



OLYMPIC WINTER SPORT

# THE RULES OF CURLING and Rules of Competition

June 2007

## THE SPIRIT OF CURLING

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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.

## REVIEW PROCESS

The Rules of Curling and the Rules of Competition will be reviewed by the World Curling Federation (WCF) Rules Committee. Member Associations/Federations may submit suggestions in writing for this review to the WCF Secretariat.

- The June 2007 rule book will be valid from 1 June 2007 - 31 May 2008. The deadline for submission of rule suggestions is 1 February 2008. Any rule changes will be approved during the WCF Annual General Assembly in March/April 2008. A revised rule book will be issued on 1 June 2008.
- The June 2008 rule book will be valid from 1 June 2008 - 31 May 2010. The deadline for submission of rule suggestions is 1 February 2010. Any rule changes will be approved during the WCF Annual General Assembly in March/April 2010. The revised rule book will be issued on 1 June 2010.
- The June 2010 rule book will be valid from 1 June 2010 - 31 May 2014. The deadline for submission of rules suggestions is 1 February 2014. Any rule changes will be approved during the WCF Annual General Assembly in March/April 2014. The revised rule book will be issued on 1 June 2014. Thereafter, revisions will be done every four years.

## WCF SECRETARIAT

74 Tay Street  
Perth PH2 8NP, Scotland  
Tel: +44 1738 451 630  
Fax: +44 1738 451 641  
E-mail: [wcf@dial.pipex.com](mailto:wcf@dial.pipex.com)  
[www.worldcurling.org](http://www.worldcurling.org)

## WCF MISSION STATEMENT

The World Curling Federation represents curling internationally and facilitates the growth of the sport through a network of Member Associations/Federations.

## TABLE OF CONTENTS

The Spirit of Curling	Page 1
Review Process / Mission Statement	Page 2
Table of Contents	Page 3
The Rules of Curling:	
1. Rink	Page 4-6
2. Stones	Page 6-7
3. Teams	Page 7-9
4. Position of Players	Page 9-10
5. Delivery	Page 10-11
6. Free Guard Zone (FGZ)	Page 11-12
7. Sweeping	Page 12
8. Touched Moving Stones	Page 13-14
9. Displaced Stationary Stones	Page 14
10. Equipment	Page 15
11. Scoring	Page 15-17
12. Wheelchair Curling	Page 17-18
13. Prohibited Substances	Page 18
14. Inappropriate Behaviour	Page 18
15. Interrupted Games	Page 18
Rules of Competition:	
1. General	Page 19
2. Participating Teams	Page 19-21
3. Uniforms / Equipment	Page 21
4. Pre-Game Practice	Page 22
5. Length of Games	Page 22
6. Game Timing	Page 23-25
7. Team Time-Outs	Page 25-26
8. Team Ranking Procedure	Page 26
9. Stone Assignment	Page 27-28
10. Umpires	Page 28
Competitions - the Playdown Systems	Page 29-30
Zonal Qualification for Men and Women - WCC	Page 31
Zonal Qualification for Junior Men and Women - WJCC	Page 32
World Senior & Mixed Doubles - Playing System	Page 33
Pacific Curling Championships (PCC & PJCC)	Page 34
European Curling Championships (ECC)	Page 35
Mixed Doubles (WMDCC)	Page 36
Challenge System - Americas Region	Page 37-39
Minimum Standards	Page 40
Tie-Break Charts	Page 41-42
Play-off Systems	Page 43
Glossary of Terms	Page 44-46



- (f) 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 rink, with the outer edge of the outer circle having a radius of 1.829 m. (6 ft.), the next circle a radius of 1.219 m. (4 ft.), the next circle a radius of 0.610 m. (2 ft.), and the innermost circle having a minimum radius of 15.24 cm. (6 in.).
- (g) Two hacks are placed on the hack line, on opposite sides of the centre line, with the inside edge of each hack 7.62 cm. (3 in.) from the midpoint of the centre line. The width of each hack not to exceed 15.24 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 20.32 cm. (8 in.) in front of the hack line. If the hack is recessed into the ice, this is not to be more than 3.81 cm. (1.5 in.) in depth.

## 2. STONES

- (a) A curling stone is of circular shape, having a circumference no greater than 91.44 cm. (36 in.), a height no less than 11.43 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 having the same handle colour and individually identified 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 is placed where the largest fragment came to rest.
- (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) Should a handle completely separate 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 is removed from play immediately.
- (h) A stone that touches a divider or a side line is removed from play immediately and is prevented from entering adjacent rinks.
- (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.

## 3. TEAMS

- (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.
- (c) If a player is missing at the start of a game, the team may either:
  - (i) start the game with three players, the first two players delivering three stones each, and the third player delivering two stones, in which

- case the missing player may enter the game in the declared delivery rotation and position at the start of an end; or
- (ii) start the game using a qualified alternate, in which case the missing player may not enter that game.
- (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; or
- (ii) bring in a qualified alternate at the beginning of an end, in which case the delivery rotation and the skip and vice-skip positions may be changed (the revised rotation of play applying for the remainder of that game), and the replaced player may not re-enter the 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 one qualified alternate 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 either 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.

#### 4. 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. However:
- (a) 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, and
- (b) the player who is to deliver next may take a stationary position to the side of the rink, 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. If such an action occurs, or an external force distracts a player during delivery, that player has the option of allowing the play to stand, or of redelivering the stone after all displaced stones have been replaced to their original positions.

##### (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, while the team is in the process of delivery.
- (iii) The players who are not in charge of the house or delivering a stone take a position to sweep.

## 5. DELIVERY

- (a) Unless predetermined, or decided by the Draw Shot Distance (DSD), the teams opposing each other in a game use a coin toss to determine which team delivers the first stone in the first end, after which the team that most recently scored delivers the first stone in the next 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.
- (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 turn comes, 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.

## 6. FREE GUARD ZONE (FGZ)

- (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.

## 7. 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.
- (c) A delivered stone may be swept by any one or more of the delivering team until it reaches the tee line at the playing end.
- (d) No player may sweep an opponent's stone until it reaches 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.

## 8. 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 by an external force:
    - 1) if the stone was the delivered stone, it is redelivered
    - 2) if the stone was not the delivered stone, it is placed where the team to which it belongs reasonably considers it would have come to rest had it not been touched.
- (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:
    - 1) remove the touched stone, and replace all stones that were displaced after the infraction to their original positions; or
    - 2) leave all stones where they came to rest; or
    - 3) 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.

#### 9. DISPLACED STATIONARY STONES

- (a) If a stationary stone, which would have had no effect on the outcome of a moving stone, is 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 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 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) reasonably place stones in the positions 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 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. If agreement on the original positions cannot be reached, the end is replayed.
- (e) If a displacement is caused by stones deflecting off the rink dividers, the stones are replaced to their original positions by the non-delivering team.

#### 10. EQUIPMENT

- (a) The use of any equipment which is faulty, or could damage the surface of play, is prohibited.
- (b) Teams must not use electronic communication equipment, or any device to modify the voice, during a game.
- (c) When an electronic hog line device is being used, the handle must be activated prior to delivery. 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. A player choosing to sweep with a corn broom must use only that style of broom during the entire game.
- (e) The use of a delivery stick shall be restricted as follows:
  - (i) May not be used in any WCF 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 either foot of the player delivering the stone has reached the tee 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.

#### 11. SCORING

- (a) The result of a game is decided by a majority of points at the completion of the scheduled ends of play, or when a team concedes victory to its opponent, or when one team is mathematically eliminated. If the score is tied at the completion of the scheduled ends,



play continues with extra end(s) and the team that scores first wins the game.

- (b) At the completion of an end, a team scores one point 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 points 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.
- (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 can not 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 points, 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 point(s), and the displaced stone(s) would have

determined if an additional point(s) was scored, that team has the option of replaying the end or of keeping the point(s) already secured.

- (h) A team concedes a game only when it is the delivering team. When a team concedes the game before the completion of an end, the score of the end is determined at that time, and posted on the scoreboard, except when a team is mathematically eliminated, in which case points are not counted and the end is marked with two Xs on the scoreboard.
- (i) If a team does not commence play at the designated time, the following takes place:
  - (i) if the delay of the start of play is 1-15 minutes, then the non-offending team receives one point, and will have last stone in the first end of actual play; one end is considered completed.
  - (ii) if the delay of the start of play is 15-30 minutes, then the non-offending team receives one additional point, and last stone in the first end of actual play; two ends are considered completed.
  - (iii) if play has not started after 30 minutes, then the non-offending team is declared the winner by forfeit. A forfeited game is recorded as 1 point in the first end, 1 point in the second end and the third end is marked with Xs. The final score is recorded as 2-0.

## 12. WHEELCHAIR CURLING

- (a) Stones are delivered from a stationary wheelchair, which is positioned so that the stone is delivered from the centre line. During delivery, the wheels of the chair must be in direct contact with the ice.
- (b) 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. The feet of the player delivering the stone must not touch the ice surface during delivery.

- (c) 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.
- (d) Sweeping is not permitted.
- (e) For WCF wheelchair competitions, each on-ice team must be comprised of both genders for all games.
- (f) In competitions in which 6 ends are scheduled, a minimum of 4 ends must be completed in round robin and tie-breaker games, and 6 ends must be played in play-off games.
- (g) The players participating in the Draw Shot Challenge are of mixed gender.

### 13. PROHIBITED SUBSTANCES

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

### 14. 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.

### 15. INTERRUPTED GAMES

If for any reason, a game is interrupted, the game recommences where play was stopped.

## RULES OF COMPETITION

### 1. GENERAL

- (a) The rules of play for WCF competitions are the current rules of the World Curling Federation (WCF). If there are any modifications, these are explained during the Team Meeting.
- (b) The dates of the WCF competitions are determined by the Executive Board of the WCF.
- (c) The playing and event schedules are determined by the WCF in consultation with the Host Committee.
- (d) Smoking within the confines of the competition area at WCF competitions is prohibited.
- (e) The WCF Anti-Doping rules and procedures, which meet the requirements of the World Anti-Doping Agency are applicable, and published in the WCF Anti-Doping Pamphlet.
- (f) Any variation from the recommended rink measurements must be approved by the WCF.
- (g) For WCF Championships, gold medals are awarded to the first placed team, silver medals to the second placed team, and bronze medals to the third placed team. The players (5), and their coach, receive medals, and are allowed on the podium. For the Olympic Winter Games, and the Paralympic Winter Games, only the players (5) receive medals and are allowed on the podium.

### 2. PARTICIPATING TEAMS

- (a) Each team is designated by its Association/Federation.
- (b) If a designated team is unable or unwilling to participate, the Association/Federation involved nominates another team.

- (c) The teams for each event must be declared at least 14 days prior to the start of the competition.
- (d) All players at a WCF competition must be bona fide members in good standing of their Associations/Federations.
- (e) To be eligible to play in the World Junior Curling Championships (WJCC) and qualifying events, a player must be less than 21 years of age by the end of the 30<sup>th</sup> day of June of the year immediately preceding the year in which the championship is to take place.
- (f) To be eligible to play in the World Senior Curling Championships (WSCC) and qualifying events, a player must be not less than 50 years of age by the end of the 30<sup>th</sup> day of June of the year immediately preceding the year in which the championship is to take place.
- (g) To be eligible to play in the World Wheelchair Curling Championship (WWCC) and qualifying events, a player must have significant impairments in lower leg/gait function (e.g. spinal injury, cerebral palsy, multiple sclerosis, double leg amputation, etc.), so that a wheelchair is used for daily mobility - more specifically, those who are non-ambulant or can walk only very short distances. Determination of minimum disability and appropriate classification is made by authorised international sports classifiers.
- (h) All players and their coach 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 their first game.
- (i) The team delivery rotation, skip and vice-skip positions, alternate player, and coach are listed on the team line-up form, and submitted to the Chief Umpire prior to the start of the pre-competition training. The team leader / national coach / translator, if appropriate, are also listed. Should there be any

changes, a new form is submitted to the Chief Umpire at least 15 minutes prior to the pre-game practice.

- (j) A team must start a competition with four players delivering stones.
- (k) For the purpose of identification to the media and to the public, teams are referred to by the name under which their Association/Federation competes, and by the name of the skip.

### 3. UNIFORMS / EQUIPMENT

- (a) All team members wear identical uniforms and appropriate footwear when accessing the field of play for games or practice sessions. The team wears light-coloured shirts and playing jackets/sweaters when assigned stones with light-coloured handles, and wears dark-coloured shirts and playing jackets/sweaters when assigned stones with dark-coloured handles. The colour of these garments shall be registered with the WCF prior to the start of each competition. Red is considered to be a dark colour.
- (b) Each shirt and jacket/sweater has the player's surname, in 5.08 cm. (2-in.) letters, across the upper back of the garment, and the name under which their Association/Federation competes, in 5.08 cm. (2-in.) or larger letters, across the back above the waist. If desired, a national emblem may also be worn on the back, but only in addition to the name under which the Association/Federation competes, and displayed between that name and the player's surname. When two or more players on the same team have the same surname, the first letter of their given names is also displayed.
- (c) Advertising is permitted on a player's clothing or equipment strictly in accordance with the current guidelines issued by the WCF. The WCF may, in its sole discretion, forbid the use of any clothing or equipment that it feels is unacceptable or unsuitable for WCF competition play.

#### 4. PRE-GAME PRACTICE

- (a) Prior to the start of every game at WCF competitions, each team is allowed a pre-game practice on the rink on which it will be playing.
- (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, based on the criterion that each team has first and second practice an equal number of times. For the round robin games where this cannot be predetermined the team with the higher Draw Shot Challenge ranking will practice second.
- (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.

#### 5. LENGTH OF GAMES

- (a) 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.
- (b) In competitions in which 8 ends are scheduled, a minimum of 6 ends must be completed.

#### 6. GAME TIMING

- (a) Each team receives 73 minutes of playing time for a 10 end game. This time is recorded, and visible to the teams and coaches, throughout the game. When a team delays the start of a game, the playing time allotted to each team is reduced by 7 minutes for each end which was considered completed (Rules of Curling 11(i) apply).
- (b) When extra ends are required, the game clocks are reset and each team receives 10 minutes of playing time for each extra end.
- (c) The game, and the delivering team's game clock, starts when the first stone of the game reaches the tee line at the delivering end. The delivering team's game clock continues to run until:
  - (i) all stones have come to rest 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 rink.

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.

- (d) A team delivers stones only when its game clock is 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.

- (e) Both game clocks are stopped when the final stone of the end, and all stones it affects, have come to rest, 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 three minutes or more, the teams are informed when one minute of the break remains. The delivering team's game clock will automatically start at the conclusion of the break. The length of the break will normally be:
  - (i) 1 minute at the completion of each end, except as noted in (e)(ii) and (e)(iii). Teams cannot meet, or communicate in any way, with a coach, the alternate player or any other team official.
  - (ii) 7 minutes at the completion of the middle end. Teams are allowed to meet with a coach, the alternate player and one other team official within the playing area.
  - (iii) 3 minutes at the completion of the scheduled ends when an extra end is required. Teams are allowed to meet with a coach, the alternate player and one other team official within the playing area.
- (f) Game clocks are stopped at any time an umpire intervenes.
- (g) 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.
- (h) If an end is to be replayed, the game clocks are reset to the time recorded at the completion of the previous end.
- (i) 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 at the delivering end within 45 seconds, the stone is removed from play immediately.

- (j) Each team must complete its part of a game within the time given, or forfeit the game. If a stone reaches the tee line at the delivering end before time expires, the stone is considered delivered in time.

## 7. TEAM TIME-OUTS

- (a) Each team may call two 60 second time-outs during each 10 end game, and one 60 second time-out in each extra end.
- (b) Procedures for team time-outs are as follows:
  - (i) only the players on the ice may call a time-out.
  - (ii) time-outs may be called by any team player only when that team's game clock is running.
  - (iii) players signal a time-out by using a "T" hand signal. The team's game clock stops as soon as the signal is noticed by the timing official.
  - (iv) only one person, who is sitting in the designated coaching area and a translator, if required, of the team that called the time-out is allowed to meet with the team. That person is allowed a reasonable amount of "travel time" to reach the team before the time-out begins. The amount of "travel time" will be declared by the Chief Umpire at the Team Meeting. The 60 second time-out starts at the end of the "travel time," or as soon as contact is made with the team. Where walkways are beside the rink, that person must not stand on the playing ice surface.
  - (v) The team is notified when there are 10 seconds remaining of the time-out.
  - (vi) When the 60 second time-out has expired, the person from the coach's bench must stop conferring with the team and the team's game clock restarts. If a team begins play before the 60 seconds have expired, its game clock will restart when its stone reaches the tee line at the delivering end.
  - (vii) Teams who are not conferring with anyone from the coach's bench during a team time-out are not given any "travel time" before the start of the time-out.

- (c) A time-out may be called by a team to request a ruling, for an injury or in other extenuating circumstances. If the reason for calling the time-out is considered valid by the umpire, then this interval is not considered as one of the team's time-outs.

## 8. 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) The following criteria (in order) will be used to rank the teams 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 and the record of games between the tied teams provides a ranking for some teams but not all, then those remaining teams whose ranking has not been decided will use the record of games between them to determine the ranking;
  - (iv) for teams whose ranking can not be determined by (i) or (ii) or (iii), ranking is determined using the Draw Shot Challenge (DSC). The DSC is done at a time selected by the Chief Umpire. A total of four team players deliver one stone each to the tee at the playing end with sweeping allowed. Teams with only three players have each player deliver one stone and the average distance is recorded for the fourth stone. All stones finishing in the house are measured and the cumulative distance from the tee recorded and kept confidential unless required. Stones that do not finish in the house are recorded as 185.42 cm. (6 ft. 1 in.). Stones that finish so close to the tee that they cannot be measured are recorded as "0". The team with the lesser cumulative distance receives the higher ranking.

## 9. STONE ASSIGNMENT

- (a) The team listed first in the draw schedule for the round robin games will play the stones with the dark coloured handles; the team listed second will play with the stones with the light coloured handles.
- (b) For round robin games, at the conclusion of the team's pre-game practice, one player delivers one stone to the tee at the playing end with sweeping allowed. The team with the lesser Draw Shot Distance (DSD) 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, their Draw Shot Challenge results will be used, and the team with the higher DSC ranking will have the choice of delivering the first or second stone in the first end. If the DSC rankings are used and those rankings are equal, a coin toss will decide which team has the choice of delivering the first or second stone in the first end.
- (c) When round robin play is used at WCF competitions, with each competing team playing all other teams, first stone in the first end of post round robin games is determined as follows:
  - (i) the team with the better win/loss record has the choice of playing first or second stone in the first end;
  - (ii) 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;
  - (iii) notwithstanding (i) and (ii), for the Men's and Women's, Junior Men's and Junior Women's, and Wheelchair World Curling Championships, the team that wins the 1 versus 2 game advances to the final and has the choice of delivering the first or second stone in the first end; the team that loses the semi-final game and plays in the bronze medal game has the choice of delivering the first or second stone in the first end.

- (d) In post round robin games the team delivering the first stone of the first end has the choice of stone handle colour.

## 10. UMPIRES

- (a) The WCF appoints a Chief Umpire and the Assistant Chief Umpire(s) for every WCF competition. These officials should include both men and women. Officials are approved by their respective Associations/Federations.
- (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) An umpire may delay a game for any reason and determine 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. The ejected person must leave the competition area and take no further part in that game.
- (h) The Chief Umpire may recommend to the curling organisation having jurisdiction the expulsion, or suspension, of any player, coach or team official from present or future competitions.

## COMPETITIONS - THE PLAYDOWN SYSTEMS

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### Olympic Winter Games - Men & Women

- 10 teams ... 1 team from the Host National Olympic Committee (NOC) + 9 teams from the NOCs which gained the most qualification points from the three previous Men's and Women's World Curling Championships.

- Teams placed in one group, playing a round robin to establish the top four ranked teams.

Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

### Paralympic Winter Games - Mixed Gender Teams

- 10 teams ... 1 team from the Host National Paralympic Committee (NPC) + 9 teams from the NPCs which gained the most qualification points from the three previous World Wheelchair Curling Championships.

- Teams placed in one group, playing a round robin to establish the top four ranked teams.

Play-off System: The same system used for the Olympic Winter Games.

### Winter University Games (WUG) - Men & Women University Students

- 10 teams ... 1 team from the Host Association + 9 teams from the Associations which gained the most qualification points from the two previous Men's and Junior Men's, Women's and Junior Women's World Curling Championships, and the previous Universiade.

- Teams placed in one group, playing a round robin to establish the top four ranked teams.

Play-off System: The same system used for the Olympic Winter Games.

### World Curling Championships - Men (WMCC) & Women (WWCC)

- 12 teams (qualification process explained on Page 32).
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

Play-off System: Team ranked 1st plays against the team ranked 2nd. The winner advances to the final game, the loser goes to the semi-final game. Team ranked 3rd plays against the team ranked 4th. The winner advances to the semi-final game, the loser goes to the bronze medal game. The winner of the semi-final advances to the final, the loser goes to the bronze medal game.

### World Junior Curling Championships (WJCC) - Junior Men & Junior Women

- 10 teams (qualification process explained on Page 33).
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

Play-off System: The same system used for the Men's and Women's World Curling Championships.

**ZONAL QUALIFYING SYSTEM - WCC**

**World Curling Championship - Wheelchair (WCC-W) - Mixed Gender Teams**

- 10 teams ... 1 team from the Host Association + 7 teams from the Associations which qualified from the previous WWCC + 2 teams from the Associations which qualified through the World Wheelchair Curling Qualification Competition.
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

**Play-off System:** The same system used for the Men's and Women's World Curling Championships.

**World Curling Competition - Wheelchair Qualification (WCC-WQ) - Mixed Gender Teams**

- Open to mixed gender teams from Associations that have not already qualified for the next WWCC. Two teams will qualify from this event.
- If 1-10 teams enter they will be placed in one group, if more than ten teams enter they will be placed in two groups. The group(s) plays a round robin to establish the teams required for the playoffs.

**Play-off System:** a) if one group: Team ranked 1st plays against the team ranked 2nd. Winner qualifies for the next WWCC. The loser plays against the winner of the game between the team ranked 3rd and the team ranked 4th. Winner of that game also qualifies for the WWCC.  
 b) if two groups: 1<sup>st</sup> of "A" group plays against the 1st of "B" group, winner qualifies for the next WWCC. The loser of that game plays against the winner of the game between the 2<sup>nd</sup> in "A" group and the 2<sup>nd</sup> of "B" group; winner qualifies for the next WWCC.

**World Senior Curling Championships (WSSC) - Men & Women**

- Open number of entries (qualification process and play-off system explained on Page 34).

**Pacific Curling Championships (PCC) - Men & Women**

**Pacific Junior Curling Championships (PJCC) - Junior Men & Junior Women**

- Open to teams from the Pacific Curling Federation (qualification process and play-off system explained on Page 35).

**European Junior Curling Challenge - (EJCC) Junior Men & Junior Women**

- Open to junior European teams that have not already qualified for the next WJCC. One or two teams will qualify from this event (the exact number is explained on Page 33).
- If 1-10 teams enter they will be placed in one group, if more than ten teams enter they will be placed in two groups. The group(s) plays a round robin to establish the teams required for the playoffs.

**Play-off System:** a) if one group with one qualifier: Team ranked 1st advances to the final game. The team ranked 2<sup>nd</sup> plays against the team ranked 3<sup>rd</sup> and the winner advances to the final game. The winner of the final qualifies for the next WJCC.

b) if one group with two qualifiers: Team ranked 1st plays against the team ranked 2nd. The winner qualifies for the next WJCC. The loser plays against the winner of the game between the team ranked 3rd and the team ranked 4th. The winner of that game also qualifies for the WJCC.

c) if two groups with one qualifier: 1<sup>st</sup> of "A" group plays against the 2<sup>nd</sup> of "B" group, and the 2nd in "A" group plays against the 1<sup>st</sup> of "B" group; the winners play; the winner of that game qualifies for the next WJCC.

d) if two groups with two qualifiers: 1<sup>st</sup> of "A" group plays against the 1st of "B" group, winner qualifies for the next WJCC. The loser of that game plays against the winner of the game between the 2<sup>nd</sup> in "A" group and the 2<sup>nd</sup> of "B" group; the winner qualifies for the next WJCC.

Hosting Zone:  <b>Pacific</b>	1 team	To the Host Association / Federation
	1 team (Pacific)	Winner of the Pacific Curling Championship (PCC), an annual Pacific Region competition, the winner (or, if the winner is the hosting Assn/Fed, the runner-up) qualifies for the WCC.
	2 teams (Americas)	The Americas Region Association/Federation that finished highest at the previous WCC is automatically qualified. The 2 <sup>nd</sup> ranked American Assn/Fed, from the previous WCC, will be involved with any "challenges" that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner of that event will qualify for the next WCC.
	8 teams (Europe)	The 8 European Region Assn/Fed that earned their entries through a qualification system that is determined by the European Curling Federation (ECF).

Hosting Zone:  <b>America</b>	1 team	To the Host Association / Federation
	2 teams (Pacific)	Winner and Runner-up Assn/Fed from the Pacific Curling Championship, an annual Pacific Region competition.
	1 team (Americas)	The Americas Region Assn/Fed from the previous WCC that is not hosting the next WCC will be involved with any "challenges" that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner qualifies for the next WCC.
	8 teams (Europe)	The 8 European Region Assn/Fed that earned their entries through a qualification system that is determined by the European Curling Federation (ECF).

Hosting Zone:  <b>Europe</b>	1 team	To the Host Association / Federation
	2 teams (Pacific)	Winner and Runner-up Assn/Fed from the Pacific Curling Championship, an annual Pacific Region competition.
	2 teams (Americas)	The Americas Region Association/Federation that finished highest at the previous WCC is automatically qualified. The 2 <sup>nd</sup> ranked American Assn/Fed, from the previous WCC, will be involved with any "challenges" that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner of that event will qualify for the next WCC.
	7 teams (Europe)	The 7 European Region Assn/Fed that earned their entries through a qualification system that is determined by the European Curling Federation (ECF).



**ZONAL QUALIFYING SYSTEM FOR THE WJCC**

Hosting Zone: <b>Pacific</b>	1 team	To the Host Association / Federation
	1 team (Pacific)	Winner of the Pacific Junior Curling Championship (PJCC), an annual Pacific Region competition, the winner (or, if the winner is the hosting Assn/Fed, the runner-up) qualifies for the WJCC.
	2 teams (Americas)	The Americas Region Association/Federation that finished highest at the previous WJCC is automatically qualified. The 2 <sup>nd</sup> ranked American Assn/Fed, from the previous WJCC, will be involved with any “challenges” that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner of that event will qualify for the next WJCC.
	6 teams (Europe)	The 5 European Zone nations that finished highest at the previous WJCC are automatically qualified plus the winner of the European Junior Challenge Competition (EJCC).

Hosting Zone: <b>America</b>	1 team	To the Host Association / Federation
	1 team (Pacific)	Winner of the Pacific Junior Curling Championship (PJCC), an annual Pacific Region competition, the winning Assn/Fed qualifying for the next WJCC.
	1 team (Americas)	The Americas Region Assn/Fed from the previous WJCC that is not hosting the next WJCC will be involved with any “challenges” that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner qualifies for the next WJCC.
	7 teams (Europe)	The 5 European Region Assns/Feds that finished highest at the previous WJCC automatically qualify plus the top two (2) of the EJCC.

Hosting Zone: <b>Europe</b>	1 team	To the Host Association / Federation
	1 team (Pacific)	Winner of the Pacific Junior Curling Championship (PJCC), an annual Pacific Region competition, the winning Assn/Fed qualifying for the next WJCC.
	2 teams (Americas)	The Americas Region Association/Federation that finished highest at the previous WJCC is automatically qualified. The 2 <sup>nd</sup> ranked American Assn/Fed, from the previous WJCC, will be involved with any “challenges” that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner of that event will qualify for the next WJCC.
	6 teams (Europe)	The 5 European Assns/Feds that finished highest at the previous WJCC automatically qualify plus the winner of the EJCC.

**Playing System for the World Senior Curling Championships (WSSC) and the World Mixed Doubles Curling Championships (WMDCC)**

ENTRIES	PLAYING SYSTEM	PLAYOFFS	FINAL RANKINGS
<b>6-10 Entries</b>	<b>ONE</b> Group group round robin + play-offs with the top 4 teams	1 v 4 winner to final, loser to 3 / 4 play-off 2 v 3 winner to final, loser to 3 / 4 play-off  winner final – Gold loser final – Silver winner of 3-4 wins Bronze, loser 4th	5-10 based on: i) total number of wins  ii) the direct play between tied teams, and, if required  iii) the results of the Draw Shot Challenge
<b>11-20 Entries</b>  <b>Blue Group</b> Previously ranked teams <b>1,4,5,8,9,12,13,16,17,20</b>  <b>Red Group</b> Previously ranked teams <b>2,3,6,7,10,11,14,15,18,19</b>  Associations which did not play in the previous WSSC will be randomly ranked (at the end of the list) for placement into the groups	<b>TWO</b> Groups (Blue and Red)  group round robin + top two teams from each group to semi-finals.  WCF Rules of Competition, # 8 - Team Ranking Procedure apply	Blue 1 v Red 2, winner to final, loser to 3 / 4 play-off Red 1 v Blue 2 , winner to final, loser to 3 / 4 play-off  winner final – Gold loser final – Silver winner of 3-4 wins Bronze, loser 4th	5 - 20 based on: final position within each group will be determined as stated above  Draw Shot Challenge will decide between the same ranking in each group (i.e.: Blue-4 and Red-4 the best Draw Shot Challenge will be ranked 7 <sup>th</sup> )
<b>21-30 Entries</b>  <b>Blue Group</b> Previously ranked teams <b>1,6,7,12,13,18,19,24,25,30</b>  <b>Red Group</b> Previously ranked teams <b>2,5,8,11,14,17,20,23,26,29</b>  <b>Green Group</b> Previously ranked teams <b>3,4,9,10,15,16,21,22,27,28</b>  Associations which did not play in the previous WSSC will be randomly ranked (at the end of the list) for placement into the groups	<b>THREE</b> Groups (Blue, Red and Green)  group round robin + top team in each group goes to the semis  (semi final ranking 1,2,3 decided by the results of the Draw Shot Challenge) + tie-breakers between the 2 <sup>nd</sup> place team in each group to find the 4th semi-finalist.  WCF Rules of Competition, # 8 - Team Ranking Procedure apply	1 v 4 winner to final, loser to 3 / 4 play-off  2 v 3 winner to final, loser to 3 / 4 play-off  winner of the final – Gold loser of the final – Silver winner of 3 - 4 wins Bronze, loser 4 <sup>th</sup>	5 - 30 based on:  final position within each group will be determined as stated above  Draw Shot Challenge will decide between the same ranking in each of the three groups (i.e.: Blue-4, Red-4 and Green 4 the best Draw Shot Challenge will be ranked 7 <sup>th</sup> , the 2 <sup>nd</sup> best Draw Shot Challenge will be ranked 8 <sup>th</sup> , etc.)

Every team will do the Draw Shot Challenge (at practice or early in the competition).  
The Draw Shot Challenge will be used in accordance with WCF Rules.

**PACIFIC CURLING CHAMPIONSHIPS (PCC)**  
**(Qualification - World Curling Championship - WCC)**  
**Pacific Curling Federation (PCF) determines the System of Play**

**Six or More Teams:**

- Single round robin.
- A single ranking game for 5<sup>th</sup> and 6<sup>th</sup> position (when six teams).
- Best-of-three semi-finals (1 v 4 and 2 v 3).
- Winners of the semi-finals advance to Gold medal game and qualify their Associations for the World Curling Championship.
- Losers of the semi-finals go to the Bronze medal game.
- Single game finals for the Gold/Silver medals and the Bronze medals.

**Five or Fewer Teams:**

- Double round robin.
- Team ranked 1st wins Gold medal and qualifies for the World Curling Championship.
- 2<sup>nd</sup> and 3<sup>rd</sup> ranked teams play for the Silver/Bronze medal and the winner qualifies its Association for the World Curling Championship.

**PACIFIC JUNIOR CURLING CHAMPIONSHIPS (PJCC)**  
**(Qualification - World Junior Curling Championship - WJCC)**  
**Pacific Curling Federation (PCF) determines the System of Play**

**Six or More Teams:**

- Single round robin.
- A single ranking game for 5<sup>th</sup> and 6<sup>th</sup> position (when six teams).
- Best-of-three semi-finals (1 v 4 and 2 v 3).
- Winners of the semi-finals advance to Gold medal game.
- Losers of the semi-finals go to the Bronze medal game.
- Single game finals for the Gold/Silver medals and the Bronze medals.
- Winner of the Gold medal qualifies its Association for the World Junior Curling Championship.

**Five or Fewer Teams:**

- Double round robin.
- Team ranked 1<sup>st</sup> advances to the Gold medal game.
- A single game for the teams ranked 2<sup>nd</sup> and 3<sup>rd</sup>. Winner to the Gold/Silver game and the loser wins the Bronze medal.
- Single game final for the Gold/Silver medal.
- Winner of the Gold medal qualifies its Association for the World Junior Curling Championship.

**European Curling Championships Playing System (ECC)**

From the European Curling Championship, European teams qualify for the World Curling Championships. 7 World Championship qualifying places are available to Europe, 8 places if the host Association is in Europe. The European Curling Federation reserves the right to adjust the system of play for the B Division depending on the number of entries. Default criteria: 10 nations- 1 group; 11-20 nations- 2 groups; 21-30 nations- 3 groups. World Curling Federation Rules apply.

<b>Entries</b>	<b>Playing System</b>	<b>Playoffs</b>	<b>Final Rankings</b>
<b>Division A</b> <b>Top 10 ranked nations from previous year.</b>	<b>ONE</b> Group group round robin + playoffs with top 4 teams	1 v 2 winner to final, loser to semi final. 3 v 4 winner to semi final, loser 4 <sup>th</sup> place. Winner of semi final goes to final, loser awarded bronze medal.	1-10 as per WCF ranking procedure. 1-7 ranks qualify for the WCC. 1-8 if next host Assn. is in top 8. 8 <sup>th</sup> rank plays a 3 game challenge against B Group winner for last World Championship place. 9 <sup>th</sup> + 10 <sup>th</sup> ranks relegated to B Division = B1 + B2
<b>Division B</b> <b>10 Nations</b>	<b>One</b> Group group round robin + playoffs with top four teams in Group	1 v 2 winner to final, loser to semi final 3 v 4 winner to semi final, loser 4 <sup>th</sup> place. Winner of semi final goes to final, loser awarded bronze medal.	Ranking 11-20 as per WCF ranking procedure.  <b>Both B Division finalists promoted to A Division = A9+ A10</b>
<b>11-20 Nations</b>  <b>Red Group</b> Previously ranked teams <b>11,14,15,18,19</b> <b>Blue Group</b> Previously ranked teams <b>12,13,16,17,20</b>	<b>Two</b> Groups (Red and Blue)  Groups' round robin + playoffs with top two teams from each Group	R1 v B1 winner to final, loser to semi final. R2 v B2 winner to semi final, loser 4 <sup>th</sup> place. Winner of semi final to goes to final, loser awarded bronze medal.	Ranking 11-30 as per WCF ranking procedure.  Draw shot challenge results decide between the same rankings in each group.
<b>21-30 Nations</b> <b>Red group</b> Previously ranked teams <b>11,16,17,22,23,28,29</b> <b>Blue Group</b> Previously ranked teams <b>12,15,18,21,24,27,30</b> <b>Green Group</b> Previously ranked teams <b>13,14,19,20,25,26</b> Other Associations will be randomly ranked, at the end of the list, into the groups	<b>Three</b> Groups (Red, Blue and Green)  Groups' round robin + playoffs with top team from each Group	Draw shot challenge results decide ranking between winners of the three groups (i.e.: Red 1, Blue 1 and Green 1- the best draw shot challenge will rank 1 <sup>st</sup> , 2 <sup>nd</sup> or 3 <sup>rd</sup> .) 1 v 2 winner goes to final, loser to play winner 3 in a semi final. Winner of semi final goes to final, loser bronze medal.	Ranking 11-40 as per WCF ranking procedure.  Draw shot challenge results decide between the same rankings in each group.

## **Mixed Doubles (WMDCC)**

A Mixed Doubles team consists of two players (one male and one female).

### **RULES:**

1. Scoring is the same as in regular curling.
2. Each game will consist of eight ends. If at the completion of the scheduled ends the score is tied, play shall continue for the extra ends required to determine the winning team.
3. Each team shall receive 48 minutes of playing time for an eight-end game. When extra ends are required, the clocks will be reset, and each team shall receive 6 minutes of playing time for each extra end.
4. Each team shall deliver five stones per end. The player delivering his/her team's first stone of the end must also deliver his/her 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.
5. No stone, including those in the house, can be removed from play prior to the delivery of the fourth stone of an end. 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.
6. Prior to the start of every end, one team shall instruct the game umpire to place their team's stationary stone (1), and their opponent's stationary stone (1), in either position A or B:
  - A A stone bisecting the centre line, midway between the hog line and the front of the house; or
  - B A stone on the back half of the button, bisecting the centre line and touching the tee line.
7. The team having the decision on the placement of the stationary stones shall be:
  - (a) Unless predetermined, the teams opposing each other in the game shall use a coin toss to determine which team has the decision in the first end.
  - (b) Following the first end, the team that lost the end will have the decision on the placement.
  - (c) If an end is blanked, the team that did not deliver the last stone in that end shall have the decision on placement in the next end.
8. The team whose stationary stone is placed in the position in front of the house shall deliver first in that end, and the team whose stationary stone is placed in the house shall deliver the second stone of that end.
9. Prior to the start of every game at WCF competitions, each team shall be allowed a 5 minute warm-up period on the rink on which they will be playing. The team delivering the last stone in the first end shall practice first.



## QUALIFICATION SYSTEM - THE AMERICAS ZONE for the WORLD CURLING CHAMPIONSHIPS (WCC) and the WORLD JUNIOR CURLING CHAMPIONSHIPS (WJCC)

### CHALLENGE EVENT

The 2<sup>nd</sup> ranked American Zone Association from the previous WCC and WJCC, provided they are not hosting the next Championship, will be subject to any "challenges" that might come from other Associations in the Americas Zone.

If the 2<sup>nd</sup> ranked Association is hosting the next Championship, then the other Americas Zone Association from the previous Championship will be subject to any "challenges" which might come from other Associations in the Americas Zone.

The Challenge Event will have the following criteria:

1. The Association that is subject to the challenge will be determined at the conclusion of each WCC and WJCC based upon the final rankings, and also considering which Association has been awarded the right to host the next WCC or WJCC.
2. Other Associations in the Americas Zone that wish to challenge for a place in the WCC or WJCC must submit a registration form to the WCF Secretariat by the deadline date of 31 July of the year preceding the next WCC or WJCC. By the same date the Association that is subject to the challenge must also submit a registration form to the WCF Secretariat to show they are willing to host and participate in the challenge event. The registration forms will be sent by the WCF to the Americas Zone Associations prior to 1 May.

3. If there is only one Association that registered by the deadline date, then that Association is automatically qualified for the next WCC or WJCC. If no teams register, the vacant spot will be given to the European or Pacific Zone in a manner determined by the WCF Executive Board.
4. The challenge event will be hosted by the Association that is being challenged. The venue and the dates of the event must be approved by the WCF prior to 31 October of the year preceding the next WCC or WJCC.
5. The challenge event must be played during the month of January preceding the next WCC or WJCC.
6. Any Association that must host more than one challenge is not required to have those challenges at the same venue and same dates.
7. The Chief Umpire and Chief Ice Technician are appointed by the Host Association, subject to the approval of the WCF. The Host Association is responsible for their expenses.
8. Each nation involved in a WCC or WJCC challenge is responsible for the Per Diem and accommodation expenses for its own teams and officials.
9. The WCF will not reimburse any travel expenses for the WCC challenge.
10. For the WJCC challenge, the WCF will reimburse the cost of flights for teams (maximum 5 persons) of each participating Association, to and from an international gateway airport, up to the level of either the cost claimed or the best price the WCF can obtain, whichever is lower. An allowance will also be considered for teams travelling by other forms of transport and for the travel costs of the Hosting Association's teams.

11. Playing system:

**Two teams registered - a "best-of-five" series**  
 Day One - Team Meeting + Official Training + 1 game  
 Day Two - 2 games  
 Day Three - 2 games (if required)

**Three teams registered - a "double round robin"**  
 Day One - Team Meeting + Official Training + Games 1 v 2 and 1 v 3  
 Day Two - Games 2 v 3 and 1 v 2 and 1 v 3  
 Day Three - Game 2 v 3 and Tie-breakers (if required)

**Four teams registered - a "double round-robin"**  
 Day One - Team Meeting + Official Training + Draws 1 and 2  
 Day Two - Draws 3 and 4 and 5  
 Day Three - Draw 6 and Tie-breakers (if required)

**Five or six teams registered - a "single round-robin" and a 1 v 2 play-off**  
 Day One - Team Meeting + Official Training + Draws 1 and 2  
 Day Two - Draws 3 and 4 and 5  
 Day Three - Tie-breakers (if required) and the 1 v 2 play-off

Time table:

- Conclusion of WJCC and WCCs - challenged Associations declared
- 1 May - prior to this date registration forms sent out by WCF Secretariat
- 31 July - deadline date for registration (forms returned to the WCF Secretariat)
- 31 October - prior to this date the hosting venue and dates approved by WCF
- January - the Challenge Events

## TIE-BREAK CHART FOR FOUR QUALIFIERS

### MINIMUM STANDARDS

#### REQUIRED BY MEMBER ASSOCIATIONS FOR ENTRY INTO THE WORLD CURLING CHAMPIONSHIPS

- (1) **Curling Season:** a minimum of three months.
- (2) **Eligibility:** is based on curlers who are qualified nationally to represent their country either by birth, being children of parents born in that country, or by permanent residence in that country for a consecutive period of at least two years before the first of April in the year of the World Championships. A person is qualified to play for a spouse's country if resident in that country. It should be noted that this eligibility and qualification will not apply to playing in the Olympic Winter Games, which will be governed by the regulations of the International Olympic Committee.
- (3) **Standard of Play:** the World Curling Federation may judge if the standard of play of a Member Association is adequate to enter the World Curling Championships.
- (4) **Qualification:** no Member Association whose Annual Subscription and arrears to the World Curling Federation are not paid by 30 September of any year, is eligible to enter the World Curling Championships the following year.

RANKING												GAMES				# of Draws and Games			
1	2	3	4	5	6	7	8	9	10	11	12					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	X						8 v 9 then winner plays v 1 (Q 1st); 2 v 7 (Q 2nd) + 3 v 6 (Q 3rd) + 4 v 5 (Q 4th)	1	4		
X	X	X	X	X	X	X	X	X	X	X					9 v 10 then winner plays v 1 (Q 1st); 7 v 8 then winner plays v 2 (Q 2nd); 3 v 6 (Q 3rd) + 4 v 5 (Q 4th)	2	4		
X	X	X	X	X	X	X	X	X	X	X	X				10 v 11 then winner plays v 1 (Q 1st); 8 v 9 then winner plays v 2 (Q 2nd); 6 v 7 then winner plays v 3 (Q 3rd); 4 v 5 (Q 4th)	3	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 then winner plays v 4 (Q 4th); 6 v 7 then winner plays v 3 (Q 3rd)	2	2		
Q	X	X	X	X	X	X	X	X							7 v 8 then winner plays v 2 (Q 2nd); 6 v 9 then winner plays v 3 (Q 3rd); 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 winners play (Q 3rd); 4 v 9 and 5 v 8 then winners play (Q 4th)	4	2		
Q	X	X	X	X	X	X	X	X	X	X	X				7 v 8 then winner plays v 2 (Q 2nd); 3 v 12 and 6 v 9 then winners play (Q 3rd); 4 v 11 and 5 v 10 then winners play (Q 4th)	1	4	3	
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 then winner plays v 3 (Q 3rd); + 4 v 5 (Q 4th)	2	1		

RANKING												GAMES	# of Draws and Games			
1	2	3	4	5	6	7	8	9	10	11	12		1	2	3	4
Q	Q	X	X	X	X	X	X					6 v 7 then winner plays v 3 (Q 3rd); 5 v 8 then winner plays v 4 (Q 4th)	2	2		
Q	Q	X	X	X	X	X	X	X				6 v 7 then winner plays v 3 (Q 3rd); 4 v 9 and 5 v 8 then winners play (Q 4th)	3	2		
Q	Q	X	X	X	X	X	X	X	X			3 v 10 and 6 v 7 then winners play (Q 3rd); 5 v 8 and 4 v 9 then winners play (Q 4th)	4	2		
Q	Q	X	X	X	X	X	X	X	X	X		10 v 11 and the winner plays v 3, then the winner plays the winner of 6 v 7 (Q 3rd); 5 v 8 and 4 v 9 then winners play (Q 4th)	1	4	2	
Q	Q	X	X	X	X	X	X	X	X	X	X	11 v 12 and the winner plays, v 3, then the winner plays the winner of 7 v 8 (Q 3rd); 9 v 10 and the winner plays, v 4, then the winner plays the winner of 5 v 6 (Q 4th)	4	2	2	
Q	Q	Q	X	X								4 v 5 (Q 4th)	1			
Q	Q	Q	X	X	X							5 v 6 then winner plays v 4 (Q 4th)	1	1		
Q	Q	Q	X	X	X	X						4 v 7 and 5 v 6 then winners play (Q 4th)	2	1		
Q	Q	Q	X	X	X	X	X					7 v 8 then the winner plays v 4; + 5 v 6; the 2 winners play (Q 4th)	1	2	1	
Q	Q	Q	X	X	X	X	X	X				7 v 8 then the winner plays v 4; plus 6 v 9 then the winner plays v 5; the 2 winners play (Q 4th)	2	2	1	
Q	Q	Q	X	X	X	X	X	X	X			7 v 8 then the winner plays v 4; plus 6 v 9 and 5 v 10 then those winners play; the 2 winners play (Q 4th)	3	2	1	
Q	Q	Q	X	X	X	X	X	X	X	X		4 v 11 and 7 v 8 then those winners play; 6 v 9 and 5 v 10 then those winners play; the 2 winners play (Q 4th)	4	2	1	
Q	Q	Q	X	X	X	X	X	X	X	X	X	11 v 12 the winner plays v 4, then the winner plays winner of 7 v 8; 6 v 9 and 5 v 10 then those winners play; the 2 winners play (Q 4th)	1	4	2	1

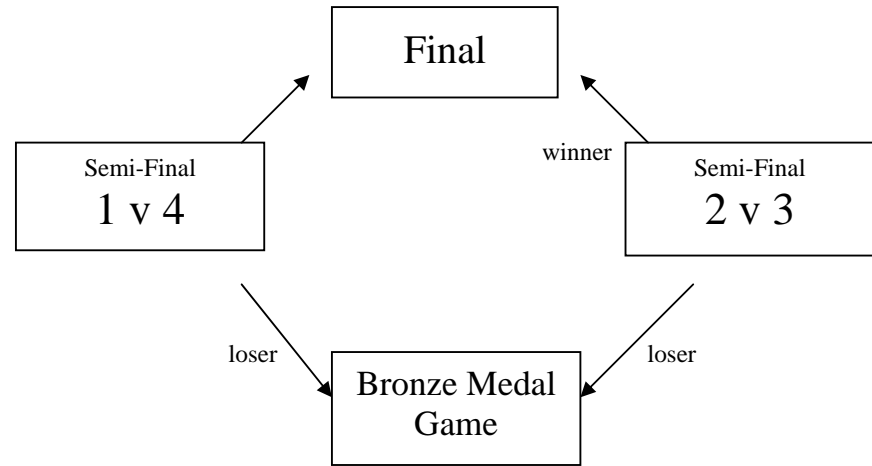
Q = Qualified

QX = Tied but still Qualified

X = Tied - Tiebreak Games

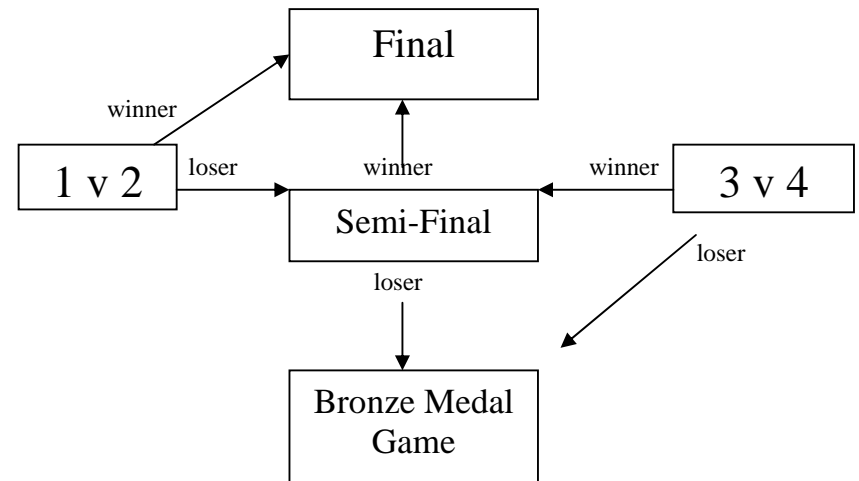
**PLAY-OFF SYSTEMS**

Olympic Winter Games, Paralympic Winter Games, Winter University Games



**PLAY-OFF SYSTEMS**

Men's and Women's World Championships, Junior Men's and Junior Women's World Championships, World Wheelchair Championship



## GLOSSARY OF TERMS

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**Blank End** - an end resulting in no score for either team.

**Competition** - any number of teams playing games to determine a winner.

**Courtesy line** - a line indicating where the non-delivering sweepers are to stand to ensure an umpire can view the hog line and to prevent distraction of a delivering player.

**Delivering end** - the end of the rink 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 action of playing a stone to the opposite end of the rink (playing end).

**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.

**Draw Shot Distance (DSD)** - the distance that a stone, which is delivered at the conclusion of a team's pre-game practice, finishes from the tee. Used to determine which team delivers the first stone in the first end.

**End** - A unit of play in which two opposing teams each deliver eight stones in alternating order, and then determine the score.

**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.

**Game** - two teams playing a specified number of ends to determine a winner.

**Hack** - a foothold used by a player to start the delivery of a curling stone.

**Handle** - the part of a curling stone that a player grips in order to deliver.

**House** - the area within the concentric circles at each end of the rink.

**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.

**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 amount 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** - a stone not in play, (e.g. - one which has touched a side line, or crossed the back line).

**Playing end** - the end of the rink to which the stones are being delivered.

**Rink** - (also called a sheet) the ice area on which a game is played.

**Round robin** - a competition in which each team plays all the other teams.

**Score** - the number of points received by a team in an end.

**Skip** - the player who directs play for the team.

**Stationary stone** - a stone in play which is not in motion.

**Stone set in motion** - a stationary stone hit by another stone which causes it to move.

**Sweeping** - using a brush or broom to clean or polish the ice surface.

**Team** - four players competing together in accordance with these rules. A team may include a fifth player (to act as an alternate) and a coach.

**Tee** - the exact centre of the house.

**Time-out** - stoppage of play called by a team or umpire.

**Umpire** - the person(s) responsible for the conduct of the game in accordance with these rules.

**Vice-skip** - the player who directs play for the team when it is the skip's turn to deliver, or when the skip is not in the playing area.