. When the stone is delivered between the outermost edge of the top of the house and the hog line at the delivering end so that at the start of the delivery the entire width of the stone must be within the wheelchair lines.

- (c) During delivery, the feet of the player delivering the stone must not touch the ice surface and the wheels of the chair must be in direct contact with the ice.
- (d) The delivery of the stone is undertaken by the conventional arm/hand release or by the use of an approved delivery stick. Stones must be clearly released from the hand or stick before the stone reaches the hog line at the delivering end.
- (e) A stone is in play when it reaches the hog line at the delivering end. A stone that has not reached the hog line at the delivering end may be returned to the player and redelivered.
- (f) Sweeping is not permitted.
- (g) Unless individual competition rules state otherwise all games shall be 8 ends or the bell.

R14. DOUBLES CURLING

- (a) A team is composed of two players. A team must forfeit any game(s) in which it fails to have both players playing for the entire game.
- (b) The scoring shall be the same as in a regular game of curling. The “positioned” stones that are placed prior to the beginning of each end are eligible to be counted in the scoring.
- (c) Each game may be scheduled for a maximum of 8 ends.
- (d) Each team shall deliver 5 stones per end. The player delivering the team’s first stone of the end must also deliver the team’s last stone of that end. The other team member shall deliver the team’s second, third and fourth stones for that end. The player delivering the first stone can change from end to end.
- (e) No stone in play, including the “positioned” stones and those in the house, can be moved to an out-of-play position prior to the delivery of the fourth stone of an end (the fourth delivered stone is the first stone that can remove any stone from play). If there is a violation, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.

- (f) Prior to the start of every end, one team shall place its “positioned” stone at the playing end of the sheet in one of two positions, designated A and B. The opponent’s “positioned” stone shall then be placed in whichever position (A or B) remains vacant. The location of these positions shall be as follows:
- (i) Position A: Placement so that the stone is bisected by the centre line and is either immediately in front of or immediately behind one of 3 points in the ice. The points are placed on the centre line:
- at the mid-point between the hog line and the outermost edge of the top of the house.
 - 0.92 m. (3 feet) from the mid-point closer to the house.
 - 0.92 m. (3 feet) from the mid-point closer to the hog line.
- Based on the ice conditions, the teams shall determine the specific placement for each sheet for Position A to be used prior to the start of the pre-game practice and that same placement must be used for the entire game.
- (ii) Position B: Placement so that the stone is in the back of the house, bisected by the centre line and abutting the back edge of the tee.
- (g) The team having the decision on the placement of the “positioned” stones shall be:
- (i) Unless predetermined, a coin toss will determine which team has the decision in the first end.
- (ii) Following the first end, the team that did not score shall have the decision on the placement.
- (iii) If neither team scores in an end, the team that delivered the first stone in that end shall have the decision on placement in the next end.
- (h) The team whose “positioned” stone is placed in Position A (in front of the house) shall deliver the first stone in that end, and the team whose “positioned” stone is placed in Position B (in the house) shall deliver the second stone in that end.

- (i) While the team is in the process of delivery, the non-delivering player must be positioned inside the hog line and on the ice surface at the playing end of the team's sheet. After delivery, either or both players may sweep their delivered stone and any stones set in motion that belong to their team anywhere in front of the tee line at the playing end. This applies during all of the team's delivered stones, including the LSD.
- (j) If a player delivers a stone out of proper rotation, that stone is returned to the hack to be delivered by the correct player, after any displaced stones have been replaced to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred.

R15. PROHIBITED SUBSTANCES

The use of all performance-enhancing drugs, whether taken knowingly or otherwise, is unethical and prohibited.

R16. INAPPROPRIATE BEHAVIOUR

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 organisation having jurisdiction.

R17. THE OUTDOOR GAME

(a) General

- (i) Play shall be from a single hack or crampit placed on the centre line. When hack and crampit are both being used on the same sheet, the heel of the crampit will be placed on the foot line and the hack, if used, placed immediately in front of the crampit.
- (ii) If from any change of weather after a game has begun, or from any other reasonable cause, one side should desire to shorten the sheet, or to change to another, and if the two skips cannot agree, the umpire shall, after seeing one end played, determine whether and by how much the sheet shall be shortened, or whether it shall be changed, and his decision shall be final.

(iii) In no case, however, shall the sheet be shortened to less than 29.26m (96 feet) from the foot line to the tee.

(iv) Should there be no umpire, or should he be otherwise engaged, the two skips may call in any neutral curler to decide, and his powers shall be equal with those of an umpire.

(b) Stopping, Postponing a Game

(i) Should the skips not agree, the umpire shall, in the event of the ice appearing to be dangerous, stop the game.

(ii) The Umpire shall postpone the game, even if begun, when the state of the ice is not fitted for testing the curling skill of the players.

(iii) Except in very special circumstances, of which the umpire shall be judge, the game or match shall not proceed, or be continued:

- When a thaw has fairly set in;
- When snow is falling and likely to continue during the game or match:
- If darkness comes on to prevent the played stones being well seen by players at the other end of the sheet.
- In every case of such postponement to another day the game or match, when renewed, must begin anew.

(c) Cleaning Sheet

(i) At the completion of any end, either of the skips may call upon all the players to clean and sweep the entire sheet.

(ii) If objected to, this shall be subject to the approval of the umpire.

(d) Sweeping

When snow is falling or drifting, both skips have equal right to clean and sweep the ice behind the tee line

(e) Reversing of Stone

During a game, the sole of a stone may be reversed provided there is no delay when the player's turn comes.

RULES OF COMPETITION

C1. GENERAL

- (a) The rules of play for Royal Club competitions are the current rules of the Royal Club. If there are any modifications, these are explained during the Team Meeting or sent in a covering letter.
- (b) Definitions applying to Royal Club competitions:
 - (i) Game: Play between two teams by time or a given number of ends.
 - (ii) Match: A contest of two or more teams playing against an equal number of teams.
 - (iii) Competition: A playdown by any number of teams playing games or matches to determine a final winner.
- (c) The Royal Club has adopted Anti-Doping Rules to impose clear prohibitions and controls on doping in order to preserve the integrity of, and values of fair play in, curling and to protect the rights and health of participants.
 - (i) All players, and supporting personnel, competing in National level competitions and/or registered in the Domestic testing pool, are subject to the RCCC Anti-Doping rules and procedures defined by UKAD.
 - (ii) The Royal Club is a member of and subject to the jurisdiction of the World Curling Federation (WCF). All players, and supporting personnel, registered in the International (WCF) testing pool will be subject to the WCF rules and procedures defined by WADA.

The rules, regulations and further information are available to download from the Anti-doping section of the Royal Club website.

C2. PARTICIPATING TEAMS

Unless individual competition rules state otherwise the rules below apply.

- (a) A team shall be composed of four Royal Club members whose subscriptions to The Royal Club have been paid for the current season. Membership is valid from 1 November to 31 October annually.

- (b) A team, Club or Province may be entered for a Royal Club competition at only one affiliated Ice Rink.
- (c) Entries should be received by the Competitions Manager of the Royal Club in writing by 30th June on the official entry form along with the appropriate entry fee as decided by the Royal Club.
- (d) It shall be the skip's responsibility at the date of entry to name the team and to inform the Royal Club of any subsequent changes which might affect the entry.
- (e) Substitution rules for all Royal Club Qualifying competitions that lead to international representation (these rules are being looked at and may change throughout the season).
 - (i) At the start of the championship each team must confirm its four named players.
 - (ii) Each team is allowed two substitutes throughout the entire championship.
 - (iii) Named players that fail to qualify for the next stage are allowed to substitute for one team for the rest of the championship subject to the approval of the Royal Club's sub-committee for the competition.
 - (iv) Substitutes are not allowed to play higher than the named player for whom they are substituting.
- (f) The team delivery rotation, skip and vice-skip positions, alternate player(s), and coach are listed on the original team line-up form, and submitted to the Chief Umpire at the end of the Team Meeting. If a team wishes to make a change a team line-up form must be submitted to the Chief Umpire at least 15 minutes prior to the game.
- (g) Wheelchair curling for Royal Club competitions should be restricted to individuals with significant impairment in lower leg/gait function e.g. spinal injury, cerebral palsy, multiple sclerosis etc., who usually require a wheelchair for daily mobility. More specifically, those who are non-ambulant or can walk only very short distances.

- (h) While a game is in progress, the coach, the alternate player, and all other team officials are prohibited from communicating with their team or being within the playing area except during specifically designated breaks or team time-outs. This restriction applies to all verbal, visual, written, and electronic communication, including any attempt to signal for the implementation of a team time-out. The coach, the alternate player, and one team official may participate in the pre-event and the pre-game practices, but may not communicate with their team during the LSD.
- (i) In all competitions that lead to international representation:
 - (i) At least one player from each team must attend the Team Meeting. Failure to do so, without approval of the Chief Umpire, results in the forfeit of the last stone advantage for that team in its first game.
 - (ii) For teams in post round robin play a team representative must attend the play-off meetings, or the team will lose the choices (first or second practice, colour of stones, etc.) to which they would normally be entitled.
- (j) All qualifying competitions to represent Scotland:
 - (i) Each competitor must either be born in Scotland or have a Scottish parent or have been domiciled in Scotland for two consecutive years prior to the Championship.
 - (ii) To be eligible to play in the Scottish Junior Curling Championships, a player must be less than 21 years of age by the end of the 30th day of June of the year immediately preceding the year in which the championship is to take place.
 - (iii) To be eligible to play in the Scottish Senior Curling Championships, a player must be not less than 50 years of age by the end of the 30th day of June of the year immediately preceding the year in which the championship is to take place.

C3. UNIFORMS / EQUIPMENT (these may change)

- (a) When instructed to do so, teams must wear matching uniforms throughout the Scottish finals of a competition that may lead to an international competition. All teams must have a dark and light uniform available for any televised game.
- (b) If sponsors' badges are supplied they must be put on the left sleeve of shirts and over tops.

- (c) There are six positions for the wearing of crests and badges in televised events; allotted areas shall be the following:
- (d) THE RIGHT CHEST (1) and UPPER LEFT ARM (1) shall be reserved for the sponsors of the Royal Club
- (e) THE LEFT CHEST (1) and UPPER RIGHT ARM (2) will be reserved for a team sponsor's crest.
- (f) SIDE OF THE LEG (1) (between the knee and ankle) will be reserved for a team sponsor's crest. All team members must wear the crest on the same leg and the crests must be at the same height.
- (g) Total crest size (edge to edge) shall not be greater than 10cm (4 inches) or not greater than 100 square centimetres (16 square inches). Only one crest for one sponsor is permitted in each area stated. All team sponsors' creasing must have the approval of the Royal Club. A clothing manufacturer's trademark may be displayed provided it is not greater than 20 square centimetres (3.1 square inches) on jackets and trousers and not greater than 6 square centimetres (0.93 square inches) on any other item of clothing.
- (h) Team sponsors' creasing will only be permitted if it advertise companies or organisations which do not conflict with any Sponsor of the competition being played in. Teams shall register sponsor names or any other logo and business category with a photograph or diagram in actual size with the Royal Club no later than 7 days before the first day of competition. The Royal Club will confirm approval in writing. Every effort will be made to facilitate the acceptance of team sponsor requests. Sponsor names registered later, or not registered, may not be approved by the Royal Club. Crests that are not approved must be removed from the on-ice uniform.
- (i) Cresting placement should be the same for all team members on all playing garments.
- (j) Cresting shall be permitted on the back of the uniform in non-televised games. The total crest size (edge to edge) shall be no greater than 10cm (4in) high by 30cm (12in) wide. Notification and approval of this sponsor will follow the same process outlined above.

C4. PRE-GAME PRACTICE

(a) Prior to the start of every game at the Royal Club competitions listed below, each team is allowed a pre-game practice on the sheet on which it will be playing.

- (i) Scottish Men's Championship Qualifying playdowns and Finals
- (ii) Scottish Women's Championship Qualifying playdowns and Finals
- (iii) Scottish Men's & Women's European playdowns
- (iv) Scottish Junior Championship Finals

All teams that receive a bye in their first game of any Royal Club competition may also be allowed, where possible, an additional practice prior to the start of their first game but on a different sheet.

In the Scottish Senior Finals, Mixed Doubles & Scottish Mixed Finals at the round robin stages each team will get one practice stone followed by the LSD to determine who gets choice of playing first or second in the first end. The team listed top of the board will throw first. This also applies in the knockout stages if the teams are ranked equal.

- (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. 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 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) Unless competition rules state otherwise all games shall be 8 ends.
- (b) In competitions in which 8 ends are scheduled, a minimum of 6 ends must be completed.
- (c) 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.

- (d) In the event of a tie in a game where a winner is necessary an extra end or ends shall be played as necessary.
- (e) All round robin games must be played if teams are still in contention to ensure no team could be seen to gain an advantage for later in the competition.

C6. GAME TIMING

- (a) Each team shall receive 73 minutes of playing time for a 10 end game and 59 minutes of playing time for an 8 end game (68 minutes in wheelchair curling, 46 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 playing time allotted to each team is reduced by 7 minutes (8 minutes in wheelchair curling, 6 minutes in mixed doubles curling) for each end which was considered completed (Rules of Curling R11(k) apply).
- (c) When extra ends are required, the game clocks are reset and each team receives 9 minutes of playing time for each extra end (10 minutes in wheelchair curling, 8 minutes in mixed doubles curling).
- (d) The game, and the delivering team's game clock, starts when the first stone of the game reaches the tee line (hog line in wheelchair curling) at the delivering end. The delivering team's game clock continues to run until:
 - (i) all stones have come to rest in play 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 original positions 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.

When all of the above criteria are met the non-delivering team becomes the delivering team and its game clock is started.

If stones need to be repositioned due to a violation caused by the non-delivering team its game clock will be started.

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

- (e) 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 stone(s) have been returned to their original position(s). The offending team's game clock runs during the replacement of the stones and the redelivery.
- (f) Both game clocks are stopped when the final stone of the end, and all stones it affects, have come to rest in play, or have crossed the back line. After the teams have agreed on the score for that 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. The delivering team's game clock will automatically start at the conclusion of the break or when the delivered stone reaches the tee line (hog line in wheelchair curling). The first stone cannot be delivered before 10 seconds or less remains in the break time. The length of the break will normally be:
 - (i) 1 minute at the completion of each end, except as noted in (f)(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 with a coach, the alternate player and one other team official within the playing area.
- (g) Game clocks are stopped at any time an umpire intervenes.
- (h) 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.
- (i) If an end is to be replayed, the game clocks are reset to the time recorded at the completion of the previous end.

- (j) 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 delivering end within 45 seconds, the stone is removed from play immediately.
- (k) 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 delivering end before time expires, the stone is considered delivered in time.

C7. TEAM TIME-OUTS / TECHNICAL TIME-OUTS

- (a) Team time-outs will not be allowed if time clocks are not 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.
- (c) Procedures for team time-outs are as follows:
 - (i) Only the players on the ice may call a team time-out.
 - (ii) Team time-outs may be called by any on ice team player only when that team's game clock is running.
 - (iii) Players signal a team time-out by using a "T" hand signal. The coach will be given "free" travel time (the clock will be stopped) to get to the team, the amount of time determined at each event by the Chief Umpire. The clock restarts when the coach reaches the team or the time allowed has elapsed.
 - (iv) Only one person, who is sitting in the designated coaching area and a translator, if required, of the team that called the team time-out is allowed to meet with the team. The 60 second team time-out begins as soon as contact is made with the team. Where walkways are beside the sheet, that person must not stand on the playing ice surface.
 - (v) The team is notified when there are 10 seconds remaining in the team time-out.
 - (vi) When the 60 second team time-out has expired, the person 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

- (a) The team listed first in the draw schedule for the round robin games will play the top of the scoreboard; the team listed second will play with the stones on the bottom of the scoreboard.
- (b) For round robin games, allocation of last stone will be pre-allocated where applicable.
- (c) Where applicable, a Last Stone Draw (LSD) is played at the conclusion of the team's pre-game practice. One player delivers one stone, with sweeping allowed, to the tee at the home end. All stones finishing in the house are measured. Stones that do not finish in the house are recorded as 185.4 cm. (6 ft. 1 in.). Stones that finish so close to the tee that they cannot be measured are recorded as 0.0 cm. The team with the lesser LSD distance has the choice of delivering first or second stone in the first end. If neither team has a stone that finishes in the house, or both teams record the same distance, a coin toss will decide which team has the choice of delivering the first or second stone in the first end.
- (d) When round robin play is used at Royal Club competitions, with each competing team playing all other teams, first stone in the first end of post round robin games is determined as follows:
 - (e) The team with the better win/loss record has the choice of playing first or second stone in the first end.
 - (f) If the teams have the same win/loss record, the winner of their round robin game has the choice of playing first or second stone in the first end.
 - (g) Notwithstanding (i) and (ii), for competitions that use the Page play-off system, the team that wins the 1 versus 2 game has the choice of delivering the first or second stone in the first end of the gold medal game.

- (h) When round robin play is used with each competing team not playing all other teams, first stone in the first end of post round robin games is determined as follows: Section winners shall get the choice of last stone in the first end against the runners-up from another section in the play-off or post round robin games. Example 1: A1 v B2 then A1 would get the choice. Example 2: A1 v B1 then an LSD would take place. This also applies if a DSC is required for ranking and for all tie-break games, the top ranked team would get choice. Example: Team ranked 2 v Team ranked 3 then Team ranked 2 would get the choice.
- (i) In post round robin games where the team delivering the first stone in the first end has been pre-determined, the team delivering the first stone of the first end has the choice of stone handle colour.

C9. TEAM RANKING PROCEDURE

- (a) A team tied for a place in the play-offs is not eliminated in any way other than by losing an extra game.
- (b) A team cannot be denied a direct qualification to the following season's qualifying competition other than by losing an extra game.
- (c) The following criteria (in order) will be used to rank the teams in the competitions listed under Section C4(a) at the completion of the round robin:
 - (i) Teams will be ranked according to their win/loss record;
 - (ii) If two teams are tied, the team that won their round robin game will be ranked higher;
 - (iii) Where three or more teams are tied, the record of the games between the tied teams shall provide the ranking (should this procedure provide a ranking for some teams but not all, then the record of the games between the remaining teams that are still tied shall determine the ranking);

- (iv) For all remaining teams whose ranking cannot be determined by (i) or (ii) or (iii), ranking is determined using the Draw Shot Average (DSA). The DSA is the average distance of the Last Stone Draws (LSD) which were played by a team during the round robin portion of a competition. The single least favourable LSD result is automatically eliminated before calculating this average distance. The team with the lowest DSA receives the higher ranking. If the DSAs are equal, then the team with the best non-equal LSD receives the higher ranking.
- (d) Where two or more teams are tied, or potentially tied, for a qualifying position, and they cannot be ranked in accordance with C9(c), the Draw Shot Challenge (DSC) shall take place immediately following any team's last round robin game on that sheet the team has just played.
- (e) For the DSC each member of the tied or potentially tied teams shall deliver a stone to the tee with normal sweeping allowed. All stones finishing in a scoring position shall be measured and their distance from the tee recorded. Stones which do not finish in a scoring position shall be recorded as 185.4 cm (6ft 1 inch). Stones that finish so close to the tee that they cannot be measured by instrument shall be recorded as '0' distance. The cumulative distance for each team shall be recorded by the Chief Umpire. The team with the least distance shall be ranked highest, and so on until ranking is completed.
- (f) For the purpose of the DSC the four players (for doubles the two players) on the ice at the conclusion of the last round robin game shall be deemed to be the team.
- (g) Where a team finishes the last round robin game with only three players the lead at that time shall throw the first and last stones.
- (h) Rules governing running touched stone see R8 and R9
- (i) After ranking has been determined tie-break game(s) shall be played in accordance with S26: Tie-Break Charts.

C10. UMPIRES

- (a) The umpire has the general supervision of all games to which the umpire is assigned and shall function as directed by the Chief Umpire in accordance with the Rules of Play.

- (b) The umpire determines any matter in dispute between teams, whether or not the matter is covered by the rules.
- (c) An umpire may intervene at any time during a game, and give directions concerning the placement of stones, the conduct of players and adherence to the rules.
- (d) The Chief Umpire, when authorised, may intervene at any time in any game and give such directions concerning the conduct of the game as is considered proper.
- (e) The Chief Umpire may start a game early or delay a game for any reason and also may determine the start time and the length of the delay.
- (f) All matters pertaining to the rules are adjudicated by an umpire. In the event that there is an appeal against an umpire's decision, the decision of the chief umpire is final.
- (g) The Chief Umpire may eject a player, coach or team official from a game for what is considered to be unacceptable conduct or language.
 - (i) The ejected person must leave the competition area and take no further part in that game. When a player is ejected from a game, an alternate /substitute player may not be used in that game, for that player.
 - (ii) Such player or players shall not be permitted to resume play during the game then in progress or in any subsequent game until the circumstances leading to the dismissal have been considered by the Royal Club Sub-Committee, three in number, duly appointed for that competition.
 - (iii) Where the Chief Umpire is unable make a decision outwith his control he will refer the matter to the Sub Committee selected for that competition.
- (h) Any dispute arising outwith the general supervision of the officiating Umpire for the competitions shall be decided by the Royal Club whose decision shall be final.

C11. FORFEITURE OF GAME

Any infraction of the Rules may result in the forfeiture of the game.

C12. NATIONAL REPRESENTATION

No competitor may play in any Royal Club Championship, or in any Royal Club qualifying event leading to, a European or World Championship, for more than one nation in any season.

C13. INTERNATIONAL REPRESENTATION

Note: The relevant championship title will be inserted as appropriate.
(Example shown is for a World Championship)

- (a) Any player failing to sign the Players International Participation Agreement when invited to do so shall be disqualified from representing his country. In this instance the Royal Club in consultation with Head Coach reserves the right to invite another player to fill the vacant position. If two or more players fail to sign then the team shall be disqualified.
- (b) The winning team shall represent Scotland in the World Championship providing Scotland has previously secured a place through qualification and shall wear the official uniform prescribed by the Royal Club.
- (c) After winning the Scottish Championship the players shall come under the direction of the Head Coach through to the completion of the World Championship.
- (d) In the event that the winning team, or any member of it, cannot attend the World Championship, any change shall be subject to the approval of the Royal Club in consultation with the Head Coach.
- (e) From the date of winning the Scottish Championship, selection of the fifth player and Manager/Coach, who shall be subject to signing the appropriate International Participation Agreement, shall be under the direction of the Royal Club in consultation with the Head Coach.

S1–THE SCOTTISH MEN’S CHAMPIONSHIP

- (a) The Championship is one competition competed for by teams consisting of four eligible male members of the Royal Club.
- (b) The Championship may be in two stages: Qualifying Playdowns and Finals.
- (c) In any round robin league the method of scoring will be one point awarded for each win. Neither shots nor ends shall affect the ranking.
- (d) In the event of a tie in a game an extra end or ends shall be played to determine a winner.
- (e) No team tied for a place shall be eliminated in any other way than by losing a tie-break game which shall be played in accordance with S26: Tie-Breaker Charts. Where two or more teams are tied for a qualifying place: see C9: Team Ranking Procedure.
- (f) All games are normally 10 ends; a minimum of 6 ends must be completed in round robin and tie-breaker games, and 8 ends in the post round robin games at the Finals.

Qualifying Playdowns

- (g) (i) Play shall be on a round robin basis and may be played over two weekends to determine the required number of qualifiers from each Qualifying Playdown to the Finals.
- (ii) For scheduling reasons the Head Coach may grant two teams direct entry to the Scottish Championship Finals. Where the Qualifying Playdowns comprise of two sections this may result in the Finals comprising 11 teams. Where the Qualifying Playdowns comprise three sections the Finals will comprise 10 teams.
- (iii) To determine which team has last stone and first practice for the Qualifiers and Finals see C4: Pre-Game practice.

Finals

- (h) (i) A round robin will be played to determine four qualifiers who shall play the Page Play-off system. The team ranked 1st shall play against the team ranked 2nd. The winner advances to the final game, the loser goes to the semi-final game. The team ranked 3rd plays against the team ranked 4th. The winner advances to the semi-final game, the loser is eliminated. The winner of the semi-final advances to the final, the loser is eliminated. For ranking see C9: Team Ranking Procedure and C8: Stone Assignment.
- (ii) Where four teams are equal first after the Round Robin two semi-finals (1 v 4, 2 v 3) shall take place with the winners progressing to the final. To determine positions 1-4 see C9: Team Ranking Procedure.

All games must be played.

- (i) All team members must wear identical uniform see C3: Cresting Policy & Uniforms
- (j) The winning team shall represent Scotland in the World Men's Championship See C13: International Representation.

S2–THE SCOTTISH WOMEN'S CHAMPIONSHIP

- (a) The Championship is a competition competed for by teams consisting of four eligible female members of the Royal Club.
- (b) The Championship may be in two stages: Qualifying Playdowns and Finals.
- (c) In any round robin league the method of scoring will be one point awarded for each win. Neither shots nor ends shall affect the ranking.
- (d) In the event of a tie in any game an extra end or ends shall be played to determine a winner.

- (e) No team tied for a place shall be eliminated in any other way than by losing a tie-break game which shall be played in accordance with S26: Tie-breaker Charts. Where two or more teams are tied for a qualifying place to determine ranking see C9-Ranking Procedure.
- (f) All games are normally 10 ends; a minimum of 6 ends must be completed in Round Robin and tie-breaker games, and 8 ends in the knockout games at the Finals.

Automatic Qualification to the Finals

- (g) The teams that qualify for the previous season's Page Play-offs shall gain automatic qualification to the current season's Scottish Finals. The qualified team must have the fourth player and two other players from the previous season's team which entered the Scottish Championships (excluding any substitute(s) who shall not count towards the eligibility criteria).

Qualifying Playdowns

- (h) Qualifying Playdowns shall be played as determined by the number of entries; to determine the requisite number of qualifiers for the current season's Scottish Finals.

Finals

- (i) See Scottish Men's Championship Finals, S1(h). This would change if there are fewer than nine teams playing in the finals when a mini Page Play-off will take place: Team one will play team two with the winner qualifying for the final, the loser plays team three in the semi-final. If fewer than 8 teams enter a double round robin would also take place.
- (j) The winning team shall represent Scotland in the World Women's Championship See C13: International Representation.

S3 –THE SCOTTISH MEN'S AND WOMEN'S EUROPEAN PLAYDOWNS

- (a) If a playdown is required to find representative teams for the European Championships, the two finalist teams from the previous season's Scottish Championships will be invited to compete in the European Playdowns.

- (ii) To be eligible to participate in the European Playdowns a qualifying team must have the fourth player and two other players from the previous season's team that entered the Scottish Championships (excluding any substitute(s) who shall not count towards the eligibility criteria).
 - (iii) The Head Coach, along with an RCCC Sub Committee for the competition, may select one or more teams to participate in the Playdowns. The number of qualified teams plus selected team(s) will not exceed four.
 - (iv) All teams playing in the European Playdowns must also enter the Scottish Championships with the same team line-up.
 - (v) To be eligible to participate in the European Playdowns teams will be required to have completed the Players International Participation Agreement prior to commencement of the event.
- (b) All games shall be 10 ends: a minimum of 6 ends must be completed.
 - (c) Where there are only two teams competing, a best of five games competition shall determine a winner. The LSD will take place to determine who gets the choice of last stone at the first end. The LSD will take place for each game.
 - (d) Where there are three or four teams competing, a double round robin shall be played after which the top two teams will play a best of three games to determine the winner.
 - (e) In the event of a tie in any game an extra end or ends shall be played to determine a winner.
 - (f) (i) Where teams are tied for the top two places Section C9-Team Ranking Procedure will be used determine ranking.
 - (ii) The top ranked team at the conclusion of the double round robin will have the choice of playing first or second stone in the first end of game one and game three in the best of three. See (e) (f) (g) Section C9-Team Ranking Procedure.

(iii) In tie-break games the team delivering the first stone of the first end will have the choice of stone handle colour.

(g) The winning teams shall represent Scotland in the European Championships. See C13: International Representation.

THE OLYMPIC WINTER GAMES

If rule changes are implemented in an Olympic Winter Games season teams competing in the competitions of Sections 1-4 shall be notified in writing.

S4—THE SCOTTISH JUNIOR CHAMPIONSHIPS

(a) The Scottish Junior Championships are competitions competed for by teams consisting of four eligible male or female Members of the Royal Club.

(b) The Championships may be in two stages: Qualifying Playdowns and Finals.

(c) In any round robin league the method of scoring will be one point awarded for each win. Neither shots nor ends shall affect the ranking.

(d) In the event of a tie in any game an extra end or ends shall be played to determine a winner.

(e) No team tied for a place shall be eliminated in any other way than by losing a tie-break game which shall be played in accordance with S26: Tie-Break Charts. Where two or more teams are tied for a qualifying position ranking shall be determined by see C9; Ranking Procedure.

(f) All games will normally be 10 ends; a minimum of 6 ends must be completed in Round Robin and tie-breaker games, and 8 ends in the knockout games at the Finals.

Qualifying Playdowns

(g) Qualifying Playdowns shall be played as determined by the number of entries to determine the requisite number of qualifiers for the current season's Scottish Finals.

The Head Coach along with the Royal Club Sub-Committee for the competition reserves the right to apply automatic qualification to the Finals for up to four teams from each gender.

Finals

(h) Play shall be on a round robin basis to determine three qualifiers who will then play a mini Page Play-off: Team one will play team two with the winner qualifying for the final, the loser will then play team three in the semi-final. If four teams tied See Scottish Men's Championship Finals, S1 (h) (ii).

Where teams are tied for a qualifying place after the round robin games see C9; Ranking Procedure.

All games must be played.

(i) The winning teams shall represent Scotland in the World Junior Championships. See C13: International Representation.

S5—THE SCOTTISH SENIOR CHAMPIONSHIPS

(a) The Scottish Senior Championships are competitions competed for by teams consisting of four eligible male or female members the Royal Club.

(b) Qualifying Playdowns shall be played to get the required number of teams for the Finals.

(c) At the Qualifying Playdowns and Finals one point shall be awarded for each win.

(d) Ends scored, shots up, and total shots scored shall only count at Qualifying Playdowns if extra qualifiers (e.g. highest up third placed teams) are required.

(e) Where two or more teams are tied for a qualifying position ranking shall be determined in accordance with C9: Ranking Procedure. After ranking has been determined four end tie-break game(s) shall be played in accordance with S26: Tie-Break Charts. In the event of a tie in any tie-break game an extra end or ends shall be played to determine a winner.

- (f) The Finals may be comprised of league sections with at least the winners and runners-up qualifying for the knock-out stages. See (e) above.
- (g) The winning teams shall represent Scotland in the World Senior Championships. See C13: International Representation.

S6—THE SCOTTISH MIXED CHAMPIONSHIP

- (a) The Scottish Mixed Championship is one competition competed for by teams of two men and two women, playing in alternate positions in each team, who are eligible members of the Royal Club.
- (b) Entries should be received by the Manager of Competitions of the Royal Club in writing by 30 November on the official entry form along with the appropriate entry fee as decided by the Royal Club. If local play-offs are necessary, Ice Rinks shall be so notified.
- (c) The Finals shall be run in sections. One point shall be awarded for each win. In the event of a tie in any game an extra end or ends shall be played to determine a winner. Neither shots nor ends shall affect the ranking.
- (d) Where two or more teams are tied for a qualifying position ranking shall be determined in accordance with C9: Ranking Procedure.
- (e) After ranking has been determined four end tie-break game(s) shall be played in accordance with S26; Tie-Break Charts.
- (f) Substitution must also satisfy S6 (a). If a substitute is unavailable for the remainder of the game then the alternating gender order must be maintained.
- (g) The winning team shall represent Scotland in the European Mixed Championships. See C13: International Representation.

S7- THE SCOTTISH MIXED DOUBLES CHAMPIONSHIP

- (a) The Scottish Mixed Doubles Championship is one competition competed for by two curlers (one male and one female) who are eligible members of the Royal Club.

- (b) The Finals may be run in sections and these section games will be 8 ends or a 1 hour 30 minute bell whichever come first. The knockout games are 8 ends. One point shall be awarded for each win. In the event of a tie in any game an extra end or ends shall be played to determine a winner. Neither shots nor ends shall affect the ranking.
- (c) Where two or more teams are tied for a qualifying position ranking shall be determined in accordance with C9: Ranking Procedure. After ranking has been determined four end tie-break game(s) shall be played in accordance with S26-Tie-Break Charts
- (d) Not more than one substitute from each gender shall be permitted in the entire competition.
- (e) The winning team shall represent Scotland in the World Mixed Doubles Championship. See C13: International Representation.

S8—THE SCOTTISH SENIOR MIXED CHAMPIONSHIP

- (a) The Scottish Senior Mixed Championship is one competition competed for by teams of two men and two women (who are eligible members of the Royal Club) playing in alternate positions in each team.
- (b) At the Finals two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.
- (c) The Finals shall initially be played in league sections. Section winners shall qualify for the knock-out stage where extra ends shall be played to determine a winner if teams are tied.

S9—THE NATIONAL MASTERS CHAMPIONSHIPS

- (a) The National Masters Championships are competitions competed for by teams consisting of four eligible male or female members who are 60 years or over at midnight on 30 June prior to the start of the season.
- (b) Qualifying Playdowns shall be played to get the required number of teams for the Finals.

- (c) At the Qualifying Playdowns and Finals two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.
- (d) The Finals shall initially be played in league sections. Section winners and runners-up shall qualify for the knock-out stages where extra ends shall be played to determine a winner.

S10—THE SCOTTISH SCHOOLS' CHAMPIONSHIP

- (a) The Scottish Schools' Championship is competed for by teams from schools which are members of the Royal Club, the four members of each team being from the same school.
- (b) Entries should be received by 31 October. If local play-offs are necessary, Ice Rinks shall be so notified. Up to three teams from each school may get the opportunity to qualify to the Scottish Finals, entries will determine this.
- (c) The names of the qualified Schools together with team member names shall be sent to the Manager of Competitions of the Royal Club by 14 February.
- (d) The Finals shall initially be played in four league sections each of not more than six teams. Section winners and runners-up shall qualify for the knock-out stages.
- (e) In the league sections two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.
- (f) In the knockout stages extra ends shall be played to determine a winner.
- (g) Substitutes shall be from the same school.

S11—THE SCOTTISH PAIRS CHAMPIONSHIP

- (a) The Scottish Pairs Championship is one competition competed for by any two Curlers who are eligible members of the Royal Club.

- (b) Entries shall be made to affiliated Ice Rinks by the date prescribed by individual Ice Rinks.
- (c) The names of the team to represent each Ice Rink shall be sent to the Manager of Competitions of the Royal Club by 25 January along with the appropriate entry fee as decided by the Royal Club.
- (d) Should the winners of the qualifying competition be unable to play, the runners-up shall take their place, whom failing, the next available team. To complete the Finals' places, when appropriate, the Competitions Committee may invite ice rinks with larger entries to compete with extra team(s).
- (e) The Finals shall initially be played in four league sections. Section winners and runners-up shall qualify for the final knock-out stages. Two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.
- (f) In the final knock-out stages extra ends shall be played to determine a winner.
- (g) All games shall be 6 ends.
- (h) Not more than one substitute shall be permitted in the entire competition.

S12–THE RINK CHAMPIONSHIP

- (a) The Rink Championship is a competition for Local Clubs who may enter one or more teams. Teams shall be composed only of members of the same Club. No curler may play for more than one team in the same season.
- (b) The names of the teams to represent each Ice Rink shall be sent to the Manager of Competitions of the Royal Club by 25 January.
- (c) Play shall be on the knock-out principle in the preliminary rounds. Qualification to the Finals will be: 1-25 entries—one qualifying team, 26 and over—two qualifying teams. Ice Rinks having less than four entries may be required to play at another Ice Rink.

Should the winners of the qualifying competition be unable to play, the runners-up shall take their place, whom failing the next available team.

To complete the Finals' places, when appropriate, the Competitions Committee may invite ice rinks with larger entries to compete with extra team(s). Notwithstanding this provision, R 11 (k): Failure to Appear shall prevail and the defaulting club shall be held liable. Teams qualifying for the Finals may use any four members plus two substitutes of the same Club who have not previously played in, and been eliminated from, the Competition.

- (d) The finals shall initially be played in four league sections. Section winners and runners-up shall qualify for the final knock-out stages. Two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.
- (e) In the final knock-out stages extra ends shall be played to determine a winner.

S13 THE HENDERSON BISHOP (The Ladies Challenge Trophy)

- (a) The Ladies Challenge Trophy (presented by A Henderson Bishop) shall be played for annually in the Ice Rinks and the Royal Club shall send entry forms to all the Local Club Secretaries.
- (b) Team entries shall be made by individual curlers or by the Local Club Secretaries to the Royal Club.
- (c) Those teams from Ice Rinks having less than six team entries may be required to play at another Ice Rink.
- (d) Local Clubs may enter one or more teams composed of four ladies who are members of the Royal Club. No curler shall play for more than one team in the competition in the same season.
- (e) Play shall be on the knock-out principle in the preliminary rounds and one team shall go forward from each Ice Rink to the concluding stages at an Ice Rink selected by the Ladies' Branch. Should the winners be unable to play, the runners-up shall take their place, whom failing the next available team.

To complete the Finals' places, when appropriate, the Ladies Branch may invite the runners-up team from Ice Rinks with larger entries to compete with a second team. Notwithstanding this provision, R11 (k): Failure to Appear shall prevail and the defaulting club shall be held liable.

- (f) The Finals shall initially be played in four league sections. Section winners shall qualify for the final knock-out stages of the Henderson Bishop Trophy whilst Section runners-up shall qualify for a concurrent consolation event for The Cherrystone. Two points shall be awarded for each win and one point for a draw. Ends, shots up and total shots scored shall count in the event of a tie.
- (g) In the final knock-out stages extra ends shall be played to determine a winner.
- (h) All round robin games shall be 8 ends. The semi-finals and final which shall be 8 ends.
- (i) Any dispute arising in connection with the competition shall be decided by the Ladies' Branch of the Royal Club whose decision shall be final.

S14 THE SCOTTISH PROVINCE CHAMPIONSHIP

- (a) The Scottish Province Championship is a competition for all clubs who play in their Local Province qualifiers.
- (b) Entries should be received by 1 June and the first 30 Provinces to enter along with their entry fee will receive a place in the draw. To complete the Finals' places, when appropriate, the Competitions Committee may invite Provinces with larger entries to compete with extra team(s).
- (c) Teams shall be composed only of members of the same Local Club and may be of men or women or mixed. A Club may play in only one qualifying Province Competition in any season, which shall be the Local Province of which that Club is a member.
- (d) Individual Curlers may be active members of more than one Province, but they must declare which Province they are representing during the current season.

- (e) If the representative team is unable to find four qualified curlers of the same Local Club they may play one curler from another club within that province but no higher than second position in the team. A maximum of four substitutes may be used. These rules shall apply at the Finals only.
- (f) Each Province shall determine and manage its own qualifying competition to select one representative team for the Finals. The names of the team to represent each Province shall be submitted in writing to the Manager of Competitions of the Royal Club to arrive not later than 31 October. Should the winners of the qualifying competition be unable to play, the runners-up shall take their place, whom failing the next available team. Notwithstanding this provision, R11 (k): Failure to Appear shall prevail and the defaulting club shall be held liable.
- (g) The Finals shall initially be played in sections. Section winners and the two highest up second placed teams shall qualify for the quarter-finals and the remaining runner-up teams shall qualify for the semis of a concurrent consolation event. Two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie and also for ranking.
- (h) In the final knock-out stages extra ends shall be played as necessary to determine a winner. A toss will take place in each knockout game to determine who has last stone advantage at the first end.

S15 THE GRAND MATCH

- (a) The Grand Match shall be played annually, conditions permitting, at the place fixed by the Annual Meeting. Clubs shall be arranged by the Grand Match Committee into North and South sides and shall be drawn against each other. All matches should give place to the Grand Match.
- (b) Club can register their intent to play on their club's entry in the Royal Club's online database. More detailed arrangements will be made as and when a Grand Match becomes imminent.

- (c) Every secretary, in transmitting this return, shall, at the same time, remit the appropriate entry fee for each team, failing which the team or teams shall not be entered for the match.
- (d) If any team entered to play and failing to appear at the Grand Match cannot give a satisfactory excuse for their absence, they shall be liable for the reasonable travelling expenses of the team against which they were balloted to play.
- (e) Umpires shall be appointed by the Grand Match Committee and shall settle any dispute that may arise. Their decisions shall be final.
- (g) The Challenge Trophy shall be awarded to the Club on the winning side having the highest average majority of shots per team. There shall also be awarded to the team of the winning Club which has the greatest majority of shots four badges, to be retained by them. A second trophy shall be awarded to the Club, on either side (other than the one which has gained the Challenge Trophy and Badges), having the greatest net majority of shots. There shall also be awarded to the team of the Club winning the second trophy which has the greatest majority of shots four badges, to be retained by them. There shall be awarded a Medal to the Club on the losing side (other than the Club which may have gained the second trophy) having the highest average majority of shots per team. There shall be awarded to the highest-up ladies' team on either side a trophy, called the First English Province Irving Cup. There shall be awarded to the winning ladies' team four prizes, presented by the President of that year, to be retained by the winning team. In the event of a team or teams of any Club failing to appear at the Grand Match the average majority of shots of that Club shall be calculated on the number of teams which it has entered.
- (h) In addition to competing in the Grand Match, teams skipped by the President and Vice-President shall play against each other for the Strathcona Medal.
- (h) The Grand Match Committee shall settle all disputes that may arise in connection with the trophies, or other prizes, and make arrangements for the proper custody of the trophies, which shall remain the property of the Royal Club.

S16 THE INTERNATIONAL MATCHES

The Royal Club, the English Curling Association, the Welsh Curling Association and the Irish Curling Association shall jointly deal with the administrative affairs connected with the matches.

S17 THE SIR RICHARD WALDIE-GRIFFITH INTER-PROVINCE COMPETITION

- (a) The Inter-Province Cup shall be played for annually by the Provinces in Scotland in the various Ice Rinks. Entries should be received by the Manager of Competitions of the Royal Club in writing by 1 June on the official entry form.
- (b) The Rules governing the play and all arrangements for this competition shall be in the hands of the Competitions Committee of the Royal Club. A toss will take place in each game to determine who has last stone advantage at the first end.
- (c) The games shall be played under the Rules of the Royal Club, and the Province which gains the highest average majority of shots per team over its opponents will be declared the winner of the Challenge Cup, which they will hold for one year.
- (d) There shall be no maximum limit, but the entries must be in groups of four teams if a Province does not field at least three teams then they cannot win the Sir Richard Waldie-Griffiths trophy. **(Please note that these games can be spread throughout the season)**. All games shall be 8 ends or the bell.
- (e) A Province which fails to play the number of teams entered, or where an entry is withdrawn from the competition, shall have its average reckoned by the number of teams originally entered. A Province which, through the fault of an opponent, has to play with less than its full number of teams shall have its average reckoned by the number of teams played by that Province. For each game not played the non-offending Province will receive 3 shots and the offending Province will get 3 shots deducted from their total.
If a team turns up with only three players, the game will start on time. R11 (k): Failure to Appear applies if the player arrives within 15 minutes. If not then the non-offending team shall be awarded 3 shots and 1 end and no more than seven ends will be played.

- (f) In Inter-Province matches a Club may play only for the Province within whose area it is situated.
- (g) All interpretations of, or disputes arising under, these Rules shall be referred to the Competitions Committee of the Royal Club, whose decision shall be final.

S18 THE MAXWELL TROPHY

- (a) The Maxwell Trophy, for competition between Curlers of Scottish Ice Rinks, shall be played annually in sections: each Ice Rink being represented by three teams in the play-off stages and the Finals. There may be a maximum of two ladies per Ice Rink in any match. All players shall be eligible members of the Royal Club.
If a team turns up with only three players, the game will start on time. R11 (k): Failure to Appear applies if the player arrives within 15 minutes. If not then the non-offending team shall be awarded 3 shots and 1 end and no more than seven ends will be played.
- (b) Entries should be received by the Royal Club in writing by 1 June on the official entry form.
- (c) Four Ice Rinks shall qualify for the final stages of the competition which shall be played on a knock-out basis before the end of March annually. Should one of the qualifiers be unable to play then the next available will take their place.
- (d) Four Ice Rinks shall qualify for the final stages of the competition which shall be played on a knock-out basis before the end of March annually. Should one of the qualifiers be unable to play then the next available will take their place.
- (e) The method of scoring for each individual game shall be:
 - 2 points shall be awarded for a win;
 - 1 point shall be awarded for a draw;
 - 0 points shall be awarded for a loss.

Where Ice Rinks are equal on points after the Section Games the result between the equal Ice Rinks shall determine the qualifier. Where more than two Ice Rinks are equal for a qualifying place overall shots up shall determine the qualifier.

- (f) In the semi-finals and final, in the event of a tie on points, shots up and then ends won will be used to determine a winner. Should this fail to break the tie, all teams will play one extra end. Should there still be a tie the following shall take place:
Each Ice Rink shall nominate one player to deliver one stone, with sweeping allowed, to the tee at the home end. All stones finishing in the house are measured. Stones that do not finish in the house are recorded as 185.4 cm. (6 ft. 1 in.). Stones that finish so close to the tee that they cannot be measured are recorded as 0.0 cm. Should there still be a tie, each Ice Rink will nominate a further player to repeat the process. This process shall continue until a winner is determined.
- (g) In the semi-final, section winners shall receive the last stone advantage in 2 out of the 3 games. This will be determined by lot. In the final the last stone advantage shall be determined by lot to give one team the last stone advantage in 2 out of the 3 games.
- (h) Ice Rinks wishing to cancel and arrange another date must give 7 days clear notice otherwise 6 points and 18 shots will be awarded to the non-offending team.
- (i) All interpretations of, or disputes arising under these Rules, shall be referred to the Competitions Committee of the Royal Club whose decision shall be final.

S19 THE MORTON TROPHY

- (a) The Morton Trophy, for competition between lady curlers, shall be played annually in sections as agreed by the Ladies' Branch. All players shall be eligible Members of the Royal Club.
- (b) The object of the competition is to encourage lady curlers to improve their game and to participate in team events.
- (c) All Section games shall be 8 ends or the bell, and the Section winners shall play at Kirkcaldy Ice Rink before the end of March in each year. All games on the Final day shall be played over 8 ends. In the event of the winners of a Section being unable for any reason to compete in the final stages of the competition, the runners-up of that Section shall compete in their place.

- (d) If a player competes in more than one Section game the following rules shall apply: a player who has been a skip or third cannot play lead or second in any game in the same season. However a skip and third can interchange and play in either position and the second and lead can do the same. Semi-Finals and Final: At this stage a skip may only play third if she has already played third in a Section game. Likewise a second may only play lead if she has played lead in a Section game.
- (e) For each game at local level the Ladies Centre shall select three teams, representative of as many clubs as possible in their Ice Rink. Players must declare which Ice Rink they are representing during the current season and cannot play for more than one Ice Rink. For the semi-final and final the Section winners shall select three teams to represent their Ice Rink. Those teams must have already competed in the Section games. If a substitute is required she must not play in a lower position than that previously played.
- (f) The method of scoring for each individual game shall be:
- a. 2 points shall be awarded for a win;
 - b. 1 point shall be awarded for a draw;
 - c. 0 points shall be awarded for a loss.
 - d. Overall shots up will count only in the event of a draw on points on completion of Section games and in the Semi-Finals and Final. In the event of a tie in the Semi-Finals all teams shall play one extra end. If still tied one nominated player from each Ice Rink shall play the Draw Shot Distance. If tied in the final the trophy shall be shared.
- (g) In the event of a team being incomplete that game shall be forfeited and the other two games shall proceed; see R 11 (k): Failure to Appear.
- (h) The Morton Trophy Secretaries shall be responsible for sending to the Royal Club, as soon as possible after each match, details of the results of each match and a fully completed set of score cards for all three teams. The Royal Club will inform all Ice Rink Managers, in writing, of the date of the Final for the following year, and of any changes made to the Sections.
- (i) The Trophy shall be presented after the Final each year and again at the Annual General Meeting of the Ladies' Branch.

- (j) All interpretations of, or disputes arising under these Rules, shall be referred to the Ladies' Branch of the Royal Club whose decision shall be final.

S20 THE UNDERS and OVERS

- (a) The Unders and Overs competition is competed for by teams consisting of four eligible female members of the Royal Club.
- (b) Each team shall consist of four ladies two of whom are under 25 years of age and two of whom are over 25 years of age at the end of the 30th day of June prior to the start of the season.
- (c) The competition shall be played in sections. Section winners will play for first and second place. The runners-up will play for third and fourth. Two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie. If still tied, the DSC shall be played in accordance with C9 (e): DSC.
- (d) In the knock-out stages extra ends shall be played to determine a winner.
- (e) All games shall be 6 ends or the bell excepting the final games which shall be 6 ends.

S21 DOUBLE RINK CHAMPIONSHIP

- (a) This is a competition for Local Clubs. Two clubs may join together to provide an entry, these Clubs must be members of the same Ice Rink. No curler may play for more than one team in the same season. Players who played in the Scottish Finals in the season before are not eligible to play in the Qualifiers and in the following season Finals.
- (b) Each Club entry shall be of two teams. Clubs cannot change their teams after the competition has started unless they are making a substitution.
- (c) All entries must be submitted to the Royal Club by 30 June.
- (d) Play may be on the knock-out principle in the preliminary rounds. These games if required will be played the season before the finals are due to be played.

- (e) The Double Rink Finals may be played in three sections of four with the top team in each section qualifying for the knockout stages. The highest up second placed will also qualify for the knockout stages. If Clubs are tied on points, their position shall be decided by, shots up, ends scored and shots scored. Where two or three Clubs are equal on points, shots up, ends scored and shots scored; one member of each Club shall play the Draw Shot Distance and play one shot to the tee to determine final ranking.

S22 THE SCOTTISH JUNIOR CURLING CLUB CHALLENGE

- (a) The Scottish Junior Curling Club Challenge shall consist of a Division 1 and Division 2. If there are enough entries there will also be a Division 3. It shall be competed for by members of Young Curlers' Clubs which are affiliated to the Royal Club and who have not attained the age of 21 years at midnight on 30 June prior to the start of the season. Curling clubs are allowed to enter more than one group of two teams, but must name the players of each entry when entering.
- (b) Division 1 and 2 shall be completed by the end of January and Division 3 by the middle of March annually. Each Club shall meet its own expenses, in respect of ice charges, accommodation and travel.
- (c) The booking of ice for each Division shall be made by the Royal Club in May annually. The Challenge shall be played on week-end ice.
- (d) All games shall be 8 ends or a 1 hour 50 minute bell.
- (e) (i) In the event of a team being short of a player then the game shall start on time. The non-offending team shall be awarded 3 shots and 1 end counting a maximum of 8 ends for that game.
- (ii) Where a game is forfeited the penalties shall be as stated under R 11(k): Failure to Appear. Should a team be two or more players short, then the game shall be forfeited, in which case 2 points, 6 shots and 5 ends shall be awarded to the non-offending team.

- (f) (i) Withdrawals from the Scottish Junior Club Challenge must be notified in writing before 30th October.
- (ii) If a Club withdraws their place shall be filled from the Division below them and they will also have to compete in the lowest division the following season.
- (iii) Should any Club fail to appear, that Club shall be responsible for the ice charges arising from the default incurred. See R11(k): Failure to Appear.
- (g) All Clubs in each Division shall declare the composition of their teams prior to the start of the Competition. Any changes should be notified to the Chief Umpire.
- (k) The completed score cards after each game shall be given to the Chief Umpire, with the names of the players, the completed score and duly signed by the skips.
- (l) A player may substitute for another Club, but cannot play higher than lead.
- (m) The bottom two Clubs in Division 1 & 2 shall be relegated to Division 2 & 3 with the top two Clubs in Division 2 & 3 gaining promotion to Division 1 & 2.
- (n) The Trophies presented for the Challenge remain the property of the Royal Club, but may be retained by the winning Clubs on the strict understanding that they are kept in an official trophy cabinet at the Ice Rink at which the Club plays. The Ice Rink shall be responsible for the Trophy's safety.
- (o) All Junior Clubs must be accompanied by a responsible adult (25 years of age or over).
- (m) Division 1 & 2
 - (i) Division 1 & 2 shall be played in one section of six with the top team being the winners of each division.
If Clubs are tied on points, their position shall be decided by ends won, shots up and shots scored.

Where two or three Clubs are equal on points, ends won, shots up, and shots scored; one member of each Club shall deliver one stone, with sweeping allowed, to the tee at the home end. All stones finishing in the house are measured. Stones that do not finish in the house are recorded as 185.4 cm. (6 ft. 1 in.). Stones that finish so close to the tee that they cannot be measured are recorded as 0.0 cm.

- (ii) Each Club entry shall be of two teams. At least two of the players must be female, one of whom must throw fourth or third stones. Clubs cannot change their teams after the competition has started unless they are making a substitution.
- (iii) If any Club is unable to enter two full teams it may utilise young curlers from another Club up to a maximum of two players; one player per team who must play lead.
- (n) Division 3 shall be determined by the number of Clubs entered. The top two Clubs will be promoted to Division 2. If Clubs are tied on points see (m)(i) above.
- (o) All the Rules pertaining to the Challenge, except as stated above, shall be the Rules of the Royal Club in force at that time.

S23 THE SCOTTISH WHEELCHAIR CHAMPIONSHIP

- (a) The Championship is one competition competed for by teams consisting of four eligible members of the Royal Club and the Scottish Wheelchair Curling Association (SWCA).
- (b) Entries should be received by the Secretary of the Scottish Wheelchair Curling Association on the official entry form along with the appropriate entry fee as decided by the Scottish Wheelchair Curling Association.
- (c) A team entered but wishing to withdraw from the Championship must do so in writing to the Secretary of the Scottish Wheelchair Curling Association, to be received at least four weeks before the Championship. Failure to give proper notice of withdrawal shall result in the forfeiture of the entry fee.

- (d) The Championship shall be comprised of league sections the number of which shall be dependent on the number of entries. Play shall be a round robin of games to determine the qualifiers for the final knock-out stages.
- (e) Toss: this shall be determined in advance and indicated on the official draw. Where necessary, immediately following the teams' meeting with the Chief Umpire, a toss shall take place to determine which team shall have the last stone at the first end for the first game.
- (f) One point shall be awarded for each win. In the event of a tie in any game an extra end(s) shall be played to determine a winner.
- (g) Ends scored, shots up and total shots scored shall count in the event of a tie in any section.
- (h) Section winners and runners-up shall qualify for the final stages. In the knock-out stages extra end(s) shall be played to determine a winner.
- (i) All games shall be 8 ends or the bell excepting the knock-out stages which shall be 8 ends.

Note: Winning the Scottish Wheelchair Championship does not give automatic qualification to the World Wheelchair Championship. The team will be selected on an individual basis and be of mixed gender.

To be eligible to play in the World Wheelchair Curling Championship (WWhCC) and qualifying events, a player must have substantial demonstrable impairments in leg/gait function and use a wheelchair for daily mobility, or qualify within the eligibility criteria.

S24 THE NATIONAL PAIRS WHEELCHAIR CHAMPIONSHIP

- (a) The National Pairs Wheelchair Championship is one competition competed for by teams consisting of any two eligible curlers.
- (b) Entries should be received by the Secretary of the Scottish Wheelchair Curling Association on the official entry form along with the appropriate non-returnable entry fee.

- (c) The Championship shall be comprised of league sections, the number of which shall be dependent on the number of entries. Play shall be a round robin of games to determine the qualifiers for the final knock-out stages.
- (d) Toss: this shall be determined in advance and indicated on the official draw. Where necessary, immediately following the teams' meeting with the Chief Umpire, a toss shall take place to determine which team shall have the last stone at the first end for the first game.
- (e) Two points shall be awarded for each win, and one point for a draw. Ends scored, shots up, and total shots shall count in the event of a tie.
- (f) In the final knock-out stages extra end(s) shall be played to determine a winner.
- (g) No more than one substitute shall be allowed in the Championship.
- (h) All games shall be 5 ends.

S25 THE FRIENDSHIP TROPHY

- (a) The Friendship Trophy for competition between Wheelchair Curlers of Scottish Ice Rinks, shall be played annually in sections as agreed by the SWCA. All players shall be eligible Members of the Royal Club.
- (b) The object of the competition is to encourage wheelchair curlers to improve their game and to participate in team events.
- (c) For each game at local level, an ice rink shall be represented by 5 players (1 Triples game and 1 Pairs game).
If an ice rink cannot field the requisite number of players then 4 players may be used at the discretion of the SWCA, and play 2 pairs games. These games shall be played on a "Home or Away" basis, alternating annually, unless otherwise determined by the SWCA.
- (d) All games shall be 6 ends

- (e) Curlers may be active members of more than one ice rink but must declare which ice rink they are representing during the current competition.
- (f) The method of scoring for each individual game shall be 2 points for a win, 1 point for a draw and 0 points for a loss. Overall shots up, ends scored and total shots scored shall count only in the event of a draw on points on completion of section games and in the Final.
- (g) Club secretaries are responsible for ensuring completed and signed score cards are returned to the SWCA secretary, or to whomever is the designated person, after each match.
- (h) The Secretary of the SWCA shall inform the club secretaries of the date of the final and the venue. The final shall be played before the end of March each year.
- (i) The Friendship Trophy shall be presented after the final each year and at the Annual General Meeting of the Scottish Wheelchair Curling Association.

S26 MEDAL COMPETITIONS

Two classes of medals shall be awarded for competition, *viz.*: Province Medals and District Medals.

- (a) Province Medals—A medal shall on application be given to each Province on the occasion of its Annual Bonspiel.
- (b) (i) District Medals—All Local Clubs shall be entitled to enter a maximum of two teams to be drawn to compete for District Medals, but must indicate their desire to do so.
 - (ii) The Competitions Committee shall arrange Local Clubs in pairs to compete for District Medals. A toss will take place in each game to determine who has last stone advantage at the first end.
 - (iii) The Medal shall be sent by the Royal Club direct to the winning Club after receipt of signed score cards.

- (iv) When two Clubs are drawn to compete for a District Medal it shall be the duty of the Club which appears first in the alphabetical list to initiate correspondence with the other, with the view of arranging the match.
- (v) If a team arrives with only three players, the game will start on time. R11 (k): Failure to Appear applies if the player arrives within 15 minutes if not then the non-offending team shall be awarded 3 shots and 1 end and no more than seven ends will be played.
- (vi) If either Club fails to appear at the place and time appointed, the Club failing to appear shall be liable for the reasonable travelling expenses of the opposing Club and for the ice charge.
- (vii) Where teams comprise two rinks: two points shall be awarded for each win and one point for a draw. Ends scored, then shots up and total shots shall count in the event of a tie.
- (viii) Entries should be received by the Royal Club in writing on the official entry form.

S27 TIE-BREAKER CHARTS

**Q = QUALIFIERS X = TIED TEAMS
QX = TIED TEAM QUALIFIED ON RANKING**

RANKING										TIE-BREAK CHART FOR TWO QUALIFIERS	No. of Draws			
1	2	3	4	5	6	7	8	9	10	.	1	2	3	4
QX	X	X								2 v 3 (Q 2nd)	1			
X	X	X	X							1 v 4 (Q 1st) + 2 v 3 (Q 2nd)	2			
X	X	X	X	X						2 v 3 (Q 2nd); 4 v 5 the winner plays v1 (Q 1st)	2	1		
X	X	X	X	X	X					3 v 6 the winner plays v 2 (Q 2nd); 4 v 5 the winner plays v 1 (Q 1st)	2	2		
X	X	X	X	X	X	X				2 v 7 and 3 v 6 then those winners play (Q 2nd); 4 v 5 the winner plays v 1 (Q 1st)	3	2		
X	X	X	X	X	X	X	X			1 v 8 and 4 v 5 then those winners play (Q 1st); 2 v 7 and 3 v 6 then those winners play (Q 2nd)	4	2		
X	X	X	X	X	X	X	X	X		8 v 9 the winner plays v 1 then winner play winners of 4 v 5 (Q 1st); 2 v 7 and 3 v 6 then those winners play (Q 2nd)	1	4	2	
Q	X	X								2 v 3 (Q 2nd)	1			
Q	X	X	X							3 v 4 the winner play v 2 (Q 2nd)	1	1		
Q	X	X	X	X						2 v 5 and 3 v 4 then those winners plays (Q 2nd)	2	1		
Q	X	X	X	X	X					5 v 6 the winner plays v 2 then winner play 3 v 4 (Q 2nd)	1	2	1	
Q	X	X	X	X	X	X				4 v 7 the winner plays 3; 5 v 6 the winner plays v 2 then the 2 winners will play (Q 2nd)	2	2	1	
Q	X	X	X	X	X	X	X			3 v 8 and 4 v 7 the two winners play; 5 v 6 winner plays 2; then the 2 winners play (Q 2nd)	3	2	1	
Q	X	X	X	X	X	X	X	X		2 v 9 and 5 v 6 then those winners play; 4 v 7 and 3 v 8 then those winners play; then the 2 winners play (Q 2nd)	4	2	1	
Q	X	X	X	X	X	X	X	X	X	9 v10 the winner plays v 2 then the winners play 5 v 6; 4 v 7 and 3 v 8 then those winners play; then the 2 winners play (Q 2nd)	1	4	2	1

Q = QUALIFIERS X = TIED TEAMS
 QX = TIED TEAM QUALIFIED ON RANKING

RANKING										TIE-BREAK CHART FOR THREE QUALIFIERS	No. of Draws			
1	2	3	4	5	6	7	8	9	10		1	2	3	4
QX	QX	X	X							3 v 4 (Q 3rd)	1			
QX	X	X	X	X						2 v 5 (Q 2nd) + 3 v 4 (Q 3rd)	2			
X	X	X	X	X	X					1 v 6 (Q 1st) + 2 v 5 (Q 2nd); 3 v 4 (Q 3rd)	3			
X	X	X	X	X	X	X				6 v 7 the winner plays v 1 (Q 1st); 2 v 5 (Q 2nd) + 3 v 4 (Q 3rd)	3	1		
X	X	X	X	X	X	X	X			5 v 8 the winner plays v 2 (Q 2nd); 6 v 7 the winner plays v 1 (Q 1st); 3 v 4 (Q 3rd)	3	2		
X	X	X	X	X	X	X	X	X		4 v 9 the winner plays v 3 (Q 3rd); 5 v 8 the winner plays v 2 (Q 2nd); 6 v 7 the winner plays v 1 (Q 1st)	3	3		
QX	QX	X	X							3 v 4 (Q 3rd)	1			
Q	X	X	X	X						2 v 5 (Q 2nd) + 3 v 4 (Q 3rd)	2			
Q	X	X	X	X	X					5 v 6 the winner plays v 2 (Q 2nd); 3 v 4 (Q 3rd)	2	1		
Q	X	X	X	X	X	X				4 v 7 the winner plays v 3 (Q 3rd); 5 v 6 the winner plays v 2 (Q 2nd)	2	2		
Q	X	X	X	X	X	X	X			3 v 8 and 4 v 7 then those winners play (Q 3rd); 5 v 6 the winner plays v 2 (Q 2nd)	3	2		
Q	X	X	X	X	X	X	X	X		2 v 9 and 5 v 6 then those winners play (Q2nd); 4 v 7 and 3 v 8 then those winners play (Q 3rd)	4	2		
Q	X	X	X	X	X	X	X	X	X	9 v 10 the winner plays v 2 then winners play winner of 5 v 6 (Q 2nd); 4 v 7 and 3 v 8 then those winners play (Q 3rd)	1	4	2	
Q	Q	X	X							3 v 4 (Q 3rd)	1			
Q	Q	X	X	X						4 v 5 the winner plays v 3 (Q 3rd)	1	1		
Q	Q	X	X	X	X					3 v 6 and 4 v 5 then those winners play (Q 3rd)	2	1		
Q	Q	X	X	X	X	X				6 v 7 the winner plays v 3 then winner plays winner of 4 v 5 (Q 3rd)	1	2	1	
Q	Q	X	X	X	X	X	X			5 v 8 the winner plays v 4; 6 v 7 the winner plays v 3; then the 2 winners play (Q 3rd)	2	2	1	
Q	Q	X	X	X	X	X	X	X		4 v 9 and 5 v 8 then those winners play; 6 v 7 the winner plays v 3; then the 2 winners play (Q 3rd)	3	2	1	
Q	Q	X	X	X	X	X	X	X	X	3 v 10 and 6 v 7 then those winners play; 4 v 9 and 5 v 8 then those winners play; then the 2 winners play (Q 3rd)	4	2	1	

Q = QUALIFIERS X = TIED TEAMS QX = TIED TEAM QUALIFIED ON RANKING

RANKING										TIE-BREAK CHART FOR FOUR QUALIFIERS				No. of Draws			
1	2	3	4	5	6	7	8	9	10					1	2	3	4
QX	QX	QX	X	X						4 v 5 (Q 4th)				1			
QX	QX	X	X	X	X					3 v 6 (Q 3rd) + 4 v 5 (Q 4th)				2			
QX	X	X	X	X	X	X				2 v 7 (Q 2nd) + 3 v 6 (Q 3rd) + 4 v 5 (Q 4th)				3			
X	X	X	X	X	X	X	X			1 v 8 (Q 1st) + 2 v 7 (Q 2nd) + 3 v 6 (Q 3rd) + 4 v 5 (Q 4th)				4			
X	X	X	X	X	X	X	X	X		8 v 9 the winner plays v 1 (Q 1st); 2 v 7 (Q 2nd) + 3 v 6 (Q 3rd) + 4 v 5 (Q 4th)				1	4		
Q	QX	QX	X	X						4 v 5 (Q 4th)				1			
Q	QX	X	X	X	X					3 v 6 (Q 3rd) + 4 v 5 (Q 4th)				2			
Q	X	X	X	X	X	X				2 v 7 (Q 2nd) + 3 v 6 (Q 3rd) + 4 v 5 (Q 4th)				3			
Q	QX	X	X	X	X	X	X			5 v 8 the winner plays v 4 (Q 4th); 6 v 7 the winner plays v 3 (Q 3rd)				2	2		
Q	X	X	X	X	X	X	X	X		6 v 9 the winner plays v 3 (Q 3rd); 7 v 8 the winner plays v 2 (Q 2nd); 4 v 5 (Q 4th)				3	2		
Q	QX	X	X	X	X	X	X	X	X	3 v 10 and 6 v 7 then those winners play (Q 3rd); 4 v 9 and 5 v 8 then those winners play (Q 4th)				4	2		
Q	Q	QX	X	X						4 v 5 (Q 4th)				1			
Q	Q	X	X	X	X					3 v 6 (Q 3rd) + 4 v 5 (Q 4th)				2			
Q	Q	X	X	X	X	X				6 v 7 the winner plays v 3 (Q 3rd); 4 v 5 (Q 4th)				2	1		
Q	Q	X	X	X	X	X	X			5 v 8 the winner plays v 4 (Q 4th); 6 v 7 the winner plays v 3 (Q 3rd)				2	2		
Q	Q	X	X	X	X	X	X	X		4 v 9 and 5 v 8 then those winners play (Q 4th); 6 v 7 the winner plays v 3 (Q3rd)				3	2		
Q	Q	X	X	X	X	X	X	X	X	3 v 10 and 6 v 7 then those winners play (Q 3rd); 5 v 8 and 4 v 9 then those winners play (Q 4th)				4	2		
Q	Q	Q	X	X						4 v 5 (Q 4th)				1			
Q	Q	Q	X	X	X					5 v 6 the winner plays v 4 (Q 4th)				1	1		
Q	Q	Q	X	X	X	X				4 v 7 and 5 v 6 then those winners play (Q 4th)				2	1		
Q	Q	Q	X	X	X	X	X			7 v 8 the winner plays v 4 then winner play winners of 5 v 6 (Q 4th)				1	2	1	
Q	Q	Q	X	X	X	X	X	X		7 v 8 the winner plays v 4; 6 v 9 the winner plays v 5; then the 2 winners play (Q 4th)				2	2	1	
Q	Q	Q	X	X	X	X	X	X	X	7 v 8 the winner plays v 4; 6 v 9 and 5 v 10 then those winners play; then the 2 winners play				3	2	1	

Q = QUALIFIERS X = TIED TEAMS QX = TIED TEAM QUALIFIED ON RANKING

RANKING										TIE-BREAK CHART FOR FIVE QUALIFIERS	No. of Draws				
1	2	3	4	5	6	7	8	9	10		1	2	3	4	
QX	QX	QX	QX	X	X						5 v 6 (Q 5th)	1			
QX	QX	QX	X	X	X	X					4 v 7 (Q 4th) + 5 v 6 (Q 5th)	2			
QX	QX	X	X	X	X	X	X				3 v 8 (Q 3rd) + 4 v 7 (Q 4th) + 5 v 6 (Q 5th)	3			
QX	X	X	X	X	X	X	X	X			2 v 9 (Q 2nd) + 3 v 8 (Q 3rd) + 4 v 7 (Q 4th) + 5 v 6 (Q 5th)	4			
X	X	X	X	X	X	X	X	X	X		1 v 10 (Q 1st) + 2 v 9 (Q 2nd) + 3 v 8 (Q 3rd) + 4 v 7 (Q 4th) + 5 v 6 (Q 5th)	5			
Q	QX	QX	QX	X	X						5 v 6 (Q 5th)	1			
Q	QX	QX	X	X	X	X					4 v 7 (Q 4th) + 5 v 6 (Q 5th)	2			
Q	QX	X	X	X	X	X	X				3 v 8 (Q 3rd) + 4 v 7 (Q 4th) + 5 v 6 (Q 5th)	3			
Q	X	X	X	X	X	X	X	X			2 v 9 (Q 2nd) + 3 v 8 (Q 3rd) + 4 v 7 (Q 4th) + 5 v 6 (Q 5th)	4			
Q	X	X	X	X	X	X	X	X	X		9 v 10 the winner plays v 2 (Q 2nd); 3 v 8 (Q 3rd) + 4 v 7 (Q 4th) + 5 v 6 (Q 5th)	4	1		
Q	Q	QX	QX	X	X						5 v 6 (Q 5th)	1			
Q	Q	QX	X	X	X	X					4 v 7 (Q 4th) + 5 v 6 (Q 5th)	2			
Q	Q	X	X	X	X	X	X				3 v 8 (Q 3rd); 4 v 7 (Q 4th) + 5 v 6 (Q 5th)	3			
Q	Q	X	X	X	X	X	X	X			8 v 9 the winner plays v 3 (Q 3rd); 4 v 7 (Q 4th); 5 v 6 (Q 5th)	3	1		
Q	Q	X	X	X	X	X	X	X	X		9 v 10 the winner plays v 3 (Q 3rd); 7 v 8 the winner plays v 4 (Q 4th); 5 v 6 (Q 5th)	3	2		
Q	Q	Q	QX	X	X						5 v 6 (Q 5th)	1			
Q	Q	Q	X	X	X	X					4 v 7 (Q 4th) + 5 v 6 (Q 5th)	2			
Q	Q	Q	X	X	X	X	X				7 v 8 the winner plays v 4 (Q 4th); 5 v 6 (Q 5th)	2	1		
Q	Q	Q	X	X	X	X	X	X			8 v 9 the winner plays v 4 (Q 4th); 6 v 7 then winner plays v 5 (Q 5th)	2	2		
Q	Q	Q	X	X	X	X	X	X	X		9 v 10 the winner plays v 4 (Q 4th); 5 v 8 and 6 v 7 then those winners play (Q 5th)	3	2		
Q	Q	Q	Q	X	X						5 v 6 (Q 5th)	1			
Q	Q	Q	Q	X	X	X					6 v 7 the winner plays v 5 (Q 5th)	1	1		
Q	Q	Q	Q	X	X	X	X				5 v 8 and 6 v 7 then those winners play (Q 5th)	2	1		
Q	Q	Q	Q	X	X	X	X	X			8 v 9 the winner plays v 5 then winner play winner of 6 v 7 (Q 5th)	2	1	1	
Q	Q	Q	Q	X	X	X	X	X	X		9 v 10 the winner plays v 5; 7 v 8 the winner plays v 6; then the 2 winners play (Q 5th)	2	2	1	

S28 - POINTS COMPETITION

- (a) Competitors shall draw lots for the rotation of play, and shall use two stones.
- (b) The measurement of the sheet for points play shall be in conformity with the provisions of the diagram shown below.
- (c) Every competitor shall play four shots at each of the nine following points of the game, *viz.*: (1) striking, (2) inwicking, (3) drawing, (4) guarding, (5) chap and lie, (6) wick and curl in, (7) raising, (8) chipping the winner, and (9) drawing through a port according to the definitions and diagrams here given.
- (d) In nos. (2), (6), (8) and (9), and at (10) outwicking when played, the object stones shall be placed so that two shots shall be played on the right at one end and two on the left at the other end.
- (e) No stone shall be considered outside a circle unless it is entirely clear of that circle.
- (f) In the event of two or more competitors being equal, they shall play four shots at (10) outwicking. If the competition be still undecided, the umpire shall order that one or more of the preceding points be played again by the competitors who are equal.

Note: Much time will be saved if two sheets be prepared lying parallel to each other, the tee of the one being at the reverse end of the other sheet; every competitor plays both stones up one sheet and afterwards both down the other, thus finishing at each round all his chances at that point.

The following diagrams can be downloaded from the Royal Club's website.

GLOSSARY OF TERMS

Alternate	A registered, non-playing member of the team who is eligible to substitute for one of the competing players.
Away End	The end of the sheet to which the first stone of a game is delivered.
Back Board / Bumper	Material (e.g. foam or wood) placed at the end (perimeter) of each sheet of ice.
Back House Weight	The speed given to a stone at delivery so that it will just reach the back of the house.
Back Line	A line at the back of the house, extending across the width of the sheet, which is parallel to and located 1.829 m. (6 ft.) from each tee line.
Back of the House	The area within the house that lies between the tee line and the back line.
Biter	A stone that just touches the outer edge of the outside circle of the house.
Blank End	An end resulting in no score for either team.
Bonspiel	A curling competition or tournament.
Brush (Broom)	A device used by players to sweep/clean the ice in front of a moving stone.
Button	The small circle at the centre of the house.
Burned Stone	A stone in motion touched by a player or any part of a player's equipment.
Centre Line	The line dividing the playing surface down the middle. It joins the midpoints of the tee lines and extends 3.66 m. (12 ft.) beyond the centre of each tee line.
Circles	See definition: House.
Team time-out	A 60 second on-ice meeting between a team and their coach.
Competition	Any number of teams playing games to determine a winner.
Come Around	A shot that curls behind another stone.
Counter	Any stone in or touching the house and is considered a potential shot.
Courtesy Line	A line indicating where the sweepers from the non-delivering team are allowed to stand in order to ensure that an umpire can view the hog line and

	to prevent distraction of a delivering player.
Curl	The curved path of a stone as it travels down the sheet of ice.
Delivering End	The end of the sheet from which the stones are being delivered.
Delivering Team	The team that is currently in control of the playing area, and scheduled to deliver the next stone.
Delivery	The motion a player makes when playing a curling stone.
Delivery Stick	A device which attaches to the handle of the stone and acts as an extension of the arm/hand during the delivery process.
Displaced Stone	A stationary stone that has been moved to a new location.
Divider	Material (e.g. foam or wood) used to separate the sheets of curling ice.
Double Takeout	A stone that removes two of the opponent's stones from play.
Draw	A stone which stops inside or in front of the house.
Draw Shot Average (DSA)	The calculation made by taking the average distance of the Last Stone Draws (LSD), excluding the least favourable LSD, and used, if required, to assist in the determination of ranking after a round robin.
Draw Shot Challenge (DSC)	Where each member of the tied or potentially tied teams delivers a stone to the tee. The cumulative distance for each team is recorded and the team with the least distance is ranked highest, and so on until ranking is completed.
Draw Weight	The momentum required for a delivered stone to reach the house at the playing end.
Electronic Hog Line Device	A device that indicated if a stone was released by a player before the stone reached the hog line at the delivering end.
End	A portion of a curling game that is completed when each team has thrown eight stones and/or the score has been decided.
Equipment	Anything that is worn or carried by a player.
Extra End	An additional end played to break a tie at the end of regulation play.

External Force	An occurrence not caused by either team.
First Player	The first curler on a team to deliver two stones in each end.
Fourth Player	The fourth curler on a team to deliver two stones in each end.
Free Guard Zone (FGZ)	The area at the playing end, between the hog line and the tee line, but excluding the house.
Freeze	A form of a draw shot that stops directly up against another stone.
Front House Weight	The momentum required for a delivered stone to reach the front part of the house at the playing end.
Game	Two teams playing a specified number of ends to determine a winner.
Guard	A stone that is placed in a position so that it may protect another stone.
Hack	The foot-hold at each end of the ice which is used by a player to start the delivery of a curling stone.
Hack Line	A small line 0.46 m. (1 ft. 6 in.) parallel to the tee line, at each end of the centre line.
Hack Weight	The momentum required for a delivered stone to reach the hack at the playing end.
Handle	The part of a curling stone that a player grips in order to deliver.
Hammer	A term used to describe the stone which will be the last stone delivered in that end.
Heavy	A stone delivered with a greater speed than necessary.
Hit	A take-out. Removal of a stone from the playing area by hitting it with another stone.
Hit and Roll	A stone that knocks an opponent's stone out of play, and then rolls to another position in play.
Hog Line	A line extending across the width of the sheet that is parallel to and located 6.40 m. (21 ft.) from each tee line.

Hog Line Violation	A stone that is removed from play for the end, because it was not released before it reached the hog line at the delivering end.
Hogged Stone	A stone that is removed from play for the end, because after being delivered, it did not come to rest completely beyond the inside edge of the hog line at the playing end.
Home End	The end of the sheet from which the first stone of a game is delivered.
House	The area within the concentric circles at each end of the sheet.
Hurry	A command which instructs players to sweep harder.
Ice Surface	The complete ice area that is within the perimeters of the curling sheet.
In the Process of Delivery	The sequence of play that begins when the delivering player is positioned in the hack and concludes when the stone is released.
In-turn	The rotation applied to the handle of a stone by a right handed curler which causes the stone to rotate in a clockwise manner.
Last Stone Draw (LSD)	A contest conducted at the conclusion of a team's pre-game practice in which each team delivers a single stone to the tee at the home end. The resulting distance is measured and used to determine which team has the choice of delivering the first or second stone in the first end.
Lead	The first player on a team to deliver two stones in each end.
Mathematically Eliminated	The status of a team that has a combined total of stones left to be delivered and/or remaining in play that is less than the number needed to produce either a tie or a win.
Measuring Device	An instrument that determines which stone is closer to the centre of the house (Tee), or whether a stone is in the house.
Moving Stone	A stone in motion either from a delivery or from being struck by another stone.

Original Position of a Stone	The location on the ice where a stone rested prior to its being displaced.
Out-of-play Position	The location of a stone that is not in play (e.g. one which has touched a side line, or crossed the back line).
Out-turn	The rotation applied to the handle of a stone by a right handed curler which causes the stone to rotate in a counter-clockwise manner.
Pebble	The water droplets applied to a sheet of ice before commencing play. These droplets freeze, which then reduces the friction between the ice and the stones.
Peel	A shot designed to remove a guard.
Playing End	The end of the sheet to which the stones are being delivered.
Port	An opening, or gap, between stones.
Positioned Stones	In Mixed Doubles games, the two stones that are placed in designated positions prior to the start of each end.
Raise	A type of draw which bumps forward another stone.
Raise Takeout	A delivered stone hits a stationary stone, which then starts to move and it hits a third stone out of play.
Rings	See definition: House.
Roll	The sideways movement of a curling stone after it has struck a stationary stone.
Round Robin	A competition in which each team plays all the other teams.
Score	The number of shots received by a team in an end.
Scoring	A team scores one shot for each of its stones that is within the house and closer to the tee than any stone of the opposing team.
Second Player	The second curler on a team to deliver two stones in each end.

Sheet	The specific ice surface upon which a curling game is played.
Shot	At the completion of an end, one shot is awarded to a team for each of its own stones located in or touching the house that is closer to the tee than any stone of the opposition.
Shot stone	At any time during an end, the stone closest to the tee
Side Line	A line placed at the side (perimeter) of each sheet of ice.
Skip	The player who directs play for the team.
Slider	Slippery material placed on the sole of the sliding shoe, which makes it easier to slide on the ice.
Substitute	A player who is not part of the nominated team but plays for that team.
Stationary Stone	A stone in play which is not in motion.
Stone	A curling stone is made of granite and is delivered by the players in a curling game.
Stone Set in Motion	A stationary stone hit by another stone which causes it to move.
Sweeping	The action of moving a broom or brush back and forth in front of the path of a moving stone to clean or polish the ice surface.
Swingy Ice	The condition of the ice or stones causing the stones to have excessive curl.
Takeout	Removal of a stone from the playing area by hitting it with another stone.
Team	Four players competing together or two players in the case of pairs and doubles. A team may include a fifth player (to act as an alternate) and a coach where competition rules permit. Mixed Doubles have one male and one female player, and may include a coach.
Technical Time-out	Stoppage of play called by a team or umpire for a ruling, injury, or in other extenuating circumstances
Tee	The exact centre of the house.

Tee Line	A line extending across the width of the sheet that passes through the centre of the house parallel to the hog line and backline.
Third Player	The third curler on a team to deliver two stones in each end.
Top of the House	The area within the house that lies between the hog line and the tee line.
Umpire	The person responsible for the conduct of the game in accordance with the rules.
Vice-Skip (or Acting Skip)	The player who directs play for the team when it is the skip's turn to deliver.
Weight	The amount of force/speed given to the stone during the delivery.
Wheelchair Lines	Two lines that run from the hog line to the outermost edge of the nearest circle of the house. Wheelchair curlers are allowed to start their delivery with the stone placed between these lines.