



OAKVILLE CURLING CLUB

224 Allan Street,
Oakville, ON L6J 6L2

(905) 844 -6982

website: www.oakvillecurlingclub.com

email: office@oakvillecurlingclub.com

CLUB VISION: To be the benchmark for curling clubs in Canada.

MISSION: To sustain and grow the sport of curling in our community, by providing the best possible combination of experiences and facilities for members' social, recreational and competitive enjoyment.

RULES FOR PLAY

Last Approved: August 27, 2020



OAKVILLE CURLING CLUB

RULES FOR PLAY

Table of Contents

INTRODUCTION	3
CURLERS' CODE OF ETHICS	4
FAIR PLAY	4
CURLING ETIQUETTE	5
PLAYING A GAME	6
RULES FOR PLAY	6
DELAY OF GAME	6
POSITION OF PLAYERS	7
DELIVERY	7
FREE GUARD ZONE (FGZ).....	8
TOUCHED MOVING ROCKS.....	9
DISPLACED STATIONARY ROCKS.....	9
BRUSHING	10
ROCKS IN PLAY.....	11
SPEED OF PLAY.....	11
TEAM-BASED LEAGUES	12
SPARING	12
RULES.....	13
JUNIOR CURLERS IN ADULT LEAGUES	14
GLOSSARY OF CURLING TERMS.....	15



OAKVILLE CURLING CLUB

RULES FOR PLAY

INTRODUCTION

Back in November, 1953, around a Rotary Club luncheon table, Messrs. Gordon Purdue, Ned Farley and Ed Barringham were discussing current events in their hometown of Oakville, population 6500.

Mr. Farley reminisced about a remark Mr. Purdue had made sometime previously, "that Oakville should have a curling club" and suggested something should be done. Happily they agreed to look into the idea at once. The rest of the story is history!

The objectives of the Oakville Curling Club ("the Club"), are to promote the sport/recreation of curling and to provide the facilities and environment necessary for its Members to enjoy the competitive aspects of the sport.

The Club is committed to a positive curling experience for all Members and Guests under the motto of:

"GOOD FELLOWSHIP"

"GOOD SPORTSMANSHIP"

"GOOD CURLING"

The Spirit of curling demands good sportsmanship and honourable conduct. This Spirit should influence both the interpretation and application of the Rules of the game and also the conduct of all participants on and off the ice.

As Jean Mills wrote in a published article back in November, 2002 -

"Imagine if everyone respected their Teammates and opponents in life, shook hands after every confrontation and bought each other a drink. Imagine if we all stood still while others were concentrating on their life's work, offering encouragement not distraction. Imagine if we celebrated our opponent's, as well as our own, accomplishments. No, it's not a perfect world, but it could be! And it is - on a sheet of curling ice!"



OAKVILLE CURLING CLUB

RULES FOR PLAY

CURLERS' CODE OF ETHICS

- I will play the game with a spirit of good sportsmanship.
- I will conduct myself in an honourable manner both on and off the ice.
- I will never knowingly break a rule – but if I do, I will divulge the breach.
- I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates, or officials.
- I will interpret the rules in an impartial manner, always keeping in mind the purpose of the rules is to ensure the game is played in an orderly and fair manner.
- I will humbly accept any penalty the governing body at any level of curling deems appropriate. If I am found in violation of the Code of Ethics or Rules of the game.

FAIR PLAY

- Fair Play begins with the strict observance of written rule; however, in most cases, Fair Play involves something more than even unfailing observance of the written rule. The observance of the spirit of the rules, whether written or unwritten, is important. Fair Play results from measuring up to one's own moral standards while engaged in competition.
- Fair Play is consistent demonstration of respect for teammates and opponents, whether they are winning or losing.
- Fair Play is consistent demonstration of respect for officials, an acceptance of their decisions and a steadfast spirit of collaboration with them.
- Fair Play is a consistent demonstration of sportsmanship behaviour both on and off the ice. This includes modesty in victory and composure in defeat.



OAKVILLE CURLING CLUB

RULES FOR PLAY

CURLING ETIQUETTE

...the unwritten Rules

Curling has its rules governing play, but equally as important is the way each player conducts themselves while curling. Some key areas of proper curling etiquette are as follows:

- Be on time for your game. Delays are upsetting to your opponents and your own team.
- Wear your “name badge” – this helps your opponents address you by name; you are special; you are a curler.
- Shake hands with opponents before and after each game.
- Opposing players (usually Vices) will spin the wheel or toss a coin at the start of the game to determine the option of last rock advantage in the first end.
- When your opponents are preparing for delivery, stand to the side of the sheet, single file and between the hog lines. Move only after the rock has been released.
- If you are throwing next you may stand on the backboard but remain quiet and out of sight of the opposition thrower.
- Only Skips and Vices may congregate behind the tee line. They do not move or hold their brushes on the ice while the opposition is preparing to deliver a rock.
- Wear clean, appropriate footwear that will not damage the ice.
- Be “ready to go” when it’s your turn to deliver a rock.
- At the conclusion of an end, all players remain outside the rings until the opposing Vices have agreed on the score.
- If the score is very one-sided in your favour, consider not posting additional points until the opposing Team wins an end.
- Be modest in victory and composed in defeat – ***IT’S ONLY A GAME!***



OAKVILLE CURLING CLUB

RULES FOR PLAY

PLAYING A GAME

To play a game, Teams must have a minimum of three curlers – at least one of whom must be a member of the designated Team.

The lack of available ice time for make-up games dictates every reasonable effort is required to see all games played as scheduled.

The recording of results for games not played, for whatever reason, as "Ties" is strongly discouraged. "Tie" scores should only be the result of games actually played.

If, for any reason, a game cannot be played at the scheduled time, notification is to be made via the Club's website in accordance with standing cancellation instructions.

RULES FOR PLAY

As a member of the Ontario Curling Association, the Toronto Curling Association and, by extension, an affiliate of Curling Canada, the Oakville Curling Club subscribes to the **Rules of Curling for General Play** as published by Curling Canada from time-to-time. Such rules include, but are not limited to:

DELAY OF GAME

If a Team does not commence play at the designated time (and has not cancelled the ice time and notified the opposing team) the following will apply:

- (a) If the delay of the start of play is 1 -15 minutes, then the non-offending Team receives 1 point and will have last rock in the first end of actual play. One end is considered completed;
- (b) If the delay of the start of play is 15-30 minutes, then the non-offending Team receives 1 additional point and will have last rock in the first end of actual play. Two ends are considered completed;
- (c) If play has not started after 30 minutes, then the non-offending Team is declared winner by forfeit. The final score will be recorded as a "Win" for the non-offending Team and a "Loss" for the offending Team.



OAKVILLE CURLING CLUB

RULES FOR PLAY

POSITION OF PLAYERS

- **Members of the non-delivering Team:**

(a) Only the Skip and/or Vice may be positioned inside the hog line at the playing end. They shall position themselves behind the back line when the delivering Team is in the process of delivery. Both players shall be motionless with their brushes positioned in a manner not to interfere with or distract the attention of the player who is in the process of delivery.

(b) The player who is next to deliver may take a stationary position to the side of the sheet behind the hacks at the delivery end. The player shall remain silent and motionless when the delivering Team player is in the process of delivery.

(c) Any players ***not*** referred to in (a) or (b) above shall position themselves between the hog lines and to the extreme sides of the sheet when the opposing Team is delivering a stone. The players positioned in this area shall remain in a single file when the delivering Team player is in the process of delivery.

(d) The non-delivering Team shall not take any position or cause such motion that would obstruct, interfere with or distract any member of the delivering Team.

- **Members of the delivering Team:**

(a) The Skip or Vice directing play shall be positioned between the backboards and the hog line of the playing end while their Team is in the process of delivery. They shall have choice of position for the purpose of directing play.

(b) The players who are not in charge of the house or delivering a rock will take a position to brush.

DELIVERY

- Right-handed players deliver from the hack to the left of the centre line and left-handed players deliver from the hack to the right of the centre line. Any player may deliver from a hack on the centre line.
- The rock must be released before it reaches the hog line at the delivering end.
- If a player wishes to recommence the delivery as a result of their own Team's action, the player may do so providing the rock has not reached the nearer tee line.
- If an extreme circumstance occurs during the delivery that distracts the thrower to a significant degree, the rock may be redelivered prior to the opposition delivering their next rock.
- If a player delivers a rock out of proper order, and the mistake is not noted until after the rock



OAKVILLE CURLING CLUB

RULES FOR PLAY

has come to rest or hit another rock, the delivered rock is deemed to be in play. The player missing his/her turn will throw his/her rock as the last one for his/her Team on that end. If The Skips can't agree who missed his/her turn, then the Lead of the Team that made the mistake will throw the last rock for his/her Team in that end.

FREE GUARD ZONE (FGZ)

1. The FGZ is the area between the hog line and the tee line, excluding the house.
 - a) A rock which comes to rest biting or in front of the hog line after making contact with a rock in the FGZ is considered to be in the FGZ;
 - b) A rock which comes to rest outside the house but biting the tee line is not considered to be in the FGZ.
2. Any stationary rock(s) belonging to the opposition located in the FGZ shall not be removed from play by the delivering Team prior to the delivery of the 5th rock of the end. When an opposition's rock(s) is removed from play from the FGZ prior to the 5th rock of the end, directly or indirectly, the delivered rock **must be** removed from play and any other displaced rocks replaced as close as possible to its original position.
3. A delivered third or fourth rock of an end may hit an opposition rock(s) located in the FGZ on to a rock(s) not in the FGZ providing that any opposition rock originally located in the FGZ remains in play. If an opposition's rock(s) located in the FGZ is removed from play, apply Rule (2).
4. A Team may remove its own rock from the FGZ providing it does not cause an opposition rock to be removed from play from the FGZ. If an opposition's rock (s) is removed from play, apply Rule (2).
5. A Team may also raise its own rock located in the FGZ onto an opposition rock located in the house and remove the opposition's rock from play. If an opposition's rock located in the FGZ is removed from play, apply Rule (2).
6. After the delivery of each of the first three rocks of an end it is the responsibility of the Skip of the Team who is about to deliver to ensure agreement with the opposing Skip as to whether or not any of the rock(s) in play have come to rest in the FGZ. If they cannot agree, they shall make the determination by using the six-foot measuring stick. If the position of another rock(s) hinders the use of the six-foot measure, they may reposition the rock(s), complete the measurement and replace the rock(s) to its original position.
7. A visual agreement by the opposing Skips as to whether or not one of the first three rocks of the end was in the end was in the FGZ, does not preclude a measurement occurring at the conclusion of the end involving the same rock(s).



OAKVILLE CURLING CLUB

RULES FOR PLAY

TOUCHED MOVING ROCKS

1. A rock in motion shall not be touched by any player, equipment, or personal belongings of the Team to which it belongs.
2. Between the tee line at the delivering end and the hog line at the playing end:
 - a) If a moving rock is touched, or is caused to be touched, by the Team to which it belongs or by its equipment the touched rock is removed from play immediately by that Team;
 - b) If a moving rock is touched, or is caused to be touched, by the opposition or by their equipment or is affected by an external force:
 - i. if the rock was the delivered rock, it is re-delivered;
 - ii. if the rock was not the delivered rock, it is placed where the Team to which it belongs reasonably considers it would have come to rest had it not been touched.
3. Inside the hog line at the playing end:
 - a) If a moving rock is touched, or is caused to be touched, by the Team to which it belongs, or by its equipment, all rocks are allowed to come to rest, after which the non-offending Team has the option to remove the touched rock and replace all rocks that were displaced after the infraction to their original positions; or leave all rocks where they came to rest; or place all rocks where it reasonably considers the rocks would have come to rest had the moving rock not been touched;
 - b) If a moving rock is touched, or is caused to be touched, by the opposition or by their equipment, all rocks are allowed to come to rest, after which the non - offending Team places the rocks where it reasonably considers the rocks would have come to rest had the moving rock not been touched;
 - c) If a moving rock is touched, or is caused to be touched, by an external force, all rocks 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 rock is redelivered after all displaced rocks have been returned to their original positions.

DISPLACED STATIONARY ROCKS

1. If a stationary rock which would have had no effect on the outcome of the moving rock is displaced or caused to be displaced by a player or external force, it is replaced in its original position to the satisfaction of the non -offending Team. If there is any question as to which rock was counting, the displaced rock shall be positioned in favour of the non-offending Team;



OAKVILLE CURLING CLUB

RULES FOR PLAY

2. If a rock which would have altered the course of a moving rock is displaced, or caused to be displaced by a player, all rocks are allowed to come to rest and then the non -offending Team has the option to leave all rocks where they came to rest; or remove the rock whose course would have been altered from play and replace in their original positions any rocks that were displaced after the violation; or place all rocks in the position the Team reasonably considers they would have come to rest had a rock not been displaced;
3. If a rock which would have altered the course of a moving rock is displaced, or caused to be displaced, by an external force, all rocks are allowed to come to rest and are then placed in the positions in which they would have come to rest had a rock not been displaced. If the Teams cannot agree, the rock is redelivered after all displaced rocks have been replaced to their original positions. If agreement on the original positions cannot be reached, the end is replayed.

BRUSHING

- All brushing must take place no more than six feet in front of a rock in motion.
- Given the intent of brushing is to keep the path of the rock clean and to take a rock farther, there must be brush head movement in the brushing motion. The brushing motion shall not leave any debris in front of a moving rock. The final brushing motion shall finish outside the path of the rock.
- Between the tee lines, all members of the delivering Team may brush any of their Team's rocks in motion.
- A stationary rock must be set in motion before any brushing may occur.
- Only the Skip or Vice of the non-delivering Team may brush their Team's rock(s) after it is set in motion.
- During the delivery of the first four rocks of any end, only the person in charge of play for the non-delivering Team may brush their rock when set in motion.
- Behind the tee line at the playing end, only one player from each Team may brush at any one time. This may be any player of the delivering team, but only the Skip or Vice of the non - delivering Team.
- **Behind the tee line, the delivering Team has the first privilege of brushing its own rock but must not obstruct or prevent their opponent from brushing.**
- An opponent's moving rock shall not be brushed until the front end of the rock reaches the further tee line and brushing shall only take place behind the tee line.



OAKVILLE CURLING CLUB

RULES FOR PLAY

ROCKS IN PLAY

- A rock must finish inside the inner edge (closest to the rings) of the hog line to be in play, except when it has hit another rock in play.
- A rock that completely crosses the back line or touches the sideboard or sideline is taken out of play.

SPEED OF PLAY

At the Oakville Curling Club each game is allocated 2 hours which should be adequate to complete an 8 - end game.

The time allocated for each game is controlled by the Time Clock. The Time Clock is set in such a manner an audible bell sounds at the scheduled start time and again after 1 hour and 35 minutes. ***When the bell sounds after 1 hour and 35 minutes Teams will finish the end in play and complete one more end. After 1 hour and 55 minutes the bell will sound a third time which indicates the game is in the last end – no new end of play shall commence after 1 hour and 55 minutes.***

In the interest of safety, the 7th end will be considered underway once the final rock of the Skip with hammer crosses the delivering tee line in the 6th end. Similarly, the 8th end will be considered underway once the final rock of the Skip with hammer crossed the delivering tee line in the 7th end.

There are a number of steps each member of both Teams can take to ensure all curling games are completed within the allocated time, including:

- Be on time for your game. Get to the Club at least 15 minutes before the scheduled start time. When a player is late he/she is holding up 7 other players.
- If both Teams are ready to curl and the designated sheet of ice has been prepared - start your game - every minute counts.
- Be ready to deliver the rock when it is your turn. Take your position in the hack as soon as your opponent has released his/her rock. The delivering player should have cleaned the rock and be standing ready to receive the Skip's call before the opposition's rock comes to rest.
- Focus attention on your game. Do not be distracted by other games - you are a participant; not a spectator.
- After completion of each end, Leads should get ready to deliver their first rocks while other players remove any rocks from the house.
- Leads should place their respective Skip's rock in front of the hack to save time.
- While each player has a responsibility for maintaining the pace of the game, Skips play an



OAKVILLE CURLING CLUB

RULES FOR PLAY

extra important role in keeping the game moving by minimizing delays in making decisions. Avoid long conferences; in Club play there are not usually too many options, e.g. draw, guard, raise or take - out.

- Do not intentionally delay the game for any reason such as increasing the chances of a win.
- Remember, a 15 second delay by each player during an end equates to 2 minutes per end which, in turn, equates to 16 minutes of wasted time over an 8-end game.

TEAM-BASED LEAGUES

A team is comprised of 4 players (with the exception of doubles which has 2 players).

At the beginning of the curling season, teams registered for team-based leagues that have 3 or fewer registered team members by the day after the member's open house will be assigned a team member by the league convener from the available pool of individual registered members who have not yet been placed on a team. The convener will attempt to match the skills of an individual with the open position on a team but skips who cannot fill a four-person team by this time should expect the open position to be filled regardless of the skill level of the individual if there is no one available with the desired skill level.

During the curling season, should a team member have to quit a team for any reason and the team's skip cannot fill the open position within two weeks, the convener has the right to fill the open position with an individual registered member who has applied to play in the league but is not yet placed on a team, should one be available.

SPARING

INTRODUCTION

While individual League Directors may adopt specific Sparing Rules from time-to-time to facilitate League play, bonspiels and/or other events, the following *Rules* are deemed to be Club policy for regular season play in all adult Leagues. Any deviation from the following *Rules* will be documented by the respective League Director and posted on the Club's website for ease of reference.

Sparing Rules for any Playoffs in various Leagues will be established and advised by the respective League Director(s)/Convenor(s).

During the regular curling season, the utilization of Spares to facilitate the completion of games as scheduled is vital as rescheduling make-up games is very difficult given the demands on ice availability. At the same time, all Members, whether looking for a Spare or agreeing to spare, are expected to apply a **HEALTHY DOSE OF RESPECT** for the situation by giving due consideration to the level of play involved. For example, is it appropriate to recruit, or accept, a sparing assignment from an "A" level curler from one League for a significantly lower Division play in another League?



OAKVILLE CURLING CLUB

RULES FOR PLAY

League play at the Club is focused on "fun & fairness" which is best achieved through a relatively level playing field.

Sparing Rules are deemed to be "self -policed". However, any actual or perceived breach of such Rules is to be brought to the attention of the respective League Director who will investigate and take action as deemed appropriate.

RULES

- Spares must be at least 17 years old and a Member of the Club in good standing.
- Members who have registered on the various Spare Lists should be given first priority.
- Spares must be eligible to play in the League for which they are sparing, e.g. minimum age restrictions in Senior/Senator Leagues; Social Members cannot spare at any time; Week - Day Only Members cannot spare in evening/night Leagues.
- Spares must play the position they are sparing for or a lower position.
- Members who play on a regular Team in any of the Ladder Leagues can only spare in their own respective Division, one or two Divisions lower or any higher Division.
- Members whose names have been added to the Spare List of a respective Ladder League may spare at any Divisional level and may spare at any Team position within such Ladder League.
- For Members who do not play on a regular Team within a respective Ladder League and whose names are not on the respective Spare List for such Ladder League, cross -over sparing between Ladder Leagues is permitted as long as the sparing Member is eligible to play in such League and delivers **LEAD** or **SECOND** rocks, subject to gender rotation requirements in the Mixed League.
- Unrestricted sparing is permitted for all Open Leagues.
- It is the joint responsibility of both the recruiting Member and the sparing Member to ensure she/he meets Membership and/or sparing eligibility requirements.
- Utilization of an ineligible spare may result in a "Loss" being recorded for the offending Team and a "Win" for the non-offending Team.



OAKVILLE CURLING CLUB

RULES FOR PLAY

JUNIOR CURLERS IN ADULT LEAGUES

Junior Membership is restricted to Members who are 17 to 20 years of age as of June 30th of the current curling season, as per OCA rules and regulations. Entitlement is to all Junior section curling and associated activities, and to spare in designated Men's, Mixed or Women's curling events.

Junior Members who choose to play in a regular League must pay Intermediate fees.

It is the responsibility of any Junior curler sparing and/or playing in any Adult League to ensure she/he meets the Membership and/or eligibility requirements.



OAKVILLE CURLING CLUB

RULES FOR PLAY

GLOSSARY OF CURLING TERMS

The following terms and definitions are used throughout the "curling world":

Backline

- the line across the ice at the back of the house. Rocks which are over this line are removed from play.

Biter

- a rock that just touches the outer edge of the circles.

Blank End

- an end in which no points have been scored.

Bonspiel

- a curling competition or tournament.

Brush

- a device used to brush the ice in the path of a moving rock.

Brushing

- the action of moving a brush back and forth in the path of a moving rock.

Burned Rock

- a rock in motion touched by a member of either Team, or any part of their equipment.

Button

- the circle at the centre of the house.

Counter

- any rock in the rings or touching the rings which is a potential point.

Curl

- the amount a rock bends while travelling down the sheet of ice.

Delivery Balance Device (Stabilizer)

- an approved curling sliding device which enables a player to deliver a rock without the use of a brush.

Delivery Stick

- an approved curling aid which enables a player to deliver a rock without placing a hand on the handle of the rock.

Draw Weight

- the momentum required for a rock to reach the house or circles at the distant end.



OAKVILLE CURLING CLUB

RULES FOR PLAY

End

- a portion of a curling game that is completed when each Team has thrown eight rocks and the score has been decided.

Guard

- a rock that is placed in a position so it may protect another rock.

Hacks

- the foot-holds at each end of the ice from which the rock is delivered.

Heavy

- a rock delivered with greater force than is necessary.

Hit

- a take-out. Removal of a rock from the playing area by hitting it with another rock.

Hog Line

- a thick line 33 feet from the hack at each end of the ice.

Hogged Rock

- a rock that does not completely cross the far hog line. It must be removed from play.

House

- the rings or circles toward which play is directed consisting of a 12-foot ring, an 8-foot ring, a 4-foot ring and a button.

In-Turn

- the rotation applied to the handle of a rock that causes it to rotate in a clockwise direction and curl for a right-handed curler.

Lead

- the first player on a Team to deliver a pair of rocks for his/her Team in each end.

Out-Turn

- The rotation applied to the handle of a rock that causes it to turn and curl in a counter clockwise direction for a right-handed curler.

Pebble

- a fine spray of water applied to a sheet of curling ice before commencing play.

Raise

- when one rock is bumped ahead by another.

Roll

- the movement of a rock after it has struck a stationary rock in play.



OAKVILLE CURLING CLUB

RULES FOR PLAY

Second

- the curler who delivers the second pair of rocks for his/her Team in each end.

Sheet

- the specific playing surface upon which a curling game is played.

Shot Rock

- at any time during an end, the rock closest to the button.

Skip

- the player who determines the strategy and directs play for the Team. The Skip usually delivers the last pair of rocks for his/her Team in each end.

Spare

- an alternate player or substitute.

Slider

- slippery material placed on the sole of a shoe to make it easier to slide on the ice.

Take-Out

- removal of a rock from the playing area by hitting it with another rock.

Tee Line

- the line that passes through the centre of the house parallel to the hog line and backline.

Third (Vice or Mate)

- the third player on a Team to throw two rocks in each end. Usually, this player acts as the Skip when the Skip is delivering his/her rocks and assists with shot selection decisions.

Weight

- the amount of force given to a rock during the delivery.