



UNIVERSITY OF WYOMING

Intramural Sports

Curling Rules

(Updated 2/14/2018)

General Rules Adapted for Intramural Play; in other cases, USA Curling rules will be in effect.

NOTE: In addition to the following rules, proper etiquette and sportsmanship is to be observed at all times. Shake hands at the beginning and conclusion of each game.

1. GENERAL

- A game shall consist of six ends of play or 25 minutes, whichever comes first. No end will begin after 25 minutes of play.
- The Skip for each team will play rock, paper, scissors to determine the delivery order in the first end. The winner of RPS will choose first or second, the loser will choose which color of stones they want.
- Each team will throw four stones per end.
- After the first end, the team that most recently scored will deliver the first stone in the next end.

2. POSITIONS & DELIVERY ORDER

- Lead: Delivers the first stone.
- Second: Delivers the second stone.
- Third: (Vice-Skip) Delivers the third stone and relieves the Skip for the final stone.
- Skip: (Team Captain) directs the game from the house and delivers the final stone.
 - For teams of three participants: The Second is eliminated and the Lead or Vice Skip will throw the second stone. The Skip will always throw the final stone.
- The throwing order must remain the same throughout the entire game.

3. DELIVERING THE STONE (throwing)

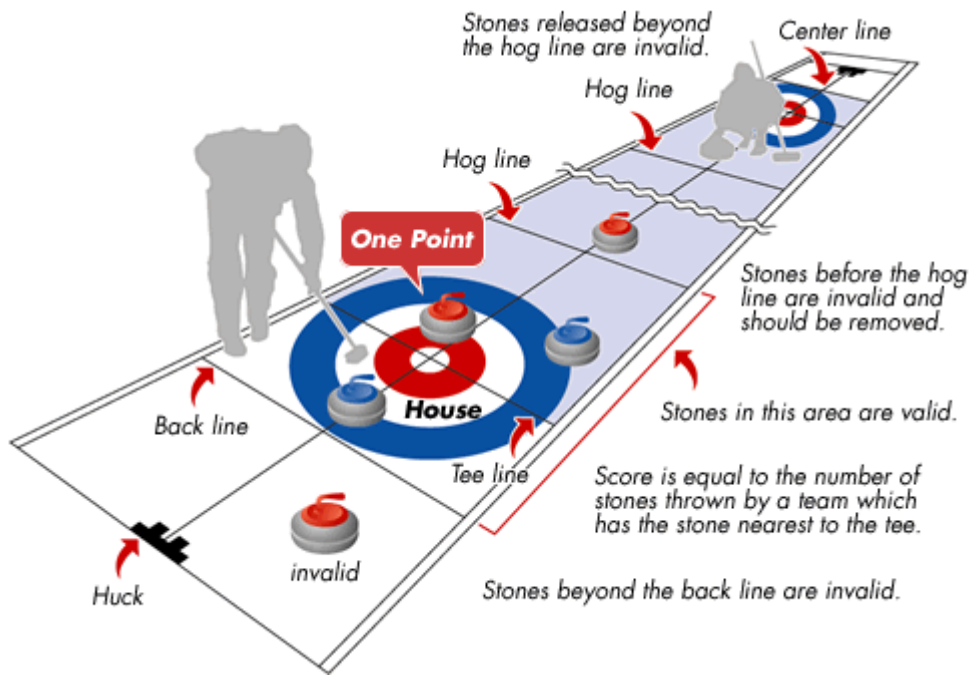
- The stone must be released before the first hog line (see figure on next page) and travel completely beyond the second hog line to be considered in play.
- There will be no free-guard zone (FGZ).

4. SWEEPING

- The two players that are not throwing may sweep the stone down the ice.
- The Skip may direct the intensity of the sweeping. Doing so can result in the rock changing path or weight.
- Once the stone of an opposing team passes the tee line of the house, the Skip (or Vice Skip) may attempt to sweep the stone out of the house.
- At no point may the sweepers touch the stone. If any body part or broom touches a stone, the touched stone is to be considered "burned".
- The fate of a burned stone is to be decided by the opposing team. The opposing Skip may choose to remove the stone from play, let the stone remain in play as it lies, or return all stones to their previous position and let the other team shoot again.

5. SCORING

- At the completion of an end (when all stones have been played), a team scores one point for each of its own stones located in, or touching, the house that are closer to the button than any stone of the opposition.
- If two rocks are so close that they cannot be determined by eye, an official must be called over to decide which rock is closer. The official's decision is final.
- Stones are still in play even if they are straddling the back line.
- **TIE:** If a game is tied at the end of play, a one stone delivery will be conducted for each team. Any member of the team may deliver the final stone. Rock, paper, scissors will determine the delivery order (winner of RPS will choose first or second). The closest stone to the button will determine the winner.



For a good video explanation check out:

<http://youtu.be/cxCH8CGqx88>