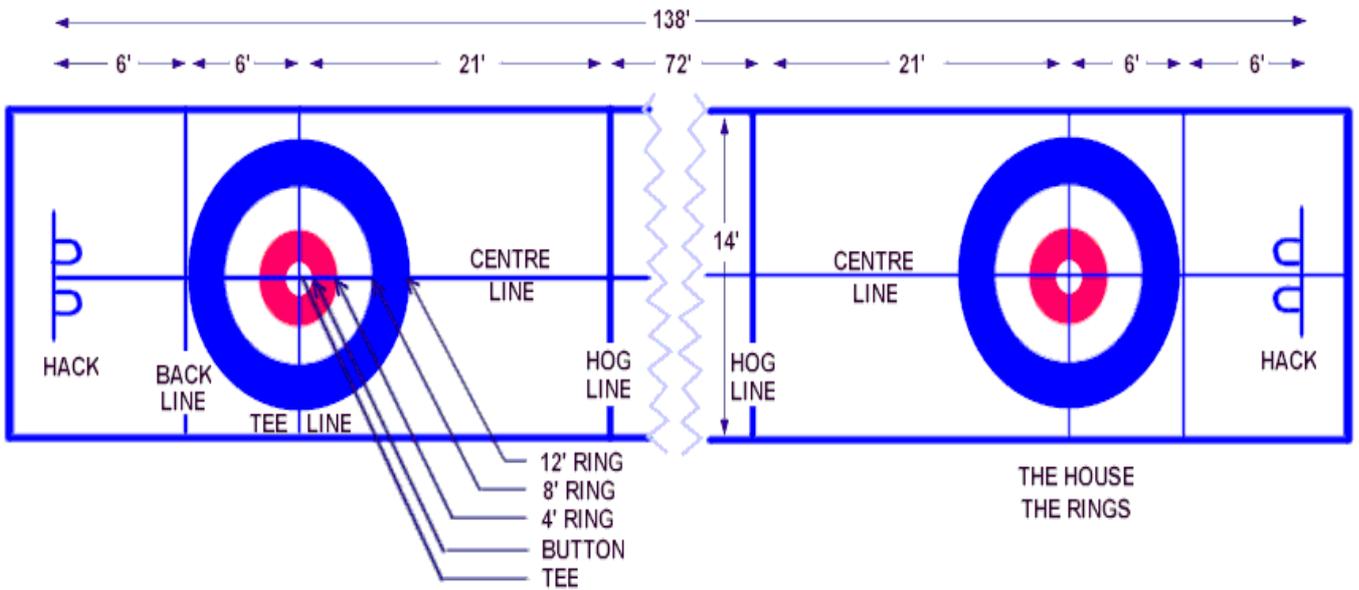


# Curling Rules

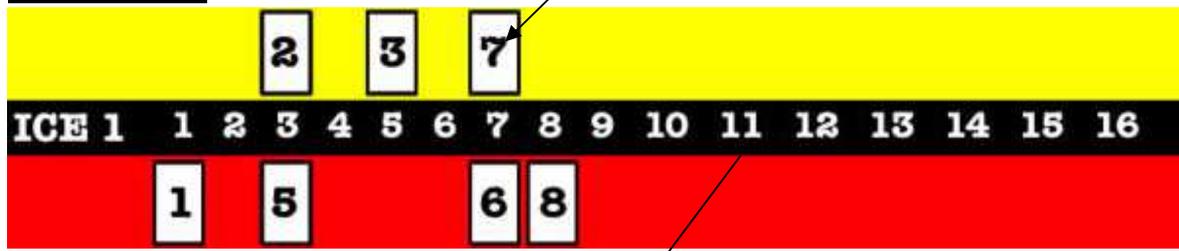
Henry St. High School

## General Rules of Play

- 2 four-person teams
- Each team throws 8 rocks per end of play
- Teams alternate turns and each player throws two stones per end
- Each end starts with the leads (first players) alternating throws, followed by the seconds, then the thirds (vice-skips) and finally the skips
- When it is the skips turn, they must elect a teammate to act as skip
- The skips, plot strategy and are usually the best player on the team
- The team receives one point for each of their rocks that are within the house and are closer to the centre than any of the opposition's stones
- The team that scores throws the first rock in the next end, giving the other team the HAMMER (last rock)
- Before the game starts, there is a rock, paper, scissors to determine which team plays the first stone in the first end
- In delivery of a stone, the stone must be released before the stone has reached the nearest hog line (black line)
- All members of the delivering team may sweep any of their team's stones between the tee lines, only one player can sweep after the end tee line.
- Behind the tee line, only one player from each team may sweep at one time. If the shooting team is not sweeping, then a player from the opposing team may sweep
- A stone is out of play if-
  - It does not reach the furthest Hog Line
  - It touches a sideline
  - Goes past the back line after the house
  - Touched by any player or equipment
- Any stone within the house is eligible to be counted
- Sweeping affects the ice in front of the moving stone in three ways
  - Smoothing or polishing the pebble
  - Removing frost or debris
  - Warms the ice creating a thin film of water causing the stone to go FURTHER and CURL LESS!
- SAFETY
  - Never let the rocks hit the Hacks (where you push off of)
  - Never lift the rocks off the ice
  - Always step on the ice with your non taped foot
  - Never put the bottom of the broom on the carpeted area



## SCORING



This number represents the end

These numbers represent the score

In the example above the score is Yellow → 7 and Red → 8

Only one team can score per end.

Above it shows the following:

- Red scored 1 in first end
- Yellow scored 3 in second end
- Yellow scored 2 in third end
- No score in the fourth end
- Red scored 2 in the fifth end
- Red scored 4 in the sixth end
- Yellow scored 1 in the seventh end
- Red scored 1 in the eighth end