



2022-2023
USA Curling
Rules of Curling & Competition

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www.USACurling.org

Notice: USA Curling Championship Rules may be changed, in whole or in part, prior to the playdown process. This includes championship berth allotments for regions and specific teams, as granted in these rules. The regions and teams are not guaranteed a berth beyond the current USA Curling Championship. The rules for one year of championships will not be construed to give or imply any right for future championships. USA Curling policy is to promulgate its rules in advance of the competition affected by those rules, through its due process of committee and board meetings. Any mistakes, omissions or ambiguity may be subject to clarification by USA Curling.

The Spirit of Curling

Curling is a game of skill and tradition. A well-executed shot is a delight to see, and it is also a fine thing to observe the time-honored 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 honorable conduct.

The spirit should influence both the interpretation and the application of the rules of the game and the conduct of all participants on and off the ice. (Revised September 2022)

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SECTION I – RULES OF CURLING

R1. SHEET

(a) The length of the ice sheet from the inside edges of the back boards is 150 feet. The width of the sheet from the inside edges of the side lines is a maximum of 16 ft. 5 inches. This area is delineated by lines drawn, or by dividers placed on the perimeter. If the size of an existing facility will not permit these measurements, then the length may be reduced to a minimum of 146 ft., and the width to a minimum of 14 ft. 2 in.

(b) At each end of the sheet there are clearly visible parallel lines in the ice from sideline to sideline as follows:

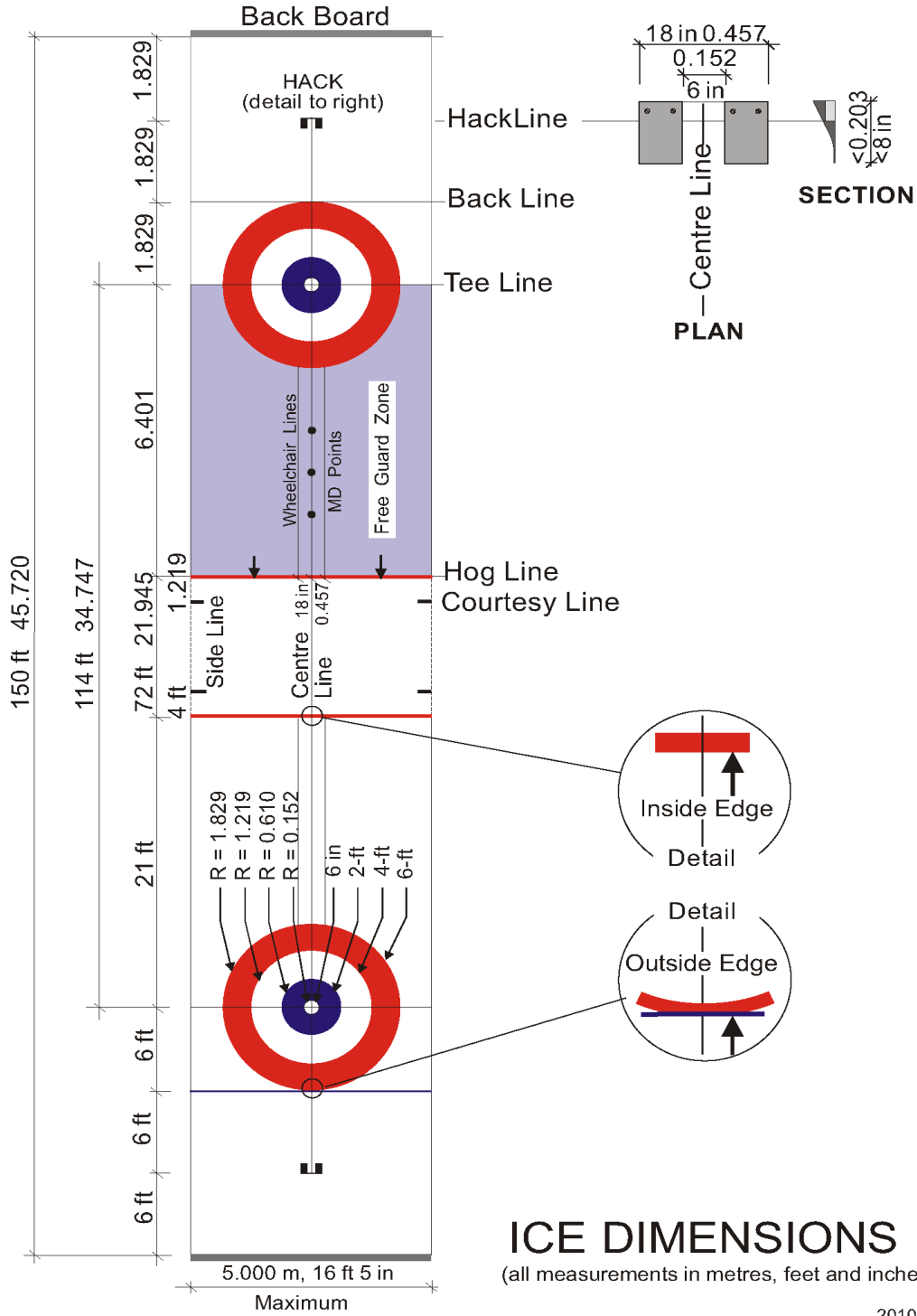
- 1.) The tee line, 1/2 in. maximum width, is placed so that the center of the line is 57 ft. from the middle of the rink.
- 2.) The back line, 1/2 in. maximum width, placed so that the outside edge is 6 ft. from the center of the tee line.
- 3.) The hog line, 4 in. in width, placed so that the inside edge is 21 ft. from the center of the tee line.
- 4.) A center line, 1/2 in. maximum width, joins the midpoints of the tee lines and extends 12 ft. beyond the center of each tee line.
- 5.) A hack line, 1 ft. 6 in. in length and 1/2 in. maximum width, is placed parallel to the tee line, at each end of the center line.
- 6.) A courtesy line, 6 in. in length and 1/2 in. maximum width, is placed 4 ft. outside and parallel to the hog lines, on each side of the rink.

(c) For wheelchair events, at each end of the sheet, 2 thin (i.e. - wool) wheelchair lines are placed parallel to and on opposite sides of the center line, extending from the hog line to the outermost edge of the nearest circle, with the outside edge of each line being 18 in. from the center line.

(d) A center hole (tee) is placed at the intersection of each tee line and center line. With the tee as center, there are four concentric circles placed at each end of the rink, with the outer edge of the outer circle having a radius of 6 ft., the next circle a radius of 4 ft., the next circle a radius of 2 ft., and the innermost circle having a minimum radius of 6 in.

(e) Two hacks are placed on the hack line, on opposite sides of the center line, with the inside edge of each hack 3 in. from the midpoint of the center line. The width of each hack is not to exceed 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 8 in. in front of the hack line. If the hack is recessed into the ice, this is not to be more than 1.5 in. in depth. (USA CURLING Interpretation: There shall be no obstruction behind the hack structure.

Ice Sheet Dimension Chart



ICE DIMENSIONS

(all measurements in metres, feet and inches)

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R2. STONES

- (a)** A Curling stone is of circular shape, having a circumference no greater than 36 in., a height no less than 4.5 in., and a weight, including handle and bolt, no greater than 44 lbs. and no less than 38 lbs.
- (b)** Each team uses a set of eight stones having the same handle color 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, the teams use the “Spirit of Curling” to decide where the stone(s) should be placed. If agreement cannot be reached, the end will be replayed.
- (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 positions prior to the incident taking place.
- (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, third, fourth or fifth 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.

R3. 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 subject to (d)
 - (i). A team that deliberately changes its delivery rotation, or positions, during a game without permission of the Chief Umpire, will forfeit the 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.
- (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 only at the start of an end.
A player may leave and return to a game only one time in any game
 - (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.

Definition of a player UNABLE TO CONTINUE TO PLAY IN A GAME: A player that delivers fewer than two stones in an end is considered to have left the game, except where rule R5 (i) applies.

(e) A team may not play with fewer than three players, all players delivering all their allocated stones in each end.

(f) In competitions where alternates are allowed, only one alternate can be registered and used in that competition. If there is a violation, the offending team will forfeit the game.

(g) If a player delivers the first allocated stone of an end and is unable to deliver the second allocated stone, the following is the procedure for the remainder of that end. If the player is the:

- (i) first player, the second player delivers the stone
- (ii) second player, the first player delivers the stone
- (iii) third player, the second player delivers the stone
- (iv) fourth player, the third player delivers the stone

(h) If a player whose turn it is to deliver is unable to deliver both of the allocated stones during an end, the following is the procedure for the remainder of that end. If the player is the:

- (i) first player, the second player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones
- (ii) second player, the first player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones
- (iii) third player, the first player delivers the first stone of the third player, then the second player delivers the second stone of the third player, then the fourth player delivers the last two stones
- (iv) fourth player, the second player delivers the first stone of the fourth player, then the third player delivers the second stone of the fourth player.

R4. POSITION OF PLAYERS

(a) Non-Delivering Team:

(i) During the process of delivery, the players take stationary positions along the sidelines between the courtesy lines. However:

- 1) 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.
- 2) The player who is to deliver next may take a stationary position to the side of the sheet, behind the hacks, at the delivering end.

(ii) The non-delivering team players must not take any position, nor cause any motion, which could obstruct, interfere with, distract or intimidate the delivering team. 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 positions prior to the violation taking place.

(b) Delivering Team:

(i) The skip, or the vice-skip when it is the skip's turn to deliver, or when the skip is not on the ice, is in charge of the house.

(ii) The player in charge of the house is positioned inside the hog line, with at least one foot/wheel on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery.

(iii) Any improper position of players will result in the delivered stone being removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

R5. DELIVERY

- (a)** Unless predetermined or decided by the LSD (last stone draw), 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 color for that game.
- (c)** Right-handed deliveries are delivered from the hack on the left of the center line and left-handed deliveries are delivered from the hack on the right of the center line. A stone delivered from the wrong hack is removed from play, and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.
- (d)** The Curling stone must be delivered using the handle of the stone.
- (e)** A stone must be clearly released from the hand before it reaches the hog line at the delivery end. If the player fails to do so, the stone is immediately removed from play by the delivering team.
- (f)** 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, by the non-offending team, to their positions prior to the violation taking place.
- (g)** A stone is in play, and considered delivered, when it reaches the tee line (hog line for wheelchair Curling) at the delivery end. A stone that has not reached the relevant line may be returned to the player and redelivered.
- (h)** All players must be ready to deliver their stones when their turns come, and not take an unreasonable amount of time to play.
- (i)** 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.
- (j)** 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.
- (k)** 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. If the player delivering the last stones of an end is the player that inadvertently delivers too many stones, the last delivered stone will be removed from play and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.
- (l)** If a team delivers two stones in succession in the same end:
 - (i) The second stone is removed, and any displaced stones replaced, by the non-offending team, to their positions prior to the violation taking place. The player, who delivered the stone played by mistake, redelivers it as the last stone for the team in that end.
 - (ii) If the infraction is not discovered until after the delivery of a subsequent stone, the end is replayed.
- (m)** If the wrong team delivers the first stone of an end:
 - (i) If the error is discovered after only the first stone has been delivered, the end shall be replayed.
 - (ii) If the error is discovered after the second stone of the end has been delivered, play continues as if the error had not occurred.

R6. 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 sixth 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, by the non-offending team, to their positions prior to the violation taking place.

R7. SWEEPING

(a) The sweeping motion can be in any direction (it need not cover the entire width of the stone), must deposit no debris in front of a moving stone, and must finish to either side of the stone.

(b) A stationary stone must be set in motion before it can be swept. A stone set in motion by a delivered stone, either directly or indirectly, may be swept by any one or more of the team to which it belongs anywhere in front of the tee line at the playing end.

(c) All players may clean the playing surface prior to the delivery of the next stone.

(d) A delivered stone may be swept by any one or more of the delivering team anywhere in front of the tee line at the playing end.

(e) No player may ever sweep an opponent's stone except behind the tee line at the playing end and may not start to sweep an opponent's stone until it has reached the tee line at the playing end.

(f) 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.

(g) 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.

(h) If a sweeping violation occurs, the non-offending team has the option of allowing the play to stand, or of placing the stone, and all stones it would have affected, where they would have come to rest had the violation not occurred.

R8. TOUCHED MOVING STONES

(a) Between the tee line at the delivery 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 their equipment, the touched stone is removed from play immediately by that team. A double-touch by the person delivering the stone, prior to the hog line at the delivering end, is not considered a violation.

(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 positions prior to the violation taking place; 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 positions prior to the violation taking place. If agreement on those positions cannot be reached, the end is replayed.

(c) Last Stone Draw (LSD) Stones:

(i) If a member of the delivering team touches a moving stone, or causes it to be touched, the stone will be removed and recorded as 199.6cm (6 ft. 6.6 in.).

(ii) If a member of the non-delivering team touches a moving stone, or causes it to be touched, the stone will be redelivered.

(iii) If an external force touches a moving stone, or causes it to be touched, the stone will be redelivered.

(d) If a moving stone is touched by a stone deflecting off the sheet dividers, the non-delivering team shall place the stone where it reasonably considers the stone would have come to rest had the moving stone not been touched.

R9. DISPLACED STATIONARY STONES

(a) If a stationary stone, which would have had no effect on the outcome of a moving stone, is displaced, or caused to be displaced by a player, it is replaced, by the non-offending team, to its position prior to the violation taking place.

(b) If a stationary stone, which would have had no effect on the outcome of a moving stone, is displaced, or caused to be displaced, by an external force, it is replaced, with agreement of the teams, to its position prior to the violation taking place.

(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 from play the stone whose course would have been altered, and replace any stones that were displaced after the violation to their positions prior to the violation taking place; or

(iii) place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.

(d) If a stone which would have altered the course of a moving stone is displaced 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 positions prior to the violation taking place. If agreement on those positions cannot be reached, the end is replayed.

(e) If a displacement is caused by stones deflecting off the sheet dividers, the stones are replaced, by the non-delivering team, to their positions prior to the violation taking place.

(f) Last Stone Draw (LSD) Stones:

- (i) If a member of the delivering team displaces a stationary stone, or causes it to be displaced, before the Official completes the measurement, the stone will be removed and recorded as 199.6cm (6ft. 6.6 in.).
- (ii) If a member of the non-delivering team displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone is replaced, by the delivering team, to its position prior to the violation taking place.
- (iii) If an external force displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone is replaced, by the delivering team, to its position prior to the violation taking place.

R10. EQUIPMENT

(a) No player shall cause damage to the ice surface by means of equipment, handprints or body prints. The procedure will be:

- 1st incident = 1st official on-ice warning, repair damage
- 2nd incident = 2nd official on-ice warning, repair damage
- 3rd incident = repair damage and remove player from the game

(b) No equipment shall be left unattended anywhere on the ice surface.

(c) Teams must not use electronic communication equipment, or any device to modify the voice, during a game. With the exception of stopwatches that are limited to providing 'time' data only, the use of electronic devices during the games, which provide information to players on the field of play, are forbidden.

(d) A whistle or another signaling instrument can be used in case of medical reasons and after consultation and written approval from the US Curling Association.

(e) When a properly functioning electronic hog line device is being used:

- (i) The handle must be properly activated so that it is functioning during delivery, or it will be considered a hog line violation stone.
- (ii) A glove or mitt must not be worn on the delivery hand during the delivery of a stone. If there is a violation, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

When sensor handles are in use, players should be familiar with their operation. Each sensor handle is equipped with two green LED lights and two red LED lights. The red LEDs flash when the rock is tilted with a bare hand touching the coated handle grip. When the rock is returned to the playing position and the grip is released, the green LEDs flash quickly for 10 seconds and then slowly for 2 minutes. If the grip is not touched, the electronics will turn off after the slow flashing stops. If the grip is touched, the LEDs turn off to prevent distracting the curler during delivery. When the grip is released before the hog line, the green LEDs flash until the center of the rock crosses the center of the hog-line magnet; then, the green LEDs turn on steady for 5 seconds to indicate a valid delivery. If the grip is not released before the center of the rock crosses the center of the hog-line magnet, a violation is indicated for 25 seconds by flashing red LEDs. The touch sensor remains on for a short interval after the hog line is crossed. If the grip is touched in this interval, indication will switch from valid (solid green) to violation (flashing red). A low battery is indicated by alternating red and green LEDs. There are two LEDs of each color in case of bulb failure, thus, a single LED (red or green) has the same meaning as two LEDs. The coated handle grip and the LEDs can be damaged by brushes and shoes. Do not push on the handle with brushes or shoes.

Do not invert the rock on the ice with the grip contacting the ice. The grip coating can be damaged.

If a handle becomes loose, do not attempt to tighten it by rotating the handle. This can damage the battery carrier. Have an Official notify the Ice Crew to properly torque the mounting screw.

(f) The use of a delivery stick shall be restricted as follows:

(i) May not be used in any USA Curling National Championship or any qualifying event, except wheelchair events and Arena Nationals.

(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) For non-wheelchair Curling: The stone must be delivered along a straight line from the hack to the intended target.

(iv) For non-wheelchair Curling: The stone must be clearly released from the delivery stick before the stone has reached the hog line at the delivering end. A stone is in play, and considered delivered, when it reaches the tee line at the delivery end.

(v) For non-wheelchair Curling: A delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand.

(vi) If a stick delivery violation occurs, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

(vii) All delivery sticks must conform to the Wheelchair Curling Policy.

R11. 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 arithmetically eliminated, provided the minimum number of ends have been completed. A team that has been arithmetically eliminated may finish the current end, but no new end may be started. However, if a team is arithmetically eliminated in the last end of a game, the game should stop when this occurs, and the end will not be finished. 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 (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 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. Any one player on the ice from each team is allowed to observe any measurement that is made by a measuring device.

(e) If two or more stones are so close to the tee that it is impossible to use a measuring device, the determination is made visually.

(f) If a decision cannot be reached, either visually or with a measuring device, the stones are considered equal, and:

(i) If the measure was to determine which team scored in the end, the end is blanked.

(ii) If the measure was to determine additional points, only the stones closer to the tee are counted.

(g) If an external force should 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, in the following manner:
 - (i) If both teams still have stones to be delivered, “X”s are placed on the scoreboard.
 - (ii) When only one team has delivered all of its stones:
 - (1) If the team that delivered all its stones has the stone(s) counting, no points are given, “X’s” are placed on the scoreboard unless the points are required to determine the outcome.
 - (2) If the team, that did not deliver all its stones has stone(s) counting, these points are given and placed on the scoreboard.
 - (3) If no stones are counting, “X”s are placed on the scoreboard.
- (i)** If a team is not available to start a game at the designated time, the following takes place:
 - (i) If the delay of the start of play is 01:00-14:59 minutes (01:00-09:59 minutes Mixed Doubles), then the non-offending team receives one point, and will have choice of first or second stone in the first end of actual play; one end is considered completed.
 - (ii) If the delay of the start of play is 15:00-29:59 minutes (10:00-19:59 for Mixed Doubles), then the non-offending team receives one additional point, and choice of first or second stone in the first end of actual play; two ends are considered completed.
 - (iii) If play has not started at 30 minutes (20 minutes for Mixed Doubles), then the non-offending team is declared the winner by forfeit.
- (j)** The final score of a forfeited game is recorded as “W – L” (win – loss).

R12. INTERRUPTED GAMES

If for any reason, a game is interrupted, the game resumes where play was stopped. In the case that the stones need to be removed for ice maintenance (agreement between Chief Ice Technician and Chief Umpire), then the end is replayed.

R13. WHEELCHAIR CURLING

- (a)** Stones are delivered from a stationary wheelchair.
- (b)** When the stone is delivered between the hack and the outermost edge of the top of the house at the delivery end, at the start of the delivery the stone is positioned on the center line. When the stone is delivered between the outermost edge of the top of the house and the hog line at the delivery end, the entire width of the stone must be within the wheelchair lines at the start of the delivery.
- (c)** During delivery, the feet of the player delivering the stone must not touch the ice surface and the wheels of the chair must be in direct contact with the ice.
- (d)** The delivery of the stone is undertaken by the conventional arm/hand release or using a delivery stick conforming to the Wheelchair Curling Policy. Stones must be clearly released from the hand or stick before the stone reaches the hog line at the delivery end.
- (e)** A stone is in play when it reaches the hog line at the delivery end. A stone that has not reached the hog line at the delivery end may be returned to the player and redelivered.
- (f)** Sweeping is not permitted.
- (g)** If a delivery violation occurs, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

(h) For USA Curling wheelchair competitions, each on-ice team must have four players delivering stones and must be always comprised of both genders during games. A team violating this rule will forfeit the game.

If a player leaves during an end because of illness, accident or other extenuating circumstances (excluding ejection by an umpire):

(i) the player may return to the game, provided they deliver all their allocated stones.

(ii) if the departing player's stone(s) need to be delivered in that end, an alternate must be immediately brought into the game in the position of the departing player to deliver those stone(s), and the team still needs to be composed of both genders. Failure to do so results in forfeiture of the game. At the start of the next end the team may change the team line-up if desired (the revised rotation of play will apply for the remainder of that game), and the replaced player may not re-enter the game.

(iii) If both stones have been delivered by the departing player, at the start of the next end the team must bring in an alternate and may change the team line-up if desired (the revised rotation of play will apply for the remainder of that game), and the replaced player may not re-enter the game.

(iv) All games will be scheduled for eight ends.

R14. MIXED FOURS CURLING

(a) Each team shall have two male and two female players, and the male and female players must deliver stones alternately (M, F, M, F - or - F, M, F, M). No alternate players are permitted.

(b) If a team plays with three players, the alternate gender order of delivery must be maintained (M, F, M - or - F, M, F). If this occurs while a game is in progress, the delivery rotation can be changed to meet this criterion.

(c) The skip and vice-skip can be anyone in the team, but they must be from opposite genders.

(d) All Mixed Fours games are scheduled for eight ends.

(e) The team is allowed one coach and one other team official. Only those two people may sit on the designated coach bench.

R15. MIXED DOUBLES CURLING

(a) A team is composed of two players, one male and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both players playing for the entire game. One coach and one other team official will be allowed for each team.

(b) The scoring shall be the same as in a regular game of Curling. The "positioned" stones that are placed prior to the beginning of each end are eligible to be counted in the scoring.

(c) Each game will be scheduled for eight ends.

(d) Each team shall deliver five stones per end. The player delivering the team's first stone of the end must also deliver the team's last stone of that end. The other team member shall deliver the team's second, third and fourth stones for that end. The player delivering the first stone can change from end to end.

(e) If, prior to the delivery of the fourth stone of an end a delivered stone causes either directly or indirectly, any previous delivered or placed stone to be moved to an out of play position, the delivered stone shall be removed from play and any displaced stone(s) shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

(f) Prior to the start of every end, one team shall place its "positioned" stone at the playing end of the sheet in one of two positions, designated A and B. The opponent's "positioned" stone shall then be

placed in whichever position (A or B) remains vacant. The location of these positions shall be as follows:

(i) Position A: Placement so that the stone is bisected by the center line and is either immediately in front of or immediately behind one of three points in the ice. The points are placed on the center line (see diagram):

- 1) At the mid-point between the hog line and the edge of the top of the house.
- 2) 914 mm. Three feet from the mid-point closer to the house.
- 3) 914 mm. Three feet from the mid-point closer to the hog line.

Based on the ice conditions, when no event official is available to make the decision, the teams shall determine the specific placement for each sheet for Position A to be used prior to the start of the pre-game practice. That same placement must be used for the entire game.

(ii) Position B: Placement so that the stone is bisected by the center line and is in the back of the 4-foot circle. The back edge of the stone is aligned with the back edge of the 4-foot circle (see diagram)

(iii) Power Play: Once per game, each team, when it has the decision on the placement of the “positioned” stones, can use the “Power Play” option to position those two stones. The in-house stone (B), which belongs to the team with the last stone in that end, is placed on either side of the house with the back edge of the stone touching the tee line, at the point where the 8-foot and 12-foot circles meet. The guard stone (A) is positioned to the same side of the sheet, the same distance that was determined for the center guards (see diagram). The “Power Play” option cannot be used in extra ends.

Figure No. 1 - Centre Guard

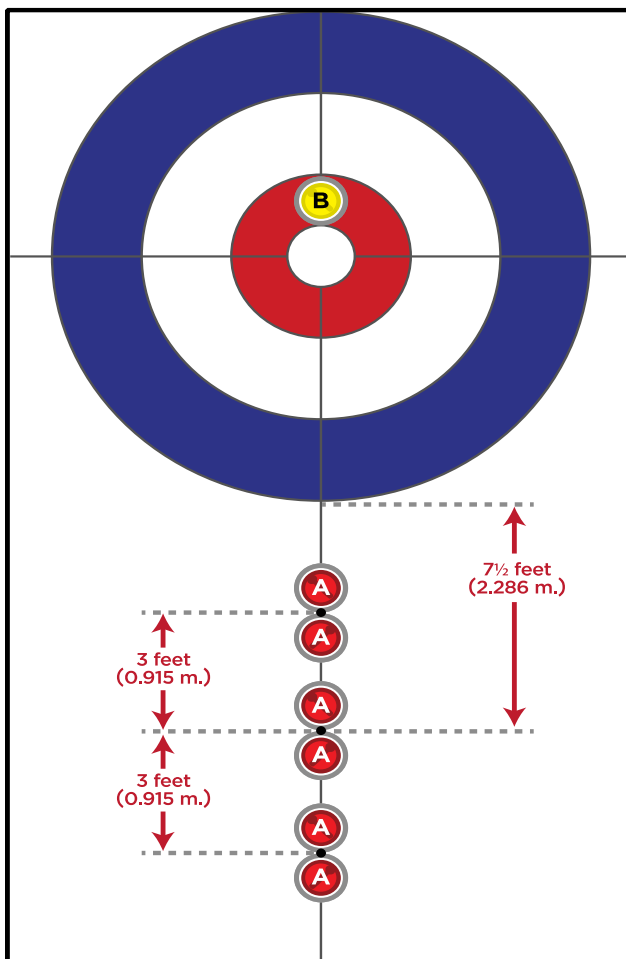
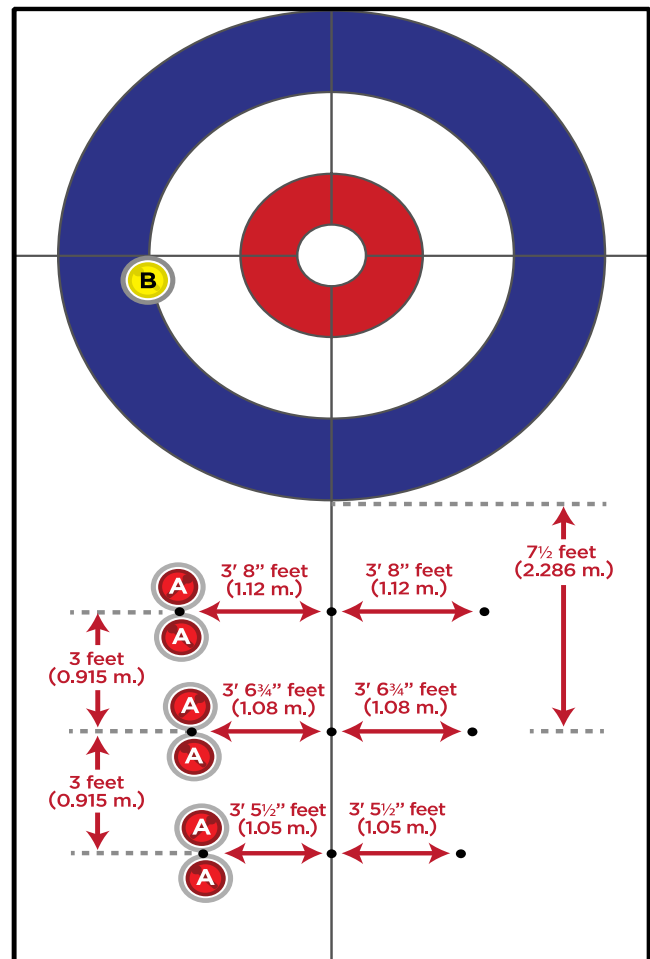


Figure No. 2 - Power Play Option



- (g)** The team having the decision on the placement of the “positioned” stones shall be:
- (i) Teams opposing each other in the game shall use the LSD to determine which team has the decision in the first end. The team with the lesser LSD distance shall have the decision on the placement.
 - (ii) Following the first end, the team that did not score shall have the decision on the placement.
 - (iii) If neither team scores in an end, the team that delivered the first stone in that end shall have the decision on placement in the next end. In the case of a blanked end due to an equal measure, the team that had the decision on the placement of the “positioned” stones shall not change for the next end.
- (h)** If the “positioned” stones are placed in the wrong position: (i) If the error is discovered after only the first stone has been delivered, the end shall be replayed. (ii) If the error is discovered after the 2nd stone of the end has been delivered, play continues as if the error had not occurred.
- (i)** The team whose “positioned” stone is placed in Position A (in front of the house) shall deliver the first stone in that end, and the team whose “positioned” stone is placed in Position B (in the house) shall deliver the second stone in that end.
- (j)** While the team is in the process of delivery, the non-delivering player may be anywhere on the ice surface of the team’s sheet. After delivery, either or both players may sweep their delivered stone and any stones set in motion that belong to their team anywhere in front of the tee line at the playing end. This applies during all of the team’s delivered stones, including the LSD.
- (k)** If a delivery violation occurs, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred, however, the player that delivered the first stone of the end can deliver a maximum of two stones in that end.

R16. Prohibited Substances

The use of all performance-enhancing drugs, without therapeutic exemption, whether taken knowingly or otherwise, is unethical and prohibited. If such use occurs, the player(s) will be disqualified from the competition. (See Section II, 11.)

R17. Inappropriate Behavior

Improper conduct, foul or offensive language, equipment abuse, or willful damage on the part of any team member is prohibited. Any violation may result in suspension of the offending person(s).

SECTION II - USA CURLING Championship Policies **GENERAL RULES AND GUIDELINES**

1. Overview: The policies stated in this section apply to all USA Curling Championships, unless otherwise noted. Specific USA Curling championship Event Procedures Documents (EPDs) override policies in this section. For any national event that leads to a world event, the WCF Rules of Curling and Rules of Competition also apply. Be sure to familiarize yourself with the WCF rules by going to <https://worldcurling.org/competitions/rules/>. For the Men’s and Women’s National Championships, Mixed Doubles National Championships, the Wheelchair Mixed Doubles National Championships, and the Junior National Championships, all players who advance to the world event are required to sign and abide by USA Curling’s National Team Athlete Agreement.

2. General Eligibility: Playdown eligibility criteria vary by event. Refer to specific event eligibility in Section III. Every team member, including fifth players (alternates) AND coaches must have completed online registration before participating in a championship event. Team members can be added electronically at the venue if an internet connection is available (see the Chief Umpire). The Chief Umpire or Deputy Chief Umpire, or his or her designated substitute, must be provided with acceptable proof of registration and will screen the athlete or coach for the appropriate participation requirements. If applicable, acceptable proof of citizenship must also be provided (see #3—Entry Process, Deadline, and fees for information).

Coaches must be at least 21 years of age and registered on [MyUSACurling](#). Coaches must be SafeSport-certified, reviewed the [MAAPPs](#), and have completed Background Screening. Non-registered players or those who knowingly provide false information are subject to disqualification. If registration information is intentionally falsified and an individual is found to be ineligible because of it, the player will not be allowed to compete, entry fees will not be refunded, and the entire team's entry could be determined ineligible to compete due to a lack of personnel.

(a) Membership - Except as stated below for the Men's and Women's National Championships and Mixed Doubles National Championship, anyone who registers for a USA Curling Championship event must be a dues-paying member of a USA Curling member club. Athletes should check with their club to ensure that their names appear on the club dues/membership roster similar to the way they appear in the online registration system. Updates can be made by the athletes to their [MyUSACurling](#) profile as necessary.

(b) Dues - A player who registered for a championship in the previous year, but whose name did not appear on the roster of any eligible club as a dues-paying member, will be officially notified via email and will be given 30 days in which to correct the discrepancy. If the discrepancy is not corrected in a timely manner, the player will not be permitted to register for any championship in the current year.

(d) Citizenship or Residency Eligibility - Proof of citizenship is required for all events leading to a World competition or representation of USA Curling for international competition: Junior Nationals, Mixed Doubles Nationals, Wheelchair Mixed Doubles Nationals, Mixed Fours Nationals, Men's Nationals, Women's Nationals, Senior Women's Nationals, Senior Men's Nationals, Olympic Team Trials, World University Games, and Youth Olympics. Residency is permissible for all other events: Arena Nationals, New Curler (5U) Nationals, Club Nationals, and U18 Nationals.

(e) Residency Definition - Residency is established by lawful and continuous presence within the United States for a period of 24 months immediately prior to April 1st of the year in which the competition is to take place, except for brief and infrequent trips outside of the United States and except, as to full time foreign students, for school vacation periods. U.S. citizens are eligible for all events without regard to residency.

(f) Level of Competition - No player may compete on more than one team at the same level of play leading to the same national championship.

3. Entry Process, Deadlines, and Fees: *Parents or Legal Guardians of Minors are responsible for registering their children.* Teams enter the playdown process through online registration at [usacurling.org](#) (Events tab under Event Registrations). All registrations and payments are made online. **It is the athlete's responsibility to see that all requirements are complete by the entry deadline date. Incomplete entries will not be accepted.** Teams are encouraged to enter at least two weeks prior to the deadline date to avoid disqualification due to incomplete entries. It is important to keep contact information current on your [MyUSACurling](#) profile.

(a) The USA Curling office must receive the following through online registration by 11:59 p.m., Central Time, of the event registration deadline date. If a team has a coach, the coach must also register online and have an updated profile on [MyUSACurling](#).

(b) **Full payment of entry fees** and any applicable regional association fees.

(c) **Proof of Citizenship.** Can be a legible photocopy of U.S. Passport photo/personal page, a notarized statement from a witness seeing your U.S. Naturalization Certificate, or your U.S. Birth Certificate/Certificate of Birth. Registrants from states employing the Enhanced Driver's License may use that document for proof. Proof of Citizenship is uploaded upon registration and can be added to your [MyUSACurling](#) profile under the documents tab.

(d) Entry registration dates are listed under the events registration section on [usacurling.org](#).

4. Alcohol Consumption Policy: Consumption of alcohol by players under 21 is prohibited from the time of departure from the city of home/school residence, through the competition, and until the return to the city of home/school residence, including, without limitation, any banquet or post championship/event celebration.

Older players on a team with younger players who cannot drink alcohol may not encourage drinking by the underage members of their team. Sanctions for violation of this policy are as set forth within the Code of Conduct. USA Curling online registration Code of Conduct can be found at [usacurling.org](#) in the events tab under the Championships section.

5. USA Curling Format Policy: In certain cases where the number of teams is unknown or the format is not specifically stated, the following playdown format matrix will be used:

- Two teams – Best three out of five games
- Three or four teams – Double Round Robin
- Five to nine teams – Single round robin with Double Knock Out provision
- Ten to 24 teams – Divisional round robin
- More than 24 teams - Knockout format

*Alternative formats for any event may be adopted in specific circumstances. USA Curling CEO will consult with the Sporting Director, Coaching Staff, and members of the AAC to determine if a new format is required.

6. Personnel:

(a) **Registered Players** - Upon entering the playdowns of any four-person team event, a team **MUST** register four or five players (minimum of four players must register at the close of event registration). A team may start, play, and/or end a competition with three of their registered four or five players. *There is no option for a player to resign from a team, or to be replaced.* In extenuating circumstances, an appeal to replace a player can be emailed to competitions@usacurling.org.

(b) **Fifth Players** - Teams are encouraged to register only four players prior to the entry deadline. Teams may then add a fifth player at any point in the playdown process through the Championship event. When adding a fifth player, that player:

- (i) Must meet all general eligibility requirements
- (ii) Must have completed on-line registration and the "USA Curling Registration Code of Conduct Agreement" and "Release of Liability" forms prior to competing (included in the online registration process)
- (iii) Must prove U.S. citizenship when applicable; and

(iv) In any competition where a team represents a State or Region, the added fifth player must be a resident of that same state or region, unless the region represented would not be different had the added fifth player registered prior to the registration deadline. For Club Nationals, the fifth player must meet the same eligibility requirements as the other four players.

Any player from a team that has been eliminated from competition is eligible to become another team's registered fifth player only at a subsequent level of play.

Caution: Players are registered on a team as of the entry deadline. Teams registering five players have **NO** option to add an additional player for any reason except at the World Championships and U.S. Olympic Team Trials as noted below. In extenuating circumstances, an appeal to replace a player can be emailed to competitions@usacurling.org.

(c) Mixed Fours Curling- (1) A team registering for the Mixed Fours Nationals must have at least two players who reside in the region where the team will play down.

(d) Coaches & Team Officials –Must be at least 21 years of age. All coaches and team officials must have an updated profile on MyUSACurling with SafeSport requirements, review MAAPPs and have an updated Background Screen. USA Curling coaches are **required for all USA Curling junior events**. Legal Guardian consent forms are required for all minor athletes giving consent to a supervising adult or coach when a legal parent or guardian is not present or accompanying a minor athlete. Consent forms are to be carried by all designated coaches and supervising adults.

(e) Coaches are required to register three business days prior to the close of event registration and complete the requirements.

(f) Regional Playdowns and RFRs (Request for Rulings) - For any championship in which teams represent a region (and/or state), a team composed of players from more than one region (and/or state) is subject to the following team residency rule.

(i) When a majority of a team's players reside in a given Region (and/or State), the team must play down in that Region (and/or State). This is always the case when three or more team members reside in the same Region (and/or State), but also applies if two team members are from the same Region (and/or State) and the other two (or three) are each from separate Regions (and/or States).

(ii) Where an athlete "resides" is the region they will be considered as registering to represent. Registration addresses are reviewed. Individuals who have any confusion or ambiguity regarding region of residence, should consult their regional association and USA Curling.

(g) Request for Ruling required - Teams must apply to USA Curling to determine the Playdown Region (and/or State) when:

(i) A team is comprised of four players, two players each from two Regions (and/or States);

(ii) A team is comprised of five players, two players each from two Regions (and/or States) and another player from a third Region (and/or State); or

(iii) A team is comprised of four (or five) players, each from four (or five) separate Regions (and/or States).

(iv) A player will be considered to reside where he or she lives.

Any questions regarding the interpretation of these rules should be clarified through a Request for Ruling. A "Request for Ruling" can be sent to competitions@usacurling.org.

7. Uniforms: Rules for uniforms vary by championship. At national championships that require uniforms, each team member shall wear identical uniforms for all games, including pants and hats, if

worn (peak forward.) Each garment (jacket, sweater, shirt or vest) shall have the player's surname in 2-inch letters across the upper back of the playing garment. All coaches and team officials are required to wear a matching team jacket to sit at the coaching bench. Jeans are not acceptable within the field of play or coach's bench. When two players have the same surname, the first letter of their given name shall be added to the player's name on the garment. If the first letter is also the same either another initial should be added, or the full or abbreviated given names shown. A player or coach with an improper uniform shall be denied access to the field of play and the coaching bench.

Uniforms are strongly encouraged at all levels of play but are not mandatory at certain qualifying events and national championships. Uniforms are mandatory at Men's, Women's, Mixed Doubles, Wheelchair Mixed Doubles, U21 Junior Men's, and U21 Junior Women's National Championships, and at Olympic Trials.

8. Equipment

(a) Each player must declare an approved sweeping device at the start of a game, and only that player can use that device for sweeping during the game. Penalty: If a player sweeps their team's stone with another person's sweeping device, the stone shall be removed from play. If a player sweeps with another person's sweeping device a stone belonging to the opponent, the stone should be replaced by the non-offending team where it would have come to rest, had the violation not occurred.

(b) Players may not change their brush heads during a game, unless the Chief Umpire grants special permission. Penalty: If a change is made without permission, the team will forfeit the game.

(c) If an alternate player comes into a game, that player must use the brush head of the player they are replacing. Penalty: If a new brush head is brought into the game, the team will forfeit the game.

(d) All field of play equipment used at USA Curling competitions must meet WCF Equipment Standards, as defined and published on the WCF web site. Reasons for equipment being considered non-compliant include, but are not restricted to: damaging the ice surface, not compliant with existing rules or standards (i.e. electronic communication devices), performance testing results that give an unfair advantage, failing to register equipment with the Chief Umpire. Please note: Fitbit and Smart watch-type electronic devices are not considered stop watches and, as such, their use during a game is forbidden.

(e) The penalties for using equipment in USA Curling competitions that does not conform to standards for Competition Equipment established by the WCF are:

(i) First team offense during a competition – the player is disqualified from the competition and the team forfeits the game.

(ii) Second team offense during a competition – the team is disqualified from the competition and all players are not permitted to play in USA Curling competitions for a 12-month period.

9. Advertising/Cresting: Advertising (cresting) shall be permitted on a player's on-ice uniform and equipment as follows:

Shall consist of embroidery, patches, screen printing, sublimation, or other design integration or adhesion (particularly in the case of equipment) in the exact same positions for each team member. The advertising/cresting must be neatly attached or incorporated into the uniform or on the equipment and be professional in appearance.

Advertising/crests on team uniforms are generally allowed. To streamline the review process and avoid on-site delays, teams must submit advertising/cresting for approval to USA Curling, no later than two weeks prior to the start of the event, at [USA Curling Logo Submission](#).

If the pre-event notification and review process is not followed, or any advertising/crests are added to uniforms after this review, players are advised that the Chief Umpire of the event may direct any team or player to remove any advertising deemed objectionable by her/him or other USA Curling representatives before being allowed on the ice. Any appeal of the Chief Umpire's ruling to ban a crest will be reviewed by USA Curling.

Advertising/sponsor crests may be placed on team uniforms in any locations other than those listed below:

- (i) The upper right chest of the outer playing garment – this is reserved for a potential USA Curling National Championship sponsorship patch (see provision below)
- (ii) On the seat or crotch area of a competitor's pants, tights or skirt

Advertising/sponsor crests may not be placed, worn or otherwise applied to a player's skin or hair. Players may wear hats, scarves or other headgear while competing. If more than one player on a team is wearing such an item, the items must be matching (exactly the same).

USA Curling reserves the right to request that teams wear certain USA Curling sponsor crests while competing at USA Curling National Championships. If USA Curling does not notify teams of a National Championships cresting sponsor 30 days prior to the event, teams may leverage the upper right chest location for their own cresting.

Separate advertising/sponsor cresting rules apply for National Team Athletes, all World Championship events, and other international events in which USA Curling may enter a team or teams.

All USA Curling Advertising/Sponsor cresting rules are subject to review and change at any time, with ample notice to be given to competitors in USA Curling championship events.

10. Media: By entering the National Championships at any level of play, athletes and their coaches waive their rights to broadcast or print media royalties and permit editorial use of their image and description by the media. Athletes and coaches are advised that the USA Curling National Championships are commercial property owned exclusively by USA Curling.

11. Drug Testing: By entering any competition, all players acknowledge that they are subject to testing for substances banned by USA Curling, the United States Anti-Doping Agency (USADA), and the World Anti-Doping Agency (WADA) substance abuse program, in accordance with the USOPC/USADA testing standards and procedures, and that by failing such a test, or by refusing to be tested, the player will be subject to disqualification. (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.) It is the responsibility of each athlete to be aware of banned substances and whether he/she must file a Therapeutic Use Exemption (TUE), and to follow through with all requirements in this regard. For information regarding banned substances go to the USADA website

(www.usantidoping.org) or call the USADA Drug Reference Hotline: 1-800-233-0393. You can obtain information from WADA at their website (www.wada-ama.org).

12. Smoking: No smoking is allowed at any USA Curling event venue except in designated areas. Smoking, including e-smoking devices, and tobacco of any kind are never allowed within the confines of the competition area.

13. Supervision: Any player under 18 years of age participating in any USA Curling championship events must be supervised by an appropriate adult over the age of 21 who has received legal Guardian Consent. Legal Guardian Consent forms are required for all minor athletes giving consent to a supervising adult or coach when a legal parent or guardian is not present or accompanying a minor athlete. Consent forms are to be carried by all designated coaches and supervising adults. At the team meeting, the Chief Umpire will verify that the supervising adult is in attendance and has copies of consent Forms for each athlete under 18. A substitute responsible adult may be present due to illness, emergency, etc., provided they are over 21 years of age and are willing to sign and accept responsibility for the Under-18 competitor and have completed the coaching requirements.

14. Refund/Withdrawal Policy: Teams and individuals that withdraw from events that they registered to compete in will not receive a refund. Certain teams may qualify for an exception under the following conditions:

- (i) Event was cancelled due to a lack of entered teams (and team elects not to travel to a proximate region to compete)
- (ii) Online registration system errors or registration overpayments
- (iii) Registered and unknowingly ineligible because a team member's club is not a member of USA Curling
- (iv) Certain hardship exceptions (to be evaluated on a case-by-case basis). Refund exceptions will be made for athletes who signed up for more than one USA Curling championship qualifier and advance to USA Curling championship events with scheduling that prevents their attendance at the other USA Curling championship event. The inability to get another day off from work, or to find an alternate (fifth) player, will not be considered a hardship and an exception will not be granted.

All refunds will have online processing fees deducted. Individuals declared by USA Curling as eligible for a refund and withdrawal from a championship event must submit a written request, including complete contact information, specific event title and region (if applicable), and amount of the entry fee paid to the Events Manager (aaron.kaylor@usacurling.org).

SECTION III - USA Curling Championships

ARENA NATIONAL MEN'S and WOMEN'S CHAMPIONSHIPS

1. Overview: The Arena National Championships are a club-based championship that determines our top teams that play regularly on prepped skating ice in an arena setting. An arena club is defined as a club that is a member in good standing of USA Curling and conducts all its on-ice activities by renting ice from a facility that is not solely or predominantly used for curling.

2. Event Eligibility: U.S. citizenship or residency is required—there is no minimum residency time period. In addition to the USA Curling membership requirements in Section II, all team members must be dues-paying, league-playing members of the same USA Curling Arena Curling club. Team members cannot curl regularly in a league or leagues at a dedicated ice facility and cannot serve as a substitute in more than ten league games at any dedicated ice clubs. Curling in bonspiels at dedicated ice clubs does not affect event eligibility. Delivery of the stone with a stick device will be allowed. Wheelchair curlers are allowed to compete but must adhere to USA Curling’s wheelchair Curling rules. (See section R13)

3. Playdown/Selection Window: Selecting team representatives will be at the discretion of each region. If requested, USA Curling may act in an advisory role to assist in determining a fair process. Regions must declare their intent to send teams to the 2022 Arena National Championships by September 2, 2022.

4. Qualifying Process: 12 Men’s teams and 12 Women’s teams will participate in separate Men’s and Women’s divisions for a total of 24 teams. Each region (Alaska, At-Large, Dakota Territory, GLCA, GNCC, Mid-America, Midwest, Minnesota, MOPAC, Pacific Northwest, Wisconsin) will receive one entry per gender. At-Large clubs will also be considered part of a single region and receive one entry per gender, awarded through a random drawing of teams expressing a desire to compete at Arena Nationals. The region with the greatest number of arena clubs in their region will receive one additional Men’s and Women’s entry. If two regions have the exact same number of arena clubs, the total number of active curlers at those clubs will be used to break the tie. If a region declines to send an entry, their berth will be awarded to the next region with the greatest number of arena clubs.

*Fill Policy – In the event that one or more regions are unable to field a team, the vacant berth(s) will be filled to a total of twelve teams per gender, beginning with the region that has the most arena clubs and does not already have an additional berth, and proceeding with the other regions in order of number of arena clubs. See (ii) for process used to break ties.

**If a region fails to declare its intent to send a team, that region will lose its Arena Nationals berth.

4. Team Selection: Regions are responsible for determining the fairest possible selection or playdown process.

5. Championship Format: The championship will be a split round-robin event, with two divisions per gender of six teams each. Peer seeding will be used to rank teams in advance of play. The round robins may be set up in a way that allows marquee matches in prime viewing time, as long as the draw-master determines that the round robin schedule remains fair in terms of time of play and sheet repetition. The top two teams from each division advance to semifinals (A1 v. B2, B1 v. A2). The winners of the semifinals play in the gold medal game, while the losers of the semifinals play in the bronze medal game. When teams are tied for a play-off position, a maximum of one session of tiebreakers will be played to determine which team(s) advances to the play-offs. Team(s) can be eliminated, without playing an extra game, if more than one session of tiebreakers would be required. The relative ranking of the advancing teams will be determined by the Chief Umpire according to Section IV (O). All games will be eight ends and each team will be allotted two-time outs.

CLUB NATIONAL MEN'S and WOMEN'S CHAMPIONSHIPS

1. Overview: The USA Curling Club National Championships determine our top club-based teams across the country. Teams advance through a regional playdown process. Club National Champions do not advance to world play.

2. Event Eligibility: U.S. citizenship or residency is required—there is no minimum residency time period. In addition to the USA Curling membership requirements in Section II, all team members must be dues-paying, league-playing members of the same USA Curling member club. Each entrant must also comply with the rulings or requirements of their region.

3. Playdown Window: There is no formal playdown window. Regions may choose their own entry deadline. USA Curling encourages regions to hold their playdowns at least five weeks in advance of the Club Nationals Championship and avoid conflicts with other competition dates as much as possible.

4. Qualifying Process: Twelve men's and twelve women's teams will advance to the Club Nationals as follows:

(i) One team from each of the following: Alaska, At-Large, Dakota Territory, GLCA, GNCC (dependent upon outcome of Members Assembly vote on the status of the GNCC) MCA, Mid-America, Minnesota, MOPAC, Pacific Northwest, and Wisconsin. The At-Large playdown will be run by USA Curling.

(ii) The location with the greatest number of entries per gender will receive an additional berth. In the event there are two regions with the same number of entries, the number of entries in the previous season will be used to break the tie. If the tie remains, the region with the highest finish in the previous Club Nationals will receive the berth.

(iii) The host club will receive berths in Men's and Women's Club Nationals.

*Fill Policy – In the event that one or more regions or the host club are unable to field a team, the vacant slot(s) will be filled to a total of twelve teams, beginning with the region that has the most regional playdown entries and does not already have an additional berth, and proceeding with the other regions in order of number of entries. See (ii) for process used to break ties.

**A region (and/or state) is not required to have more than one team registered in order to retain its berth to Club Nationals.

***If a region fails to enter a team by the national entry deadline, that region will automatically lose its national berth.

(a) Regional Competition Advancement: Each region is responsible for determining its representatives to the Club National Championships. Regions are encouraged to use the USA Curling format formula in Section II.

(b) Championship Format: The championship will be a split round-robin event, with two divisions per gender of six teams each. Peer seeding will be used to rank teams in advance of play. The round robins may be set up in a way that allows marquee matches in prime viewing time, as long as the draw-master determines that the round robin schedule remains fair in terms of time of play and sheet repetition. The top two teams from each division advance to the semifinals (A1 v. B2, B1 v. A2). The winners of the semifinals play in the gold medal game, while the losers of the semifinals play in the bronze medal game. When teams are tied for a play-off position, a maximum of one session of tiebreakers will be played to determine which team(s) advances to the play-offs. Team(s) can be eliminated, without playing an extra game, if more than one session of tiebreakers would be required. The relative ranking of the advancing teams will be determined by the Chief Umpire according to Section IV (O). All games will be eight ends and each team will be allotted one time-out.

MIXED FOURS NATIONAL CHAMPIONSHIP

1. Overview: The Mixed Fours National Championship is a regionally based, geographic championship that determines our best Mixed Fours team. Teams move through the playdown process via the regional playdowns. The winning team of the Mixed Fours National Championship will advance to the Mixed World Championship.

2. Event Eligibility: All four players must be U.S. citizens as of the deadline date. Players must be dues-paying members of a USA Curling member club. In addition to the USA Curling membership requirements in Section II, teams registering must have at least two players who reside in the region where the team will compete in playdowns.

3. Playdown Window: There is no formal playdown window. Regions may choose their own entry deadline. USA Curling encourages regions to hold their playdowns at least five weeks in advance of the Mixed Fours National Championship and should avoid conflicts with other competition dates as much as possible.

4. Qualifying Process: Twelve teams will advance to the Mixed Fours Nationals as follows:

(i) One team from each of the following: Alaska, At-Large, Dakota Territory, GLCA, GNCC (dependent upon outcome of Members Assembly vote on the status of the GNCC) MCA, Mid-America, Minnesota, MOPAC, Pacific Northwest, and Wisconsin. The At-Large playdown will be run by USA Curling.

(ii) The region with the greatest number of entries will receive an additional berth. In the event there are two regions with the same number of entries, the number of entries in the previous season will be used to break the tie. If the tie remains, the region with the highest finish in the previous Mixed Fours Nationals will receive the berth.

(iii) The host club will receive a berth in Mixed Fours Nationals.

*Fill Policy – In the event that one or more regions or the host club are unable to field a team, the vacant berth(s) will be filled to a total of twelve teams, beginning with the region with the most teams registered, and proceeding with the other regions in order of number of entries. See (ii) for process used to break ties.

**A region (and/or state) is not required to have more than one team registered in order to retain its berth to Mixed Four Nationals.

***If a region fails to enter a team by the national entry deadline, that region will lose its Mixed Fours Nationals berth for that calendar year.

(a) Regional Competition Advancement: Each region is responsible for determining its representatives to the Mixed Fours National Championship. USA Curling encourages regions to use the USA Curling format formula described in Section II.

b) Format: The championship will be a split round-robin event, with two divisions of six teams each. Peer seeding will be used to rank teams in advance of play. The round robins may be set up in a way that allows marquee matches in prime viewing time, as long as the draw-master determines that the round robin schedule remains fair in terms of time of play and sheet repetition. The top two teams from each division advance to the semifinals (A1 v. B2, B1 v. A2). The winners of the semifinals play in the gold medal game, while the losers of the semifinals play in the bronze medal game. When teams are tied for a play-off position, a maximum of one session of tiebreakers will be played to determine which team(s) advances to the play-offs. Team(s) can be eliminated, without playing an extra game, if more than one session of tiebreakers is required. The relative ranking of the advancing teams will be determined by the Chief Umpire according to Section IV (O). All games will be eight ends and each team will be allotted one time out.

U21 JUNIOR MEN'S and JUNIOR WOMEN'S NATIONAL CHAMPIONSHIPS

1. Overview: The Junior National Championships determine our top U21 Junior teams of each gender. The Junior National Championships serve as a selection event for the World Junior Championships.

2. Event Eligibility: Any player who is less than 21 years of age at any time during the 30th day of June of the year immediately preceding the year the competition is to take place and is a citizen of the United States as of registration deadline. Players must be dues-paying members of USA Curling (See Section II).

3. Entry and Qualifying Process: See Section II for entry process information. Upon qualifying for the U21 Junior National Championship, individuals and teams will be required to register and meet all eligibility requirements. Teams will qualify for the U21 Junior National Championship as follows:

- (i) Two highest ranked U21 Junior Men's and two highest ranked U21 Junior Women's teams on the WCF Team Rankings as of December 20, will earn berths in Junior Nationals
- (ii) Six teams from six recognized Qualifying Bonspiels will earn berths in Junior Nationals. In each qualifier event, the highest-finishing U.S.-based Junior Men's and Junior Women's teams, not already qualified, will earn berths in Junior Nationals.

*Fill Policy - If one or less Junior Teams qualify via the WCF World Team Rankings, the berth(s) will be awarded at the final Qualifying Bonspiel prior to the Junior Nationals.

**If a team already qualified for Junior Nationals wins a recognized qualifying bonspiel, the next highest-finishing US-based team at the Qualifying Bonspiel will earn the berth in U21 Junior Nationals.

***If a Qualifying Bonspiel is cancelled or not held, the remaining berth(s) will be awarded at the last scheduled Qualifying Bonspiel.

4. Format: The 2023 Men's and Women's U21 Junior National Championship format will be a round robin. The top four teams, as determined by the round robin or tie-breaker games, will advance to a Page playoff. Tiebreakers will be played under the rules set forth in Section IV (14) of the *USA Curling Rules of Curling & Competition*.

The relative ranking of the advancing teams will be determined by the Chief Umpire, according to Section IV (15) of the *USA Curling Rules of Curling & Competition*.

5. International Representation: Winning teams will be invited to represent the United States at the World Men's/Women's Junior Championships, or the World Men's/Women's Junior B Championships if the team must advance to the World Men's/Women's Junior Championships through that event.

- (i) Upon accepting the invite, the athletes and team coach will be under the direction of the Sporting Director and National Team Staff through to the completion of the World Junior Championships or the World Junior B Championships.
- (ii) The Sporting Director will appoint a National Coach and support staff to assist the team in preparation for, and at, the World Junior Championships.
- (iii) As necessary, a fifth player shall be selected to join the team at any time after the Junior National Championships, following the guidelines in Section III, 6.
- (iv) While the intent is to keep teams and coaches intact, the National Team Staff, Sporting Director, and CEO may collaborate and modify teams when it is deemed necessary for international success.

6. World Team Fifth Player Selection: A fifth player for any World Championship team will be selected by the Sporting Director and the National Team Coaching staff. Consideration of previous national and international experience, coachability, and progress as a youth athlete will be evaluated in the selection process of a fifth player for the team.

7. World Team Athlete Agreement: All athletes invited to Team USA for Men's, Women's, Mixed Doubles, Juniors, Wheelchair Four Person, or Wheelchair Mixed Doubles World Championships are required to sign the USA Curling National Team Athlete Agreement. Any athlete failing to sign the agreement will be disqualified from representing the USA. If this occurs, the CEO reserves the right to invite another athlete or, as necessary, another team, to fill the vacant position.

MIXED DOUBLES NATIONAL CHAMPIONSHIP

1. Overview: The Mixed Doubles National Championship determines our top Mixed Doubles team. The Mixed Doubles National Championships serve as a selection event for the World Mixed Doubles Championship. Rules for Mixed Doubles play are in the *USA Curling Rules of Curling & Competition*, Section I, R15.

2. Event Eligibility: U.S. citizenship is required on or before the close of registration. Players need not be residents of the United States. Players must be paid members of USA Curling (See Section II). Event eligibility requirements are listed within Section II of the *USA Curling Rules of Curling & Competition*.

3. Entry and Qualifying Process: The 2023 Mixed Doubles National Championship will have a 16-team field. See Section II for entry process information or visit usacurling.org.

Teams will qualify for the Mixed Doubles National Championship as follows:

- (i) Previous season World Championship representatives
- (ii) For 2023 only, the 2022 USA Olympic Team representatives
- (iii) Two highest-finishing teams, not already qualified, from three recognized Qualifying Events. Qualifying Events are determined in advance of the traditional curling season.
- (iv) Four highest-ranked teams, not already qualified, based on the combined points of both players in the Men's/Women's WCF World Team Ranking System as of the second-to-last Tuesday in December of the current curling season. (i.e. the individual points earned by each player on the WCF World Team Ranking System will be added together to generate the total points of the Mixed Doubles combination.)
- (v) Four highest-ranked teams, not already qualified, from the WCF World Mixed Doubles Team Ranking System, as of the second Tuesday in January of the current curling season.

*Fill Policy - If a team qualifies through more than one of these criteria (i.e. has earned two or more berths in the Mixed Doubles National Championship), or if a team declines their berth in the Mixed Doubles National Championship, that berth will be awarded to the next highest-ranked team from the WCF World Mixed Doubles Team Ranking System, as of the second Tuesday in January of the current Curling season.

**If the Mixed Doubles National Championship is canceled, the team that won the Mixed Doubles National Championship in the previous season will represent the United States at the World Championship.

4. International Representation: The winning team will be invited to represent the United States at the World Mixed Doubles Championship.

- i. Upon accepting the invite, the athletes and team coach will be under the direction of the Sporting Director and National Team Staff through to the completion of the World Mixed Doubles Championship.
- ii. The Sporting Director will appoint a National Coach and support staff to assist the team in preparation for, and at, the World Mixed Doubles Championship.
- iii. While the intent is to keep teams and coaches intact, the National Team Staff, Sporting Director, and CEO may collaborate and modify teams when it is deemed necessary for international success.

5. World Team Athlete Agreement: All athletes invited to Team USA for Men's, Women's, Mixed Doubles, Juniors, Wheelchair Four Person, or Wheelchair Mixed Doubles World Championships are required to sign the USA Curling National Team Athlete Agreement. Any athlete failing to sign the agreement will be disqualified from representing the USA. If this occurs, the CEO reserves the right to invite another athlete or, as necessary, another team, to fill the vacant position.

MEN'S AND WOMEN'S NATIONAL CHAMPIONSHIPS

1. Overview: The Men's and Women's National Championships determine our top Men's and Women's teams. The Men's and Women's National Championships serve as a selection event for the World Men's and World Women's Championships.

2. Event Eligibility: U.S. citizenship is required on or before the close of registration. Players need not be residents of the United States. Players must be paid members of USA Curling (See Section II). Event eligibility requirements are listed within Section II of the *USA Curling Rules of Curling & Competition*.

3. Entry and Qualifying Process: The 2023 Men's and Women's National Championships will have eight teams per gender. See Section II for entry process information or visit usacurling.org.

Teams will qualify for the Men's and Women's National Championships as follows:

- i. Previous season World Championship representatives
- ii. For 2023 only, the 2022 USA Olympic Team representatives—in 2024-2026 the current year Pan-Continental Representative will receive a berth
- iii. Current season Junior World Championship representatives
- iv. Two highest-finishing teams, not already qualified, from two recognized Qualifying Events (top finisher in each Qualifying Event)
- v. Three highest-ranking teams, not already qualified, from the YTD WCF World Team Ranking System, as of the second-to-last Tuesday in December of the current curling season

*Fill Policy - If a team qualifies through more than one of these criteria (i.e. has earned two or more berths in the National Championship), or if a team declines their berth in the National Championship, that berth will be awarded to the next highest-ranked team from the WCF World Team Ranking System, as of the second-to-last Tuesday in December of the current curling season. Teams must include Three of Four or Three of Five players to earn a berth.

**Qualifying Event draws will be seeded based on the WCF World Team Rankings—organizers will collaborate with USA Curling.

***If any Qualifying Event is canceled, that berth will be awarded to the next highest-ranked team from the WCF World Team Rankings, as of the 2nd Tuesday in January of the current curling season.

4. Format: The 2023 Men's and Women's National Championship format will be a round robin. The top four teams, as determined by the round robin or tie-breaker games, will advance to a Page playoff. Tiebreakers will be played under the rules set forth in Section IV (14) of the *USA Curling Rules*

of Curling & Competition. The relative ranking of the advancing teams will be determined by the Chief Umpire according to Section IV (15) of the *USA Curling Rules of Curling & Competition.*

5. International Representation: Winning teams will be invited to represent the United States at the World Men's/World Women's Championships.

- i. Upon accepting the invite, the athletes and team coach will be under the direction of the Sporting Director and National Team Staff through to the completion of the World Men's/World Women's Championships.
- ii. The Sporting Director will appoint a National Coach and support staff to assist the team in preparation for, and at, the World Men's/Women's Championships.
- iii. As necessary, a fifth player shall be selected to join the team at any time after the Men's and Women's National Championships, following the guidelines in Section III, 6.
- iv. While the intent is to keep teams and coaches intact, the National Team Staff, Sporting Director, and CEO may collaborate and modify teams when it is deemed necessary for international success.

6. World Team Fifth Player Selection: A fifth player for any World Championship team will be selected by the Sporting Director and the National Team Coaching staff. Consideration of previous national and international experience, coachability, and progress as an athlete will be evaluated in the selection process of a fifth player for the team.

7. World Team Athlete Agreement: All athletes invited to Team USA for Men's, Women's, Mixed Doubles, Juniors, Wheelchair Four Person, or Wheelchair Mixed Doubles World Championships are required to sign the USA Curling National Team Athlete Agreement. Any athlete failing to sign the agreement will be disqualified from representing the USA. If this occurs, the CEO reserves the right to invite another athlete or, as necessary, another team, to fill the vacant position.

SENIOR MEN'S and SENIOR WOMEN'S NATIONAL CHAMPIONSHIPS

1. Overview: The Senior Men's and Women's National Championships determine our top teams comprised of players who are at least 50 years of age. Start and finish dates for both the Senior Men's and Senior Women's events are subject to change, depending on the number of entries (event is accordion in nature).

2. Eligibility: Any player who is at least 50 years of age at any time during the 30th day of June of the year immediately preceding the year the competition is to take place, and is a citizen of the United States as of the registration deadline, is eligible to compete. In addition to the USA Curling membership requirements in Section II, all team members must be dues-paying members of a USA Curling member club. This event advances to the Senior World Championships.

3. Entry and Qualifying Process: Teams are required to register for the Senior Men's/Senior Women's National Championships by the entry deadline. See Section II for entry process information. There are no regional or state playdowns.

4. Format: The format for the Senior Men's and Women's National Championship depends on the number of entries. The USA Curling format formula described in Section II will be used. The event is peer-seeded.

5. International Representation: Winning teams will be invited to represent the United States at the World Senior Men's/World Senior Women's Championships. USA Curling will assist the team in preparations for the World Championships.

U18 GIRLS and U18 BOYS NATIONAL CHAMPIONSHIPS

1. Overview: The USA Curling's U18 Boys and U18 Girls National Championships are regionally based, geographic championships that determine our top teams under 18 years of age. U18 National Champions do not advance to world play.

2. Event Eligibility. Any player who is less than 18 years of age at any time during the 30th day of June of the year immediately preceding the year the competition takes place and is a resident (no minimum residency required) of the United States as of the registration deadline. All players must be dues-paying members of a USA Curling member club within the region they are competing to represent.

3. Playdown Window. There is no formal playdown window. Regions may choose their own entry deadline. USA Curling encourages regions to hold their playdowns at least five weeks in advance of the U18 Nationals Championship and should avoid conflicts with other competition dates as much as possible.

4. Qualifying Process. Twelve Boys and twelve Girls teams will advance to the U18 Nationals as follows:

(i) One team from each of the following: Alaska, At-Large, Dakota Territory, GLCA, GNCC (dependent upon outcome of Members Assembly vote on the status of the GNCC) MCA, Mid-America, Minnesota, MOPAC, Pacific Northwest, and Wisconsin. The At-Large playdown will be run by USA Curling.

(ii) The region with the greatest number of entries per gender will receive an additional berth. In the event there are two regions with the same number of entries, the number of entries in the previous season will be used to break the tie. If the tie remains, the region with the highest finish in the previous U18 Nationals will receive the berth.

(iii) The host club will receive berths in U18 Girls and U18 Boys Nationals.

*Fill Policy – In the event that one or more regions or the host club are unable to field a team, the vacant berth (s) will be filled to a total of twelve teams per gender, beginning with the region that has the most regional playdown entries and does not already have an additional berth, and proceeding with the other regions in order of number of entries. See (ii) for process used to break ties.

**A region (and/or state) is not required to have more than one team registered in a playdown to retain its U18 Nationals berth.

***If a region fails to enter a team by the national entry deadline, that region will lose its U18 Nationals berth.

(a) Regional Competition Advancement: Each region is responsible for determining its representatives to the U18 National Championships. Regions are encouraged to use the USA Curling format formula in Section II.

(b) Championship Format: The championship will be a split round-robin event, with two divisions per gender of six teams each. The round robins may be set up in a way that allows marquee matches in prime viewing time, as long as the draw-master determines that the round robin schedule remains fair in terms of time of play and sheet repetition. The top two teams from each division advance to the semifinals (A1 v. B2, B1 v. A2). The winners of the semifinals play in the gold medal game, while the losers of the semifinals play in the bronze medal game. When teams are tied for a play-off position, a maximum of one session of tiebreakers will be played to determine which team(s) advances to the play-offs. Team(s) can be eliminated, without playing an extra game, if more than one session of tiebreakers would be required. The relative ranking of the advancing teams will be determined by the Chief Umpire according to Section IV (O). All games will be eight ends and each team will be allotted two time-outs.

NEW CURLER/5U NATIONAL CHAMPIONSHIP

1. Overview: The New Curler/5U National Championship determines our top team that is comprised of players with five years or less of curling experience. Teams qualify for the New Curler Nationals through Five-and-Under Qualifier Bonspiels that are recognized and announced by USA Curling as national qualifier events. The New Curler Nationals champion does not advance to world play.

2. Event Eligibility: U.S. citizenship or residency is required. In addition to the USA Curling membership requirements in Section II, all team members must be dues-paying members of a USA Curling member club. Competitors must be 21 years of age by the end of the 30th day of June immediately preceding the year in which the New Curler Nationals take place.

- (i) Competitors cannot have more than five years of curling experience. Convenors at national qualifying event bonspiels will ensure that players are acting in good faith when claiming to be a competitor with five years or less of curling experience. A year of curling experience is considered ten games played during a calendar year. The 2020-21 season does not count as a year of curling experience for any participant.
- (ii) Teams may be comprised of players of any identified gender.
- (iii) Teams that compete at Nationals must have Three of Four or Three of Five of the team members that played in the Qualifier Bonspiel.

3. Qualifying Process. 24 teams will advance to the New Curler/5U Nationals as follows:

- i. The winners of each of the USA Curling-sanctioned Qualifier Bonspiels will earn a berth in the New Curler Nationals. (USA Curling reserves the right to remove qualifier spiels due to limited entries, to add qualifier spiels to replace events that are not held, or to make changes to the announced dates of each qualifier spiel.)
- ii. The host club will receive a berth in the New Curler/5U Nationals.

*Fill Policy - If additional berths are available (teams declined, Qualifying Bonspiel not held, less than 23 Qualifying Bonspiels, etc.), vacant berths will be filled to a total of 24 teams, beginning with the runner-up team at the Qualifying Bonspiel with the most entries, and proceeding with the other Qualifying Bonspiels in order of number of entries. Ties in the number of entries between two Qualifying Bonspiels will be broken by comparing the number of entries in the previous season. If the tie remains, the records of the team that earned their berth at the previous New Curler Nationals through each qualifying bonspiel will be used to break it.

Format: The championship will be a split round-robin event, with four divisions of 6 teams each. As much as possible, each pool will have teams from different parts of the country.

The top two teams from each division advance to quarterfinals. (A1 v. B2, B1 v. A2, C1 v. D2, D1v C2). Winners of quarter-final games advance to the semi-finals—losers are eliminated. The winners of each semi-final play in the gold medal game. The losers of each semi-final play in the bronze medal game.

When teams are tied for a playoff position, a maximum of one session of tiebreakers will be played to determine which team(s) advances to the play-offs. Team(s) can be eliminated without playing an extra game, if more than one session of tiebreakers would be required. The relative ranking of the advancing teams will be determined by the Chief Umpire according to Section IV. All games will be eight ends and each team will be allotted one time out.

SECTION IV – EVENT PROCEDURES

1. Appointment of Officials:

For all USA Curling sanctioned events, the Chief and Deputy Chief Umpire positions will be selected and appointed by USA Curling.

2. Draws: USA Curling will determine the schedule and draw for all National Championships. Regional (and/or state) schedules and draws will be the responsibility of the regions. Regions are encouraged to use the USA Curling formula described in Section II.

(a) **Assignment of Practice Time and Stone Handle Color:** For round robin draws, teams will be assigned stone handle color and practice time by the draw-master as equitably as possible, so that each team throws both light and dark-colored handles throughout the event and has both first and second practice an equal number of times. The team listed first in the draw schedule for the round robin games will play the stones with the dark colored handles; the team listed second will play the stones with the light-colored handles. At events with an odd number of round robin games, teams will flip a coin for practice time in their first draw. The team that wins the coin toss chooses practice time.

In knockout draws, teams will flip a coin for choice of stone handle color or practice time.

Men's Nationals, Women's Nationals, U21 Junior Men's Nationals, and U21 Junior Women's Nationals are ten-end games. Ties are full extra ends.

Club National Championships, Senior National Championships, Wheelchair Mixed Doubles National Championship, Mixed Fours National Championship, Mixed Doubles National Championship, U18 Nationals Championships, New Curler National Championship, and Arena National Championships are eight end games. Ties are full extra ends.

The minimum number of ends that must be played will be in the Events Procedure Document for each event.

3. Championships with Regional Playdowns: Regions are charged with the responsibility of administering their respective competitions within the framework of the deadlines set by USA Curling.

4. Peer-Seeding Process: For events that use peer-seeding, after the entry deadline and any subsequent playdown, USA Curling will send seeding ballots to the team contact person to rank the field. Ballots should be ranked beginning with #1 for the strongest team, and so on, according to the viewpoint of the person completing the ballot, excluding that person's own team. All seeding ballots must be submitted within the specified deadline. Incomplete ballots will not be included. USA Curling staff will compile the data and seed the teams. The seeding submitted by each team will be confidential.

5. Start of any Championship: Each championship event will begin upon the arrival of the USA Curling Chief Umpire. Additional up-front time may be required by the ice technician for ice preparation. Once the championship begins, any ice use other than the championships must be coordinated and approved by the Chief Umpire. If a host site allows a competing team on the ice prior to the arrival of the Chief Umpire, they must offer a similar opportunity to all competing teams.

6. Team Practice: At all championships, a pre-event team practice session will be allowed if time permits. The host site, in consultation with the Chief Umpire, will confirm practice times. If applicable, the draw-master will assign team practice time based on seeding, with higher ranked teams having the preferred practice times.

7. Team Meetings: Prior to the commencement of play, teams are required to meet with the Chief Umpire and the host committee. The meeting will follow the script outlined in the USA Curling Officiating Manual. The purpose of the meeting is to inform the teams of the format, schedule, local conditions, including, but is not limited to, rules interpretations. **All players are expected to know and understand the Rules of Curling. One player and one team official must attend the Team Meeting. When a team has no team official(s) registered, two players must attend the 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. For teams in post-round robin play, two team members (or one player and one coach) must attend the play-off meeting, or the team will lose the choices to which they would normally be entitled.

8. Opening Ceremonies: In most championships, the Host Committee will conduct opening ceremonies. Teams are expected to be in complete team uniform whenever possible.

9. Pre-game Practice and Game Times: The Chief Umpire, immediately after arrival, will designate a championship clock to be used as the “official” game and practice clock. The designated clock should be in plain view of all the athletes from the ice surface.

A warm-up period will be allowed for each team on the ice on which they will be playing, immediately prior to the start of each game. For all events except Mixed Doubles, the following schedule will be used:

- First practice will begin 30 minutes before the start of the game; 20 minutes – second practice; 10 minutes is provided for the ice to be cleaned after the warm-up period.
- Practice will be nine minutes in length. A team’s Last Stone Draw (LSD) shots to determine choice of last stone in the first end in the ensuing game will take place in the two minutes following the end of each team’s pre-game practice.
- For the Mixed Doubles Championship, the first practice will begin 20 minutes before the start of the game. Each practice will be seven minutes in length followed by two minutes for the LSDs. For post round robin play, each team will have eight minutes practice time.

10. Coaching: While a game is in progress, the coach, the alternate player, and all other team officials are prohibited from communicating with their team or being within the playing area except during specifically designated breaks or a team time-out. This restriction applies to all verbal, visual, written, and electronic communication, including any attempt to signal for the implementation of a team time-out. The coach, the alternate player, and one additional team official (individuals who registered online for event participation only – officials, see participant report from national office for confirmation) may participate in the pre-event and the pre-game practices, but may not communicate with their team during the LSD. During the game, there shall be no unauthorized communications or broadcasts of any sort from the coach bench to anyone who is not sitting in that designated area. Coaches and other team personnel sitting on the coach bench cannot watch or listen to broadcasts. For any violation the offending person will be removed from the coach’s bench for that game.

11. Team Lineup: The team delivery rotation, skip and vice-skip positions, alternate player, coach, and team official must be listed on the original team line-up form, and must be submitted to the Chief Umpire at the end of the Team Meeting. Any changes to the team lineup must be submitted to the Chief Umpire at least 15 minutes prior to the first pre-game practice. For the first violation the team will receive a warning. For a second violation the coach will be removed from the coaching bench for that game. The Chief Umpire may recommend the disqualification or suspension of any player, coach or team official from present or future competitions.

12. Game Timing:

(a) Each team receives 38 minutes of thinking time for a 10-end game, and 30 minutes of thinking time for an eight-end game (38 minutes in Wheelchair Mixed Doubles Curling, 22 minutes in Mixed Doubles Curling). This time is recorded, and visible to the teams and coaches, throughout the game.

(b) When a team delays the start of a game, the thinking time allotted to each team is reduced by 3 minutes 45 seconds (4 minutes 45 seconds in Wheelchair Mixed Doubles Curling, 2 minutes 45 seconds

in Mixed Doubles Curling) for each end which was considered completed (Rules of Curling Section I, R11 apply).

(c) When extra ends are required, the game clocks are reset and each team receives 4 minutes/30 seconds of thinking time for each extra end (6 minutes in Wheelchair Curling, 3 minutes in Mixed Doubles Curling).

(d) The game and each end starts when the allotted break time expires. The delivering team's game clock, will not run during the start of the game/end unless that team is delaying the start (no forward motion from the hack, or the stone not released from the delivery stick), then its game clock will be started. If there is no delay, the first game clock to start in each end will be that of the team delivering the second stone.

(e) Once all of the criteria below are met, the non-delivering team becomes the delivering team, and its game clock is started:

(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 positions prior to the violation and

(iii) the playing area has been relinquished to the other team, the person in charge of the house has moved behind the back line, and the deliverer and sweepers have moved to the sides of the sheet.

(f) A team's game clock stops once the stone has reached the tee line (hog line in wheelchair Curling) at the delivery end.

(g) A team delivers stones only when its game clock is running or scheduled to be running.

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

(i) Game clocks are stopped at any time an Umpire intervenes.

(j) After the teams have agreed on the score for an end, a break occurs, when neither game clock is running. If a measurement is required, the break begins at the completion of that measurement. The length of the break between ends, which may vary due to television requirements or to other external factors, is determined for each competition and explained at the Team Meeting. When a break is of 3 minutes or more, the teams are informed when 1 minute of the break remains. Teams should not deliver the first stone of the next end before the end of a break. If the first stone of any end is delivered within 10 seconds after the break has elapsed, the time clock will not start. The delivering team game clock will start at the conclusion of the break unless the player is in the process of delivery.

The length of the break will normally be:

(i) 1 minute at the completion of each end, except as noted in (j)(ii). In Mixed Doubles, when players are responsible for placing the stationary stones before each end, 30 seconds will be added to the time between ends. Teams can communicate with their coach, the alternate player or any other team official during those breaks if the venue layout allows.

(ii) 5 minutes at the completion of the end that defines the halfway point in the game. Teams are allowed to meet, within the playing area, with any player and team official who is authorized to be on the coach bench for that game.

(k) 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.

(l) If an end is to be replayed, the game clocks are reset to the time recorded at the completion of the previous end.

(m) If an Umpire determines that a team is unnecessarily delaying a game, the umpire notifies the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line (hog line in wheelchair curling) at the delivery end within 45 seconds, the stone is removed

from play immediately.

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

(o) A team whose clock has run due to a timing error (wrong clock running) will have double the agreed error time added back to its clock.

(p) A team whose time clock did not run due to a timing error (no clock running) will not have the time deducted from its time clock, but the appropriate amount of time will be added to the other team's time clock.

13. Team Time-outs/Technical Time-outs

(a) Team time-outs will be allowed at all USA Curling events, with or without time clocks being used.

(b) Each team may call one 60 second team time-out during each game and one 60 second team time-out in each extra end.

(c) Procedures for a team time-out are as follows:

(i) Only the players on the ice may call a team time-out.

(ii) Team time-outs may be called by any on-ice team player only when that team's game clock is running. Players signal a team time-out by using a "T" hand signal.

(iii) A team time-out (when the game clock is stopped) starts as soon as the time-out is called and consists of "travel time" to get to the team plus 60 seconds. The amount of travel time will be determined at each event by the Chief Umpire, and is given to all teams, whether or not they have a coach, and whether or not a coach meets with the team during the time out.

(iv) Only one person, who is sitting in the designated coaching area of the team that called the team time-out, is allowed to meet with the team. This person must use the designated route to the team. Where walkways are beside the sheet, that person must not stand on the playing ice surface.

(v) The team is notified when there are 10 seconds remaining in the team time-out.

(vi) When the team time-out has expired, the person from the coach's bench must stop conferring with the team and leave the playing area immediately.

(d) A technical time-out may be called by a team to request a ruling, for an injury, or for other extenuating circumstances. Game clocks will be stopped during technical time-outs.

14. Tie-Break Procedures for Men's Nationals, Women's Nationals, Mixed Doubles Nationals, U21 Junior Men's, and U21 Junior Women's Nationals are as follows: A team tied for a place in the playoffs cannot be eliminated from a championship in any way other than by losing an extra game. USA Curling reserves the right to play off any tie-breaker game, regardless of the tie-breaker chart. Ties are to be broken using the USA Curling Tie-break chart for four qualifiers, or for three qualifiers (later in this section).

15. Team Ranking Procedure: The following criteria (in order) will be used to rank the teams at the completion of the round robin:

(a) Teams will be ranked according to their win/loss record;

(b) If two teams are tied, the team that won their round robin game will be ranked higher. In a double round robin, if one team won both round robin games, they are ranked higher;

(c) Where three or more teams are tied, the record of the games between the tied teams shall provide the ranking (should this procedure provide a ranking for some teams but not all, then a subsequent

comparison of the record of the games between only the remaining teams that are still tied shall determine their ranking);

Where there is more than one group and these groups are of differing sizes, to ensure the DSC (draw shot challenge) is calculated in the same way, only the LSDs from the first 'equal number' of games will be used.

(d) For all remaining teams whose ranking cannot be determined by (a) or (b) or (c), ranking is determined using the DSC. The DSC is the average distance of all the individual Last Stone Draw stones, which were delivered by a team during the round robin. Where a total of 11 or fewer individual stones will be delivered, the single least favorable result is automatically eliminated when calculating the average distance. Where more than 11 individual stones will be delivered, the two least favorable results will be eliminated when calculating the average distance. The team with the lesser DSC receives the higher ranking. If the DSCs are equal, then the team with the best non-equal counting LSD receives the higher ranking. In the case where all counting LSDs are equal, the teams flip a coin.

(e) The final ranking of teams that lose in a tiebreaker will be determined as follows:

- (i) Teams that are eliminated in an earlier tie-breaker session are ranked lower.
- (ii) Teams that lose in the same tie-breaker session are ranked according to the same criteria as 15(b), (c), (d).

16. Last Stone Draw (LSD)

(a) The team listed first in the draw schedule for the round robin games will play the stones with the dark-colored handles; the team listed second will play with the stones with the light-colored handles.

(b) For games requiring Last Stone Draws (LSD), at the conclusion of each team's pre-game practice, two stones will be delivered to the tee at the home end, by different players – the first stone with a clockwise and the second with a counter-clockwise rotation. A player (alternate) that delivers or sweeps an LSD stone does not have to play in that game. Sweeping is allowed (except in wheelchair Curling).

In Mixed Doubles both players must be on the ice, and in all other events a minimum of 3 players must be on the ice. If that is not the case, the LSD stone(s) would be recorded with the maximum distance.

The first stone will be measured and removed from play before the second stone is delivered. The distances recorded for each stone will be added together to give the team its LSD total for that game. The team with the lesser LSD total will have the choice of delivering the first or second stone in the first end of that game. If the LSD totals for both teams are the same, the individual LSD stones are compared and the best non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the exact same individual LSD stone distances, a coin toss will be used to determine that choice.

(c) LSD distances will be measured and recorded in the following manner:

- (i) All single measurements will be from the tee to the nearest part of the stone, but the LSD distances will be displayed in centimeters as the distance from the tee to the center of the stone.
- (ii) The official radius to be used in USA Curling events is 14.2 cm (5.6 in.).
- (iii) To any result measured, the radius of 14.2 cm (5.6 in.) has to be added. This means that the distance for stones not in the house is 185.4 cm. + 14.2 cm. (6 ft. 6.6 in.).
- (iv) Stones covering the tee will be measured from two locations (holes) at the edge of the 4-foot circle. These two locations make a 90-degree angle with the center hole and are 2 feet from the center hole.

(d) The number of LSD stones, and the number of clockwise and counterclockwise deliveries for each player will be determined at each competition depending upon the number of games in the round robin. Based on the Original Team Line-up form, the four players (two in Mixed Doubles) have to fulfill the minimum number of LSD stones in games that are considered in the calculation of the DSC. If there is a violation where the minimum requirements are not fulfilled, the appropriate LSD(s) will be recorded as 199.6 cm. (6 ft. 6.6 in.).

- (i) LSD stones delivered by the alternate can be combined at the end of the games that are considered in the calculation of the DSC with only one other player, so that this player fulfills the minimum required number of LSD stones.
- (ii) Where a team plays an entire event with only 3 players, the LSD stone requirements of the missing player are shared equitably amongst the other players.
- (iii) If a full team (4 players) has not fulfilled the required minimum throws following their last game, their lowest LSD result(s) will be recorded as 199.6 cm. (6 ft. 6.6 in.).

Considered Number of round robin games	Considered Number of LSD stones	Minimum for each player
3	6	1 stone of the 4 required stones per team 2 must be clockwise and 2 counterclockwise
4	8	2 stones, 1 cw + 1 ccw
5	10	2 stones, 1 cw + 1 ccw
6	12	2 stones, 1 cw + 1 ccw
7	14	3 stones, 1 cw + 1 ccw
8	16	3 stones, 1 cw + 1 ccw
9	18	4 stones, 2 cw + 2 ccw
10	20	4 stones, 2 cw + 2 ccw
11	22	4 stones, 2 cw + 2 ccw
12	24	5 stones, 2 cw + ccw
13	26	6 stones minimum 3 clockwise + minimum 3 counterclockwise

cw = clockwise, ccw = counterclockwise

(e) For Mixed Doubles and Wheelchair Mixed Doubles each player delivers an equal number of clockwise and counter-clockwise LSD stones. If there are an odd number of games a variation of one rotation per player has to occur.

(f) For knockout events, all players are to deliver as equal a number of LSD stones as possible.

17. Post Round Robin Advantages: When round robin play (one group) is used at USA Curling competitions, with each competing team playing all other teams, stone color and first stone in the first end of post round robin games is determined as follows:

- (a) The team with the better win/loss record has the choice of stone color and playing first or second stone in the first end; the team delivering the first stone of the first end will practice last.
- (b) If the teams have the same win/loss record, the winner of their round robin game has the choice of stone color or playing first or second stone in the first end. The team delivering first stone of the first end will practice last.

- (c) For the Gold Medal Game of Page or Modified Page Playoffs, the winner of the 1-2 game has choice of stone color **and** delivering the first or second stone in the first end – **if** they were the clear leader after the round robin. If they were not the clear leader after the round robin, the winner of the 1-2 game only has choice of first or second stone in the first end of the Gold Medal Game.
- (d) Where three or more teams are tied, the record of the games between the tied teams shall provide the ranking (should this procedure provide a ranking for some teams but not all, then the record of the games between the remaining teams that are still tied shall determine the ranking).
- (e) The pool of available stones in all playoff games will be determined by the Chief Umpire. The pool of available stones will be as large as the Chief Umpire determines to be practicable.
- (f) **Special rule for split pools:** When teams play a round robin in separate groups or pools, for the playoff game(s), if the teams are from the same group, 17 a, b will be used, and if the teams are from different groups, the team with 1) fewer losses, or 2) the lesser DSC, has choice of either the first or second practice or the stone handle color. Then regular LSD procedures (without minimum requirements) will determine which team has the choice of delivering the first or second stone in the first end. Where there is more than one group and these groups are of differing sizes, to ensure the DSC is calculated in the same way, only the LSDs from the first 'equal number' of games will be used.
- (g) For events with a Double Loss Provision, an undefeated team has the choice of playing first or second stone in the first end of all final games

18. Event Officiating:

- (a) Chief Umpires, Game Timers, Timing Supervisors and On-Ice Supervisors will be present at all championship games. When a full complement of officials is not available, priority will be given to the officiating roles listed earlier in that order.
- (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 competition, and give directions concerning the placement of stones, the conduct of players, and adherence to the rules.
- (d) The Chief Umpire 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. If 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. When a player is ejected from a game, an alternate player may not be used in that game, for that player.
- (h) The Chief Umpire may recommend the disqualification, or suspension, of any player, coach or team official from present or future competitions.

19. Disagreements and Rulings: In case of dispute during a game at any championship event through the National Championships, all matters pertaining to interpretation of the Rules of Curling and event procedures are adjudicated by an Umpire. If there is an appeal against an Umpire's decision during a game, the decision of the Chief Umpire is final. If a rules decision or event procedures decision of the Chief Umpire is appealed between games, the Chief Umpire is directed to call USA Curling to discuss the issue, and any ruling on the appeal shall be final. Prior to or in between events, any dispute will be resolved by USA Curling.

All questions regarding eligibility rules shall be referred to USA Curling.

A “Request for Ruling” can be emailed to competitions@usacurling.org.

For more information on the Grievance Process, see Athlete Grievance Section in the Player Coach Agreement.

20. Page Playoff System: Team ranked 1st plays against the team ranked 2nd. The winner advances to the final game, the loser goes to the semifinal game. Team ranked 3rd plays against the team ranked 4th. The winner advances to the semifinal game, the loser is ranked 4th. The winner of the semifinal advances to the final, the loser is ranked 3rd.

21. Modified Page Play-off system:

(a) If a team wins the round robin outright – definition: at least one win ahead of any other team, then they will advance to the final. The team ranked 2 will play the team ranked 3 in the semi-final. The semi-final winner advances to the final; the loser is ranked 3rd.

(b) If 2 or 3 teams are tied for first place after the round robin, then the team ranked 1st plays against the team ranked 2nd. The winner advances to the final game, the loser goes to the semifinal game. Team ranked 3rd plays against the loser of the 1v2 game in the semi-final game. The winner of the semi-final advances to the final; the loser is ranked 3rd.

(c) If 4 teams are tied for first place after the round robin, then the teams are ranked, and 1 v 4 and 2 v 3 in the semi-finals. The semi-final winners advance to the gold medal game. The semi-final losers play in the bronze medal game.

(d) If more than 4 teams are tied for first place after the round robin, tie-breaker games are played to reduce the field to 4 teams (see tie-breaker chart for 4 qualifiers).

Tie-Break Chart for Three Qualifiers

RANKING								GAMES	Sessions and # of games		
1	2	3	4	5	6	7	8		1	2	3
Q	QX	X	X					3 v 4, winner is 3 rd	1		
Q	X	X	X	X				2 v 5 + 3 v 4; winners ranked by head-to-head and if necessary DSC in the round robin	2		
Q	X	X	X	X	X			5 v 6, then winner v 2 + 3 v 4; winners ranked by head-to-head and if necessary DSC in the round robin	1	2	
Q	X	X	X	X	X	X		6 v 7, winner plays 2. 4 v 5, winner plays 3. winners ranked by head-to-head and if necessary DSC in the round robin.	2	2	
Q	Q	X	X					3 v 4; winner is 3 rd	1		

RANKING								GAMES	Sessions and # of games		
1	2	3	4	5	6	7	8		1	2	3
Q	Q	X	X	X				4 v 5; winner plays 3 for 3 rd place.	1	1	
Q	Q	X	X	X	X			3 v 6 and 4 v 5, winners then play for 3 rd place	2	1	
Q	Q	X	X	X	X	X		6 v 7, winner plays 3. 4 v 5. Winners play for 3 rd place.	1	2	1

Tie-Break Chart for Four Qualifiers

RANKING										GAMES	Sessions and # of games		
1	2	3	4	5	6	7	8	9	10		1	2	3
QX	QX	QX	X	X						4 v 5 winner + QXs ranked by head-to-head and if necessary DSC in the round robin	1		
QX	QX	X	X	X	X					3 v 6 + 4 v 5 winners + QXs ranked by head-to-head and if necessary by DSC in the round robin	2		
QX	X	X	X	X	X	X				2 v 7 + 3 v 6 + 4 v 5 winners + QX ranked by head and if necessary by DSC in the round robin	3		
X	X	X	X	X	X	X	X			1 v 8 + 2 v 7 + 3 v 6 + 4 v 5 winners ranked by head and if necessary by DSC in the round robin	4		

RANKING										GAMES	Sessions and # of games		
1	2	3	4	5	6	7	8	9	10		1	2	3
X	X	X	X	X	X	X	X	X		8 v 9 then winner plays v 1 + 2 v 7 + 3 v 6 + 4 v 5 winners ranked by head-to-head and if necessary by DSC in the round robin	1	4	
Q	QX	QX	X	X						4 v 5 winner + QXs ranked by head-to-head and if necessary by DSC in the round robin	1		
Q	QX	X	X	X	X					3 v 6 + 4 v 5 winners + QX ranked by head-to-head and if necessary by DSC in the round robin	2		
Q	X	X	X	X	X	X				2 v 7 + 3 v 6 + 4 v 5 winners ranked by head-to-head and if necessary by DSC in the round robin	3		
Q	QX	X	X	X	X	X	X			5 v 8 then winner plays v 4, 6 v 7 then winner plays v 3, winners + QX ranked by head-to-head and if necessary by	2	2	

RANKING										GAMES	Sessions and # of games		
1	2	3	4	5	6	7	8	9	10		1	2	3
										DSC in the round robin			
Q	X	X	X	X	X	X	X	X		7 v 8 then winner plays v 2; 6 v 9 then winner plays v 3; 4 v 5; winners ranked by head-to-head and if necessary by DSC in the round robin	2	3	
Q	QX	X	X	X	X	X	X	X	X	3 v 10 and 6 v 7 then winners play; 4 v 9 and 5 v 8 then winners play; winners + QX ranked by head-to-head and if necessary by DSC in the round robin	4	2	
Q	Q	QX	X	X						4 v 5; winner + QX ranked by head-to-head in the round robin	1		
Q	Q	X	X	X	X					3 v 6 + 4 v 5; winners ranked by head-to-head in the round robin	2		
Q	Q	X	X	X	X	X				6 v 7 then winner plays v 3; 4 v 5; winners	2	1	

RANKING										GAMES	Sessions and # of games		
1	2	3	4	5	6	7	8	9	10		1	2	3
										ranked by head-to-head in the round robin			
Q	Q	X	X	X	X	X	X			6 v 7 then winner plays v 3; 5 v 8 then winner plays v 4; winners ranked by head-to-head in the round robin	2	2	
Q	Q	X	X	X	X	X	X	X		6 v 7 then winner plays v 3; 4 v 9 and 5 v 8 then winners play; winners ranked by head-to-head in the round robin	3	2	
Q	Q	X	X	X	X	X	X	X	X	3 v 10 and 6 v 7 then winners play; 5 v 8 and 4 v 9 then winners play; winners ranked by head-to-head in the round robin	4	2	
Q	Q	Q	X	X						4 v 5 (Q 4 th)	1		
Q	Q	Q	X	X	X					5 v 6 then winner plays v 4 (Q 4 th)	1		
Q	Q	Q	X	X	X	X				4 v 7 and 5 v 6 then	2	1	

RANKING										GAMES	Sessions and # of games		
1	2	3	4	5	6	7	8	9	10		1	2	3
										winners play (Q 4th)			
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

Additional Information & References

USA CURLING ATHLETE/COACH CODE OF CONDUCT AGREEMENT: The USA Curling Player/Coach Code of Conduct Agreement is part of the online registration system and can be found on the [USA Curling website](#).

USA Curling By-Laws:

A copy of the USA Curling By-laws can be found on the [USA Curling website](#).

USA CURLING Transgender Policy:

A copy of the USA Curling Transgender Participation in Curling Policy be found on the [USA Curling website](#).

- Olympic Events: All events that lead to and include competitions conducted by the International Olympic Committee (IOC) must follow [the policies established by the IOC with respect to transgender athletes](#).
- World Events, U.S. National Championships, and WCF World Ranking Events: All events that lead to and include world-level events conducted by the World Curling Federation (WCF) must follow

the policies established by the WCF with respect to transgender athletes. In the absence of WCF guidance, athletes should follow the IOC Guidelines on transgender athletes.

- Other USA Curling Competitive Events: USA Curling-sponsored events that do not lead to world-level play must follow USA Curling policy with respect to transgender athletes.

WCF World Team Ranking System:

The WCF World Team Ranking System is international and event inclusive. Find more information at worldcurling.org.

GLOSSARY OF TERMS

Alternate: A registered, non-playing member of the team who is eligible to substitute for one of the competing players.

Arithmetically Eliminated: The status of a team that has a combined total of stones let to be delivered and/or remaining in play that is less than the number needed to produce either a tie or a win.

Away End: The end of the sheet to which the first stone of a game is delivered.

Back Board/Bumper: Material (e.g., foam or wood) placed at the end (perimeter) of each sheet of ice.

Back House Weight: The speed given to a stone at delivery so that it will just reach the back of the house.

Back Line: A line at the back of the house, extending across the width of the sheet, which is parallel to and located 6 ft. from each tee line.

Back of the House: The area within the house that lies between the tee line and the back line.

Biter: A stone that just touches the outer edge of the outside circle of the house.

Blank End: An end resulting in no score for either team.

Bonspiel: A Curling tournament or competition.

Brush (Broom): See definition: Sweeping Device.

Brush Head: The part of the brush that comes in contact with the ice surface when sweeping.

Button: The small circle at the center of the house.

Burned Stone: A stone in motion touched by a player or any part of a player's equipment.

Center Line: The line dividing the playing surface down the middle. It joins the midpoints of the tee lines and extends 12 ft. beyond the center of each tee.

Circles: See *House*

Competition: Any number of teams playing games to determine a winner.

Come Around: A shot that curls behind another stone.

Counter: Any stone in or touching the house and a counter is considered a potential point.

Courtesy Line: A line indicating where the sweepers from the non-delivering team are allowed to stand in order to ensure that an Umpire can view the hog line and to prevent distraction of a delivering player.

Curl: The curved path of a stone as it travels down the sheet of ice.

Debris: Any substance, including frost, snow or material originating from brushes, shoes or clothing.

Delivering End: The end of the sheet from which stones are being delivered.

Delivering Team: The team currently in control of the playing area and is scheduled to deliver the next stone.

Delivery: The motion a player makes when playing a Curling stone.

Delivery Stick: A device which attaches to the handle of the stone and acts as an extension of the arm/hand during the delivery process.

Displaced Stone: A stationary stone that has been moved to a new location.

Divider: Material (e.g., foam or wood) used to separate the sheets of Curling ice.

Double Takeout: A stone that removes two of the opponent's stones from play.

Draw: A stone which stops inside or in front of the house.

Draw Shot Challenge (DSC): The calculation made by taking the average distance of the Last Stone Draws (LSD), excluding the least favorable LSD, and used, if required, to assist in the determination of ranking after a round robin.

Draw Weight: The momentum required for a delivered stone to reach the house at the playing end.

Electronic Hog Line Device: A device that indicates if a stone was released by a player before the stone reached the hog line at the delivering end (sensor handle).

End: A portion of a Curling game that is completed when each team has thrown eight stones and/or the score has been decided.

Equipment: Anything that is worn or carried by a player.

Extra End: An additional end played to break a tie at the end of regulation play.

External Force: An occurrence not caused by either team.

Free Guard Zone (FGZ): The area at the playing end, between the hog line and the tee line but excluding the house.

Game: Two teams playing a specified number of ends to determine a winner.

Hack: The foothold at each end of the ice which is used by a player to start the delivery of a Curling stone.

Hack Line: A small line (1 ft. 6 in.) parallel to the tee line, at each end of the center line.

Hack Weight: The momentum required for a delivered stone to reach the hack at the playing end.

Hammer: A term used to describe the stone which will be the last stone delivered in that end.

Handle: The part of a Curling stone that a player grips in order to deliver.

Heavy: A stone delivered with a greater speed than necessary.

Hit: A take-out; removal of a stone from the playing area by hitting it with another stone.

Hit and Roll: A stone that knocks an opponent's stone out of play and then rolls to another position in play.

Hog Line: A line extending across the width of the sheet that is parallel to and located 21 ft. from each tee line.

Hog Line Violation: A stone that is removed from play for the end, because it was not released before it reached the hog line at the delivering end.

Hogged Stone: A stone that is removed from play for the end, because after being delivered, it did not come to rest completely beyond the inside edge of the hog line at the playing end.

Home End: The end of the sheet from which the first stone of a game is delivered.

House: The area within the concentric circles at each end of the sheet.

Hurry: A command which instructs players to sweep harder.

Ice Surface: The complete ice area that is within the perimeters of the Curling sheet.

In the Process of Delivery: The sequence of play that begins when the delivering player is positioned in the hack and concludes when the stone is released.

In-Turn: The rotation applied to the handle of a stone by a right-handed curler which causes the stone to rotate in a clockwise manner, for left-handed curlers it is a counter-clockwise rotation.

Last Stone Draw (LSD): A contest conducted at the conclusion of a team's pre-game practice in which each team delivers a single stone to the tee at the home end. The resulting distance is measured and used to determine which team has the choice of delivering the first or second stone in the first end.

Lead: The first player on a team to deliver two stones in each end.

Measuring Device: An instrument that determines which stone is closer to the center of the house (tee); or whether a stone is in the house.

Moving Stone: A stone in motion either from a delivery or from being struck by another stone.

Original Position of a Stone: The location on the ice where a stone rested prior to its being displaced.

Out-of-Play Position: The location of a stone that is not in play, e.g. one which has touched a side line or crossed the back line.

Out-Turn: The rotation applied to the handle of a stone by a right-handed curler which causes the stone to rotate in a counter-clockwise manner, for left-handed curlers it is a clockwise rotation.

Pebble: The water droplets applied to a sheet of ice before commencing play. These droplets freeze, which then reduce the friction between the ice and the stones.

Peel: A shot designed to remove a guard.

Playing End: The end of the sheet to which the stones are being delivered.

Point: At the completion of an end, one point is awarded to a team for each of its own stones, located in or touching the house that is closer to the tee than any stone of the opposition.

Port: An opening or gap, between stones.

Positioned Stones: In Mixed Doubles games, the two stones that are placed in designated positions prior to the start of each end.

Power Play: In Mixed Doubles games, the team that has the decision on the placement of the “positioned” stones, can one time in a game place the stones in designated positions to the side of the sheet instead of the designated center positions.

Round Robin: A competition in which each team plays all the other teams in their group.

Score: The number of points received by a team in an end.

Scoring: A team scores one point for each of its stones within the house and closer to the tee than any stone of the opposing team.

Second Player: The second curler on a team to deliver two stones in each end.

Sheet: The specific ice surface upon which a Curling game is played.

Shot Stone or Rock: At any time during an end, the stone closest to the tee.

Side Line: A line placed at the side (perimeter) of each sheet of ice.

Skip: The player who directs play for the team.

Slider: Slippery material (often Teflon) placed on the sole of the sliding shoe, which makes it easier to slide on the ice.

Spare: See *Alternate*.

Stationary stone: A stone in play which is not in motion.

Stone: A Curling rock; a Curling stone is made of granite and is utilized by the players in a Curling game.

Stone Set In Motion: A stationary stone hit by another stone which causes it to move.

Sweeping: The back-and-forth movement of a broom or brush in the path of a moving stone, to clean or polish the ice surface.

Sweeping Device: A device used by players to sweep/clean the ice.

Swingy Ice: The condition of the ice or stones causing the stones to have excessive curl.

Takeout: Removal of a stone from the playing area by hitting it with another stone.

Team: Four players competing together. A team may include a fifth player (alternate) and a coach. Mixed Doubles teams consist of one male and one female player.

Technical Time-Out: Stoppage of play called by a team or Umpire for a ruling, injury, or other circumstances.

Tee: The exact center of the house.

Tee Line: A line extending across the width of the sheet that passes through the center of the house parallel to the hog line and backline.

Third Player: The third curler on a team to deliver two stones in each end.

Tiebreaker: A game that is played to break a tied ranking at the end of the round robin.

Top of the House: The area within the house that lies between the hog line and the tee line.

Umpire: The person(s) responsible for the conduct of the game in accordance with the rules.

Vice-Skip (Mate or Acting Skip): The player who directs play for the team when it is the Skip's turn to deliver.

Weight: The amount of force or speed given to a stone during delivery.

Wheelchair Lines: Two lines that run from the hog line to the outermost edge of the nearest circle of the house. Wheelchair curlers are allowed to start their delivery with the stone placed between these lines.