

The Royal Caledonian Curling Club



Rules of the Game
and
Royal Club Competitions

**FOR SEASON
2006-2007**

Revised June 2006

R.C.C.C Website

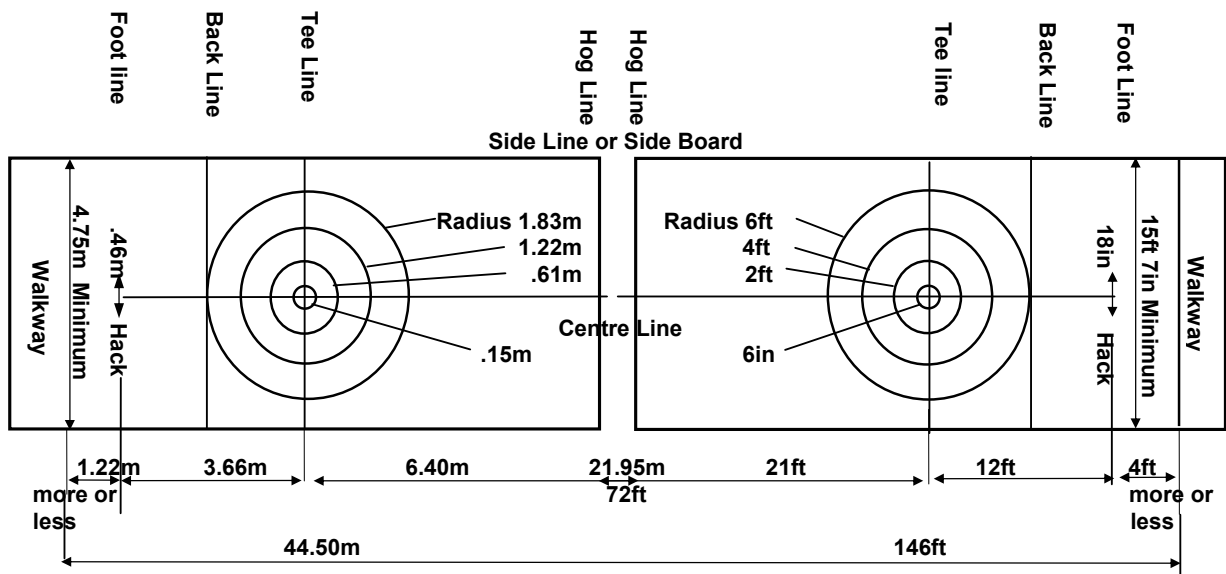
www.royalcaledonianscurlingclub.org

E-mail address

office@royalcaledonianscurlingclub.org

Diagram to be drawn on the ice referred to throughout the Rules as

‘THE RINK’



Conversion .3048m = 1ft

THE RINK AND RULES OF THE GAME

Words indicating the masculine gender include the feminine gender.

SECTION A—THE RINK

The Rink means an area of ice marked in accordance to the following definitions with reference to the diagram on p.1.

‘House’ the area within the outside circle at each end of the rink, or sheet.

1. The length of the playing area shall be 42.06m. (138 feet), and where possible the ice should be continued a further 1.22m. (4 feet) or more behind each foot line. It is recommended, that where possible, the width of the playing area shall be a minimum of 4.75m. (15 feet 7 inches.)
2. The length of the rink from the foot line to the tee shall be 38.4m (126 feet), subject to the provisions of Section K1 (b) & (c).
3. The tees shall be 34.75m. (114 feet) apart and, with the tees as centres, circles having radii of 1.22m. (4 feet) and 1.83m. (6 feet) shall be drawn. Additional inner circles may also be drawn. Dividing lines must be drawn from back line to back line or barriers placed between adjoining rinks.
4. A line to be called the centre line shall be drawn from foot line to foot line and through each tee. The foot line, to be 45.72cm. (18 inches) in length, shall be drawn at right angles, on which at 7.62cm. (3 inches) from the centre line, the inside edge of the hack shall be placed. Other lines shall be drawn across the rink at right angles to the centre line, and from dividing line to dividing line, as in the diagram, viz:—
 - (a) A hog line, distant from each tee, one-sixth part of the distance between the foot line and the further tee.
 - (b) A tee line through each tee.
 - (c) A back line, the back edge of which shall be at a tangent to the six foot circle at the point where the centre line crosses the back line.
5. All lines shall be as in the accompanying diagram (on p.1) which shall form part of the Rules subject to Section K1.

SECTION B—THE CURLING STONE

Shape, Weight and Dimensions of the Stone

1. (a) Curling Stones shall be of a circular shape on plan.
- (b) No stone, including handle and bolt, shall be of greater weight than 19.96 kgs. (44 lbs.), or of greater circumference than 91.44 cms. (36 inches), or of less height than 11.43 cms. (4.5 inches).

Substitution and Breaking of Stone

2. (a) After a game has started no stone shall be substituted for another except under Section B2 (b) or Section C (5).
- (b) If a stone is broken in play a replacement stone shall be placed where the largest fragment came to rest. The end in play, and the game, shall be completed using the replacement stone.

Stone Rolling Over, Handle Quitting

3. (a) Any stone which rolls over in its course, or comes to rest on its side or top, shall be removed from play immediately.
- (b) Where the handle of a stone quits the stone in delivery, the player is entitled to replay the stone.

SECTION C—DELIVERY OF STONE

1. Left-handed players shall play from the hack placed on the right-hand side of the centre line and right-handed players shall play from the hack placed on the left-hand side of the centre line.

Delivery from Wrong Hack

2. (a) A stone delivered from the wrong hack should, if possible, be stopped in its progress and removed from the ice.
- (b) However, if the stone so played has come to rest or has struck another stone, the played stone shall be removed from play and the displaced stone or stones be placed as nearly as possible where they originally were, to the satisfaction of the opposing skip. Both skips should agree upon the position, but failing agreement, the umpire shall decide.

Release of Stone

3. (a) In the delivery of the stone, the stone shall be clearly seen to be released before the stone reaches the nearer hog line.
- (b) If the player fails so to release the stone, it shall be removed from play immediately by the playing team. If the stone has struck another stone, the played stone shall be removed from play by the playing team and any displaced stone shall be placed as nearly as possible to where it originally lay to the satisfaction of the opposing skip. Benefit to either team is not a factor.

Holding Stone, Returning for Another Delivery

4. No player may hold his stone and return to the hack for another delivery if the stone has reached the nearer tee line, in which event the stone shall be removed from play by the playing side.

Playing Wrong Stone

5. Should a player play a wrong stone, a stone belonging to his team shall be put in its place.

Playing Out of Turn

6. (a) If a player should play out of turn in his team, the stone so played should, if possible, be stopped in its progress and returned to the player.

- (b) Should the mistake not be discovered until after the stone has come to rest or has struck another stone, the end shall be continued, as if it had been played properly from the beginning, but the missed stone shall be played by the player missing his turn as the last stone for his side for that end.
- (c) Where the skips agree that a stone has been missed but are unable to agree as to which player missed his turn, the lead of the team which made the mistake, shall play the last stone for his team, at that end.
- (d) Where two stones of a team are delivered in succession at the same end, the opposing skip shall remove the stone played by mistake, replace to his satisfaction any stone displaced by the stone played by mistake and continue the end as if the mistake had not occurred, and the player who delivered the stone played by mistake shall redeliver it as the last stone for his team at that end.
- (e) Where a player delivers three stones at one end, the end shall be continued as if the mistake had not occurred and the fourth player of his team shall deliver only one stone at that end.

Wrongful Delivery

- 7. No player shall deliver a stone, until the stone delivered by the previous player has come to rest or until such time as any stone whose movement has been generated by that stone comes to rest. Where an infringement takes place the stone shall be returned to the offending player who shall deliver it correctly.

Stone Not Clearing the Hog Line

- 8. A stone not clearing the further hog line shall be a hog and shall be removed from play immediately except where it has struck another stone lying in play.

Stone Crossing Back Line

- 9. A stone having crossed the back line, and lying clear of it, shall be removed from play immediately.

Stone Touching Sides of Rink

- 10. (a) Any stone which in its progress touches barriers on either side of the rink shall be removed from play immediately.
- (b) Any stone which touches, or crosses, a dividing line drawn on the ice between the rinks should be allowed to continue its progress until it comes to rest, providing it has not touched any object in the adjoining rink. However, if it touches a stone, or stones, in the game in progress all moved stones should be allowed to come to rest and the normal rules of curling applied.

Running Stone Touched

11. (a) If a running stone is touched by any of the playing team or by his equipment, the touched stone shall be considered burned and be removed from play immediately by that team; unless, if in the opinion of the opposing skip, removal of the stone would be beneficial to the offending team, then he may replace the stone as nearly as possible to the position he considers it would have come to rest had it not been touched. He may also reposition any stone or stones that would have been displaced had the running stone not been touched and been allowed to continue. For an opposing skip to reposition any potentially displaced stone(s), the infraction must have occurred inside the hog line at the playing end.
- (b) If a running stone is touched by any of the opposing team or by his equipment, the stone shall be placed where the skip of the team to which it belongs considers it would have come to rest if it had not been touched.
- (c) If the position of any stone is altered by a touched stone, the skip opposed to the team at fault may elect:
 - (i) to remove the touched stone and replace all other altered stones to the position where he considers they originally lay; or
 - (ii) to leave the touched stone and all altered stones where they came to rest.

Displaced Stationary Stones

12. (a) If a stone which would have altered the course of a running stone is displaced by the playing team, the running stone shall be allowed to come to rest and may be left there or removed from play immediately at the discretion of the opposing skip.
 - (i) if the running stone is removed from play then all displaced stones shall be placed where the opposing skip considers they originally lay.
 - (ii) if the running stone is left where it came to rest, then displaced stones shall remain where they came to rest.
 - (iii) the opposing skip may reject (i) and (ii), and have any stone or stones placed where he reasonably considers they would have come to rest had the infraction not occurred.
- (b) A stationary stone which is displaced and has no effect on the outcome of the running stone shall be replaced where it originally lay, by the opposing skip.

SECTION D—THE GAME

1. (a) All games shall be:
 - (i) of a certain number of ends, or
 - (ii) by time as may be agreed on, or as fixed by the umpire at the outset.
- (b) When a game is being played by time, no end shall be started after the finishing time signal has been given, except where extra ends are required.
- (c) If the time signal has not been given when the last stone of the last played end has come to rest, then another end shall be played. (The intention of this rule is that another end shall not be started if, when the time signal is given, the stone delivered by the previous player has not come to rest or any stone(s) whose movement has been generated by that stone has not come to rest).

Scoring

2. (a) Games shall be decided by a majority of shots. A team shall score one shot for every stone which is nearer the tee than any stone of the opposing team.
- (b) Every stone which is not clearly outside the outer circle shall be eligible to count, even if touching a dividing line.
- (c) In the event of the scores being equal at the end of a game play may be continued for one or more ends, as may be agreed on, or as provided for by the conditions of the game or match, or as may be fixed by the umpire.
- (d) An end is decided when the skips, or acting skips, in charge of the house at the time agree upon the score for that end.
- (e) When a team decides to concede the game before the completion of an end; the game shall finish only when it is the conceding team's turn to play. The score for that end shall be determined at that time and recorded on the scoreboard. If this occurs prior to the final end of the game, the remaining end(s) shall be recorded by an X on the scoreboard.

Measuring

3. (a) No stone shall be measured by instrument until the last stone of the end has come to rest except by the umpire when requested by a skip to decide whether or not a stone is in play or in the free guard zone.
- (b) Measurements shall be taken from the tee to the nearest part of the stone. Because a stone may vary in width, measurements may not be taken from the outer edge of the stone.
- (c) If two or more stones are so close to the tee that it is impossible to use a measuring device to determine the shot(s), the determination shall be made visually by the chief umpire. If no decision can be made the end shall be scored as a blank end.

Teams

4. (a) Every team shall be composed of four players, each playing two stones, and playing each stone alternately with his opponent.
- (b) Any team not having its full complement of four players shall be subject to Rule 5 Royal Club Competitions (General Rules and Conditions - Failure to Appear.)
- (c) (i) When, in a competition, owing to illness, accident or any other valid reason, a player is unable to play in any round, he may be replaced by another player as substitute, provided this substitute has not already taken part in that competition in any other team. A substitute may play in any position in any round but not higher than the position of the curler he is replacing. The skip shall declare any substitute in the first round of a competition or the team in the first round shall be understood to be the entered team. No team shall take into play more than two substitutes, in any game, match or competition. All substitutes must be eligible in terms of the rules of the competition.

- (ii) A substitute playing in a position higher than the curler he is replacing shall result in the forfeiture of the game. In league play, penalties shall apply as under Forfeiture of the Game, Royal Club Competitions General Rules and Conditions para.5(b).
- (d) Where a player is unable to continue the skip may:
 - (i) finish the game then in progress with the remaining players, in which case the first two players shall throw three stones each, or
 - (ii) bring in a qualified substitute for the game then in progress at the beginning of the next end. Any substitute must play in the position of the replaced player when entering a game in progress.
- (e) A player who has left a game because of illness, accident or other extenuating circumstance may rejoin his team at any time during that game in the competition. If a substitute joins that game, the original player may rejoin his team for the next game.
- (f) The teams opposing each other shall settle by lot which side shall lead at the first end, after which the winners of the preceding end shall lead, and shall continue to do so if any extra ends be played.
- (g) The rotation of play observed during the first end of a game shall not be changed.
- (h) In circumstances not otherwise covered the Royal Club may modify the above Rules to meet with requirements of a specific competition.
- (i) For Pairs see Royal Club Competitions, Section 10, Scottish Pairs.

The Skip and the Players

- 5. (a) (i) The skip has the exclusive direction of the game for his team, and may play in any position he pleases in the game, subject to Section D Rule 4 (g).
- (ii) When his turn to play comes, he shall select one of his players as acting skip.
- (iii) Only skips and acting skips, are entitled to stand within or behind the house. The skip, or acting skip, of the playing side has the choice of place except behind the tee where both skips, or acting skips, have an equal right to sweep.
- (iv) The skip may, however, return to the house for brief consultation.
- (b) (i) The players, other than the skip and acting skip shall not stand behind the house, but shall place themselves along the side of the rink between the hog lines, except when sweeping or about to deliver a stone.
- (ii) No player shall cross the rink when a player is about to play; or in front of a stone which is in motion.
- (iii) Each player shall be ready to play when his turn comes and shall not take more than a reasonable time to play
- (iv) Where the Chief Umpire considers that play is unnecessarily slow, he shall notify the skip of the team at fault that if their next stone is not delivered within thirty seconds from the time he gives a signal, he will order the stone to be removed from play immediately.
- (v) No player shall use footwear or equipment which may damage the surface of the ice.

SECTION E—SWEEPING

1. The sweeping shall be under the direction of the skips.
2. Any stone in motion is a 'running stone' and only a running stone may be swept.
3. (a) The sweeping motion, which shall be from side to side, shall leave no debris in front of the running stone and shall finish to either side of the stone.
(b) The sweepers and their equipment must be seen to be clear of the stone at all times.

Penalty:

If a team infringes this rule and the stone involved is their own it shall be removed from play at the discretion of the umpire. However, if the stone involved belongs to the opposition the umpire shall direct the repositioning of the stone to where he considers it would have come to rest had it not been infringed. If in the opinion of the non-offending skip repositioning of the stone would benefit the offending team, it may be left where it came to rest.

4. (a) The player's side may sweep the ice from tee line to tee line but any stone set in motion may only be swept by the side to which it belongs.
(b) Behind the tee line only one player from each team may sweep at any one time. It may be any one player from the playing team, but only the player in charge of the head from the non-playing team, who shall not start to sweep an opponent's stone until it reaches the tee line.
5. At the start of each game, a team shall decide which brushes or brooms shall be used for sweeping purposes during the game and only these brushes or brooms shall be used for sweeping by the team during the game. If a brush or broom becomes unfit for further use it shall be replaced by the same type of brush or broom. The replacement shall be inspected and approved by an umpire prior to use. Brushes may be exchanged between players on the same team during the course of a game but a corn broom may not be exchanged.

SECTION F—THE UMPIRE

1. The Umpire has the general supervision of all games to which the Umpire is assigned and shall function as directed by the Chief Umpire in accordance with the Rules of Play.
2. The Umpire shall determine any matter in dispute between opposing skips, whether or not the matter is covered in the rules.

SECTION G—THE CHIEF UMPIRE

1. The Chief Umpire shall hear and determine appeals from decisions of Umpires. The Chief Umpire's decision is final.
2. Where the Chief Umpire has been so authorised, the Chief Umpire may intervene at any time in any game and give such directions concerning the conduct of the game as the Chief Umpire considers proper.

SECTION H—FREE GUARD ZONE

The Free Guard Zone shall apply for any game, match or competition played under Royal Club Rules excepting the Grand Match and the Points Competition.

1. The area between the hog line and the tee line, excluding the house, shall be a "Free Guard Zone". (SEE DIAGRAM on p. 9.)

2. No stone lying within this zone may be removed from play by the opposition until the first four stones played in any end have come to rest. Any shot played in those circumstances which results in an opposition stone being moved from the Free Guard Zone, either directly or indirectly, to an out of play position is an infraction which shall result in the played stone being removed from play and any other stone if moved being replaced where it previously lay. All stones shall be replaced to the satisfaction of the Skip of the non-offending team.

For the avoidance of doubt:

A team may strike their own stone out of play from the Free Guard Zone, either directly or indirectly, without penalty. If an opposition stone is struck out in such circumstances Rule 2 applies.

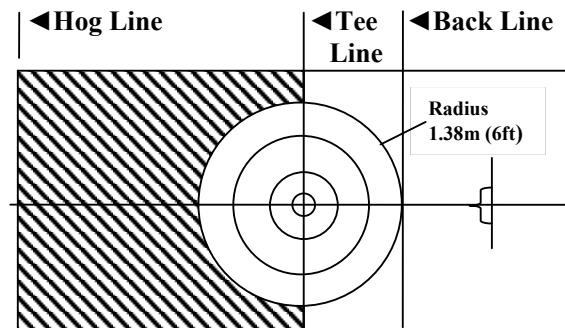


Diagram: The Free Guard Zone

3. For any stone lying in the house, the normal Rules of Play shall apply at all times. A stone may be measured by instrument by an umpire to determine whether or not it is in the house.
4. In all other respects the normal Rules of Play shall apply.

SECTION I—FORFEITURE OF GAME

Any infraction of the Rules of the Game shall result in the forfeiture of the game unless covered under Royal Club Competitions, General Rules and Conditions.

SECTION J—ETIQUETTE

Curling is a game of skill and of traditions. A shot well played is a delight to see as is a game played in the true spirit of curling. Curlers play to win but never to humble their opponents. Curling has always relied on the common sense, the honesty and the good manners of the players and a sporting approach to the game. This spirit should influence both the interpretation and application of the rules of the game and also the conduct of all participants both on and off the ice.

SECTION K—THE OUTDOOR GAME

1. (a) Play shall be from a single hack or crampit placed on the centre line. When hack and crampit are both being used in the same rink, the heel of the crampit will be placed on the foot line and the hack, if used, placed immediately in front of the crampit.
- (b) If from any change of weather after a game has begun, or from any other reasonable cause, one side should desire to shorten the rink, or to change to another, and if the two skips cannot agree, the umpire shall, after seeing one end played, determine whether and by how much the rink shall be shortened, or whether it shall be changed, and his decision shall be final.
- (c) In no case, however, shall the rink be shortened to less than 29.26m (96 feet) from the foot line to the tee.
- (d) Should there be no umpire, or should he be otherwise engaged, the two skips may call in any neutral curler to decide, and his powers shall be equal with those of an umpire.

Stopping, Postponing a Game

2. (a) Should the skips not agree, the umpire shall, in the event of the ice appearing to be dangerous, stop the game.
- (b) The Umpire shall postpone the game, even if begun, when the state of the ice is not fitted for testing the curling skill of the players.
- (c) Except in very special circumstances, of which the umpire shall be judge, the game or match shall not proceed, or be continued:
 - (i) when a thaw has fairly set in;
 - (ii) when snow is falling and likely to continue during the game or match: or
 - (iii) if darkness comes on to prevent the played stones being well seen by players at the other end of the rink.
- (d) In every case of such postponement to another day the game or match, when renewed, must begin anew.

Cleaning Rink

3. (a) At the completion of any end, either of the skips may call upon all the players to clean and sweep the entire rink.
- (b) If objected to, this shall be subject to the approval of the umpire.

Sweeping

4. When snow is falling or drifting, both skips have equal right to clean and sweep the ice behind the tee line.

Reversing of Stone

5. During a game, the sole of a stone may be reversed provided the player is ready when his turn comes.

ROYAL CLUB COMPETITIONS
GENERAL RULES AND CONDITIONS

Definitions applying to Royal Club Competitions

1. (a) *Game*: Play between two teams by time or a given number of ends.
- (b) *Match*: A contest of two or more teams playing against an equal number of teams.
- (c) *Competition*: A playdown by any number of teams playing games or matches to determine a final winner.

Composition of Team

2. (a) A team shall comprise only members whose subscription to the Royal Club has been paid for the current season.
- (b) It shall be the Skip's responsibility at the date of entry to name the team and to inform the Royal Club in writing of any subsequent changes which might affect the entry. A player so nominated shall be ineligible to play for any other team in that competition except with the written consent of the Royal Club. After play has commenced in a competition changes in the composition of a team shall be in accordance with Rule 3.
- (c) A team may be entered for a Royal Club competition at only one affiliated Ice Rink.

Substitution

3. Any substitution shall be in accordance with Section D—The Game 4 (c), (d) and (e) and notwithstanding shall be referred to and approved by the Chief Umpire.

Conduct of Games

4. (a) Unless individual competition rules state otherwise all games shall be 10 ends.
- (b) In the event of a tie in a game where a winner is necessary an extra end or ends shall be played as required.
- (c) A team may concede only after consultation with the Chief Umpire.

Failure to Appear

5. (a) (i) A team entered to play with a member(s) failing to appear on the ice and ready to play after five minutes of the starting signal shall forfeit one shot and one shot for each additional five minutes up to a maximum of 30 minutes when the offending team shall forfeit the game. No dispensation to this rule shall be granted for any reason whatsoever.

- (ii) Where the competition rules specify a game to be a number of ends with ends scored as a method of deciding the result or ranking a team with a member(s) failing to appear on the ice shall be penalised, depending on length of time, as follows:

5 mins	0 ends	and	1 shot
10 mins	1 end	and	2 shots
15 mins	1 end	and	3 shots
20 mins	2 ends	and	4 shots
25 mins	3 ends	and	5 shots
30 mins	game forfeited.		

Where a late penalty applies in any game, ends forfeited shall be deducted from the total ends to be played.

- (b) Upon forfeiture of the game the following penalties shall be imposed:
- (i) Six shots shall be awarded to the non-offending team and also deducted from the offending team.
- (ii) Games played to session times
- | | |
|-------------------------|----------------|
| Under 1 hr 40 mins | 4 ends awarded |
| 1 hr 40 mins and over | |
| but under 2 hrs 10 mins | 5 ends awarded |
| 2 hrs 10 mins and over | 6 ends awarded |
- No ends shall be awarded to the offending team.
- (iii) Games played to a fixed number of ends
- | | |
|----------|----------------|
| 6-7 ends | 4 ends awarded |
| 8-9 ends | 5 ends awarded |
| 10 ends | 6 ends awarded |
- (c) The latecomers rule shall apply whether games are played by time or a fixed number of ends; if by a fixed number of ends the penalty shall be applied and the game shall be played to a session time as determined by the Umpire.
- (d) A team entered to play and failing to appear at a competition shall be liable for the payment for ice charges arising from the default.

Discipline

6. Instances of conduct unacceptable to the Royal Club during the period of a competition may lead to the Chief Umpire requiring a player or players to leave the ice during a game. Such player or players shall not be permitted to resume play during the game then in progress or in any subsequent game until the circumstances leading to the dismissal have been considered by the Council of the Royal Club or its appointees, three in number, duly appointed for that competition.

Advertising on Players' Clothing

7. Team sponsors' advertising may be permitted on players' on-ice clothing in accordance with the undernoted conditions:
- (a) Televised Games: Royal Club permission to advertise shall be granted only after submission in writing to the Secretary of the sponsor's name, business title and address together with a sample of the proposed advertisement(s). Permission shall be granted in writing. Advertising shall be restricted to one example having an area not exceeding 50 square centimetres displayed on the left sleeve of the playing garment. In addition one example of the trade mark or name of the garment manufacturers having an area not exceeding 16 square centimetres is permitted.
- These examples shall:
- (i) be neither luminous nor reflective
 - (ii) not have any letters greater than 7.5 centimetres in height
 - (iii) have no connection with the tobacco industry.
- Interpretation:** the maximum area is the area border to border of an emblem embroidered on the garment; or of any patch of a contrasting colour applied to the garment. Garments carrying offending advertisements shall be removed and replaced; the obscuring of offending advertising by adhesive tape or by other means is not permitted. Garments shall be neat and tidy at all times during coverage.
- (b) Sponsored Events: advertising shall be permitted in all Royal Club competitions without prior notification to the Royal Club provided:
- (i) The right-hand sleeve is reserved for the event sponsor's advertising;
 - (ii) The advertising does not conflict with the business interests of the sponsor of the competition; and
 - (iii) The advertising, in the opinion of the Royal Club, is not obscene, offensive or untidy.
- (c) All Other Events: no restrictions shall apply provided the advertising is not obscene, offensive or untidy.
- (d) Advertising shall not be permitted on national team uniforms except as determined by the Royal Club.

Entry Fees

8. The Royal Club may at its discretion charge fees for entry to Royal Club Competitions.

Time Clocks

9. Where time clocks are in use this will be in accordance with Section 25.

Curling Delivery Stick

10. A player may use a Curling Delivery Stick in the Royal Club Competitions excluding the Scottish Men's Championship, the Scottish Ladies' Championship, the Scottish Junior Championships', Scottish Mixed, the Scottish Seniors', the European Championships' Qualifying Competitions and the Olympic Playdowns.

DOPING

General Policy

1. The Royal Club forbids doping and shall maintain an active policy to prevent the supply and taking of “prohibited substances” to or by players, coaches, umpires, officials or other agents involved with the conduct of the sport of curling. “Prohibited substances” shall be those substances which shall from time to time appear on the lists prepared by the International Olympic Committee and which have been shown to affect an individual’s physical or mental condition and thereby influence the sporting performance of players or officials.

Testing for the Use of “Prohibited Substances”

2. (a) The Royal Club shall permit random testing for the detection of the use of “prohibited substances” as required by the International Olympic Committee.
- (b) The procedure for testing for the presence of “prohibited substances” within an individual shall be that approved by the International Olympic Committee. A urine sample is taken and is divided between two containers; one of these is used for the first analysis and the other is kept as a reserve sample should a second analysis be required.
- (c) At Royal Club curling competitions the choice of the individual players, umpires or officials who shall be the subject of a random test for the use of “prohibited substances” shall be at the discretion of the Royal Club’s Technical Representative appointed to oversee the competition who may be the Chief Umpire or a member of the Royal Club.
- (d) Any individual selected as the subject for a test for the presence of “prohibited substances” who fails to undergo the test shall be deemed to have failed the test and shall therefore be subject to the provisions of Section 3 of this bye-law.
- (e) Parental consent is required for the testing of a person under 18 years of age. Any individual who fails to provide formal confirmation of such consent shall be deemed to have failed the test and shall therefore be subject to the provisions of Section 3 of this bye-law.
- (f) Any person assisting or inciting others in the contravention of doping regulations shall be considered as having committed an offence against the rules of the Royal Club and may be subject to disciplinary action.

Actions following receipt by the Royal Club of reports on the results of tests for the presence of “Prohibited Substances”

3. (a) In cases where a negative report indicating that no “prohibited substance” was detected is received by the Royal Club no action shall be taken other than to report the outcome of the test to the individual concerned and, where appropriate, to his/her National Association.
- (b) In cases where a positive report is received by the Royal Club indicating that a “prohibited substance” was detected in an individual who was the subject of a test the Royal Club shall:

- (i) Notify the individual concerned and, where appropriate, his/her National Association and suspend that individual with immediate effect from all activities governed by the Royal Club.
- (ii) Afford the individual and/or his/her nominee the opportunity to be present when the reserve sample is tested. The testing of the reserve sample shall normally take place within seven days of the notification given above.
- (iii) Instruct its Duly Appointed Committee to investigate the circumstances relating to the alleged offence and shall permit the alleged offender to be present at any hearing called to consider the matter. Specialist advice and assistance in interpreting the results of any test will be available from experts from the laboratory performing the test for the presence of “prohibited substances”.
- (iv) Report the findings of the hearing referred to in (b) (iii) above to the individual concerned and to the Council of the Royal Club who shall decide what penalties, if any, as permitted under the Royal Club’s regulations shall be imposed upon the offender.

SECTION 1—THE SCOTTISH MEN’S CHAMPIONSHIP

- (a) The Championship is one competition competed for by teams consisting of four eligible male members of the Royal Club. Each competitor must either be born in Scotland or have a Scottish parent or have been domiciled in Scotland for the two consecutive years prior to the Championship.
- (b) Entries should be received by the Manager of Competitions of the Royal Club in writing by 30 June on the official entry form along with the appropriate entry fee as decided by the Royal Club.
- (c) The Championship shall be in two stages: Qualifying Playdowns and Finals.
- (d) A team may consult with its Coach after completion of the fifth end for a maximum of three minutes.
- (e) In any Round Robin league the method of scoring shall be: one point shall be awarded for each win. In the event of a tie in any game an extra end or ends shall be played to determine a winner. Neither shots nor ends shall affect the ranking.
- (f) No team tied for a place either in the semi-finals or in the European playdowns shall be eliminated in any other way than by losing a tie-break game which shall be played in accordance with Section 24. Where two or more teams are tied for a qualifying place the Draw Challenge shall take place to determine ranking in accordance with Section 23.

Qualifying Playdowns

- (g) (i) Play shall be on a Round Robin basis over two week-ends to determine the required number of qualifiers from each Qualifying Playdowns to the Finals.
- (ii) The Scottish Champions from the previous season shall receive a bye to the Finals if they qualify for the knock-out stages of the World Championship. This team must have three members from the previous season’s Scottish Championship winning team excluding substitutes.
- (iii) In a Winter Olympic Games season up to two teams may be given a direct entry to the Finals, resulting in fewer Qualifying Playdowns teams.

- (iv) No team tied for a qualifying position at the Finals shall be eliminated other than by playing a tie-break game(s) in accordance with Section 24.
- (v) Where two or more teams are tied for a qualifying position the Draw Challenge shall be played in accordance with Section 23. After ranking has been determined tie-break game(s) shall be played in accordance with Section 24.

Finals

- (h) (i) Play shall be on a Round Robin basis to determine three qualifiers. The first placed team shall qualify for the final. The second and third placed teams shall play a semi-final.
- (ii) *Toss*: Immediately following the teams' meeting with the Chief Umpire a toss shall take place to determine which team shall have the last stone at the first end; and first practice for the first game. For the remaining Round Robin games each team shall have the last stone at the first end on an equal number of games. This shall be determined in advance and indicated in the official draw.
- (i) (i) Where two teams are equal first after the Round Robin those teams shall play-off for a place in the final. The loser shall play the third placed team for a place in the final.
- (ii) Where three teams are equal first on completion of their last Round Robin game the Draw Challenge shall take place to determine ranking in accordance with Section 23. The first placed team shall play the second placed team for a place in the final. The loser shall play the third placed team for a place in the final. A toss for the last stone advantage in the first end shall take place in each game.
- (j) Where four teams are equal first after the Round Robin two semi-finals (1 v 4, 2 v 3) shall take place with the winners progressing to the final. To determine positions 1-4 the Draw Challenge shall take place to determine ranking in accordance with Section 23.
- (k) Where two or more teams are tied for a qualifying place the Draw Challenge shall take place to determine ranking in accordance with Section 23. After ranking has been determined tie-break(s) shall take place in accordance with Section 24.
- (l) Any team finishing clearly ahead on points of their opposition after the Round Robin shall have the last stone advantage in the first end in the semi-final and, where appropriate, the final. Clearly ahead means there is a difference in the win/loss column at the end of the Round Robin.

International Representation

- (m) At the conclusion of the competition each player of the winning team shall be required to sign the Players International Participation Agreement (the Agreement) in order to be eligible to represent Scotland. A player failing to sign shall be disqualified. In this instance the Royal Club in consultation with National Coach reserves the right to invite another player to fill the vacant position. If two or more players fail to sign then the team shall be disqualified.

- (n) The winning team shall represent Scotland in the World Championship, providing Scotland has previously secured a place through qualification, and shall wear the official uniform prescribed by the Royal Club.
- (o) By signing the Agreements, from the date of winning the Scottish Championship the players shall come under the direction of the National Coach through to the completion of the World Championship.
- (p) In the event that the winning team, or any member of it, cannot attend the World Championship, any change shall be subject to the approval of the Royal Club in consultation with the National Coach.
- (q) From the date of winning the Scottish Championship, selection of the fifth player and Manager/Coach, who shall be subject to signing the appropriate International Participation Agreement, shall be under the direction of the Royal Club in consultation with the National Coach.

SECTION 2—THE SCOTTISH LADIES' CHAMPIONSHIP

- (a) The Championship is a competition competed for by teams consisting of four eligible female members of the Royal Club. Each competitor must either be born in Scotland or have a Scottish parent or have been domiciled in Scotland for two consecutive years prior to the Championship.
- (b) Entries should be received by the Manager of Competitions of the Royal Club in writing by 30 June on the official entry form along with the appropriate entry fee as decided by the Royal Club.
- (c) The Championship shall be in two stages: Gold/Silver League Pre-Qualifier and the Gold League. In the Gold/Silver League Pre-Qualifier teams shall be allowed four named and two substitute players. In the Gold League the current season's prequalifiers' must use three of the named players from that team. The substitutes for the Gold League may come from the Silver League and may be different from those used in earlier parts of the Championship.
- (d) A team may consult with its Coach after completion of the fifth end for a maximum of three minutes.
- (e) In any Round Robin league the method of scoring shall be: one point shall be awarded for each win. In the event of a tie in any game an extra end or ends shall be played to determine a winner. Neither shots nor ends shall affect the ranking.

Automatic Qualification to the Gold League

- (f) The top five teams from the previous season's Gold League, together with the winner of the previous season's Silver League, shall gain automatic qualification to the Gold League provided that any such qualified team has the skip and one other player, or three players, from the previous season's team excluding any substitute(s) who shall not count.

Gold/Silver League Pre-Qualifier

- (g) Gold/Silver League Pre-Qualifier shall be played as determined by the number of entries; to determine the requisite number of qualifiers for the current season's Gold League. No team tied for a qualification place in the Gold League shall be eliminated other than by playing a tie-break game(s) in accordance with Sections 23 and 24.

The Gold League

- (h) (i) The Gold League shall be an eight-team double Round Robin to determine three qualifiers to the Finals excepting paragraph (i) (iv).
- (ii) *Toss*: This shall be determined in advance and indicated in the official draw.
- (iii) The sixth, seventh and eighth placed teams at the conclusion of the Gold League shall have to pre-qualify unless one of the top five Gold League teams cannot make the criteria laid out for the following season as in paragraph (f) above. If this happens then the team ranked sixth shall be invited to play in the Gold league.
- (iv) No team tied for a pre-qualifying place the following season shall be eliminated other than by playing a tie-break game(s) in accordance with Section 24.
- (v) No team tied for a place in the Finals shall be eliminated other than by playing a tie-break game(s) in accordance with Section 24.
- (i) (i) The winner of the Gold League will play the second placed team for a place in the final. The loser shall play the third placed team for a place in the final.
- (ii) If the winner of the Gold League is at least three games clear of the second placed team at the end of the double Round Robin this team shall go straight to the final. The second placed team shall play the third placed team for a place in the final.
- (iii) Where three teams are equal first on the completion of their double Round Robin the Draw Challenge shall take place to determine ranking in accordance with Section 23. The first placed team shall play the second placed team for a place in the final. The loser shall play the third placed team for a place in the final. A toss for the last stone advantage in the first end shall take place in each game.
- (iv) Where four or more teams are equal first after the double Round Robin two semi-finals (1 v 4, 2 v 3) shall be played with the winners progressing to the final. To determine positions 1-4 the Draw Challenge shall take place to determine ranking in accordance with Section 23. After ranking has been determined tie-break game(s) shall take place in accordance with Section 24. A toss for last stone advantage in the first end shall take place in each game.
- (v) Any team finishing clearly ahead on points of their opposition after the double Round Robin shall have the last stone advantage in the first end in the knockout stages. Clearly ahead means there is a difference in the win/loss column at the end of the double Round Robin.

The Silver League

- (j) (i) The Silver League shall be as determined by the number of entries; to determine one qualifier to the Gold League the following season.
- (ii) To gain automatic qualification to the Gold League the winning team from the Silver League must have the skip and one other player, or three players, from the previous season's team excluding any substitute(s).

- (iii) Any team finishing clearly ahead on points of their opposition after the Round Robin (double) shall have the last stone advantage in the first end in the final. Clearly ahead means there is a difference in the win/loss column at the end of the Round Robin (double)
- (iv) Where two or more teams are tied for a qualifying place the Draw Challenge shall take place in accordance with Section 23. After ranking has been determined tie-break game(s) shall take place in accordance with Section 24.

International Representation

- (k) At the conclusion of the Gold League competition each player of the winning team shall be required to sign the Players International Participation Agreement (the Agreement) in order to be eligible to represent Scotland. A player failing to sign shall be disqualified. In this instance the Royal Club in consultation with National Coach reserves the right to invite another player to fill the vacant position. If two or more players fail to sign then the team shall be disqualified.
- (l) The winning team shall represent Scotland in the World Championship, providing Scotland has previously secured a place through qualification, and shall wear the official uniform prescribed by the Royal Club.
- (m) By signing the Agreements, from the date of winning the Scottish Championship the players shall come under the direction of the National Coach through to the completion of the World Championship.
- (n) In the event that the winning team, or any member of it, cannot attend the World Championship, any change shall be subject to the approval of the Royal Club in consultation with the National Coach.
- (o) From the date of winning the Gold League, selection of the fifth player and Manager/Coach, who shall be subject to signing the appropriate International Participation Agreement, shall be under the direction of the Royal Club in consultation with the National Coach.

SECTION 3 & 4—THE SCOTTISH MEN’S AND LADIES’ EUROPEAN PLAYDOWNS

- (a) The top three teams from the previous season’s Scottish Championships shall qualify to play in the European Playdowns excepting in a Winter Olympic Games season these play-offs may not take place. The National Coach, along with an R.C.C.C. Committee, may select a fourth team if they feel it would be beneficial to do so. The qualified teams must have at least three members from last season’s Scottish Championship team and have signed the Players International Participation Agreement to be eligible to play.
- (b) If there are only two teams playing then the best of five games shall determine a winner.
- (c) If there are three teams playing a double Round Robin shall be played to determine a winner.
- (d) If there are four teams playing then a double Round Robin shall be played to determine a winner.
- (e) Where two teams are tied for equal first after the Round Robin there shall be a play-off to determine the winner.

- (f) Where more than two teams are tied for equal first after the Round Robin the draw challenge shall take place in accordance with Section 23. After ranking has been determined tie-break games shall take place in accordance with Section 24.

International Representation

- (g) The winning teams shall represent Scotland in the European Championships, and shall wear the official uniform prescribed by the Royal Club.
- (h) In the event that a winning team, or any member of it, cannot attend the European Championships, any change shall be subject to the approval of the Royal Club in consultation with the National Coach.
- (i) From the date of winning the European Playdowns, selection of the fifth players and Managers/Coaches, who shall be subject to signing the appropriate International Participation Agreement, shall be under the direction of the Royal Club in consultation with the National Coach.

THE WINTER OLYMPIC GAMES

If rule changes are necessary in a Winter Olympic Games' season teams competing in the competitions of Sections 1-4 shall be notified in writing.

SECTION 5—THE SCOTTISH JUNIOR CHAMPIONSHIPS

- (a) The Scottish Junior Championship is one competition competed for by teams consisting of four eligible male/female Members of the Royal Club who have not attained the age of 21 years at midnight on 30 June prior to the start of the current season. Each competitor must either be born in Scotland or have a Scottish parent, or have been domiciled in Scotland for the two consecutive years prior to the Championships.
- (b) Entries should be received by the Manager of Competitions of the Royal Club in writing by 30 June on the official entry form along with the appropriate entry fee as decided by the Royal Club.
- (c) The Championship shall be in two stages: Qualifying Playdowns and Finals.
- (d) A team may consult with its Coach after completion of the fifth end for a maximum of three minutes.

Qualifying Playdowns

- (e) Play shall be on a Round Robin basis to determine the requisite number of qualifiers for the Finals. The Events Committee reserves the right to apply automatic qualification to the Finals for up to four teams from the previous season's Finals provided that such qualified team(s) has either the skip and one other player, or three players, from the previous season's team excluding any substitute(s).
- (f) Where two or more teams are tied for a qualifying place the Draw Challenge shall take place to determine ranking in accordance with Section 23. After ranking has been determined tie-break games(s) shall take place in accordance with Section 24.

Finals

- (g) (i) Play shall be on a Round Robin basis to determine three qualifiers. The first placed team shall qualify for the final. The second and third placed teams shall play a semi-final.
- (ii) *Toss*: Immediately following the teams' meeting with the Chief Umpire a toss shall take place to determine which team shall have the last stone at the first end; and first practice for the first game. For the remaining Round Robin games each team shall have the last stone at the first end on an equal number of games. This shall be determined in advance and indicated in the official draw.
- (h) (i) Where two teams are equal first after the Round Robin these teams shall play-off for a place in the final. The loser shall play the third placed team for a place in the final.
- (ii) Where three teams are equal first on the completion of their last Round Robin game the Draw Challenge shall take place in accordance with Section 23. The first placed team shall play the second placed team for a place in the final. The loser shall play the third placed team for a place in the final. A toss for the last stone advantage in the first end shall take place in each game.
- (i) Where four teams are equal first after the Round Robin, two semi-finals (1 v 4, 2 v 3) shall be played with the winners progressing to the final. To determine positions 1-4 the Draw Challenge shall take place in accordance with Section 23. A toss for last stone advantage in the first end shall take place in each game.
- (j) Where two or more teams are tied for a qualifying place the Draw Challenge shall take place in accordance with Section 23. After ranking has been determined tie-break games(s) shall take place in accordance with Section 24.
- (k) Any team finishing clearly ahead on points of their opposition after the Round Robin shall have last stone advantage in the first end in the semi-final, and, where appropriate, the Final. Clearly ahead means there is a difference in the win/loss column at the end of the Round Robin.

International Representation

- (l) At the conclusion of the competition each player of the winning teams shall be required to sign the Players International Participation Agreement (the Agreement) in order to be eligible to represent Scotland. A player failing to sign shall be disqualified. In this instance the Royal Club in consultation with National Coach reserves the right to invite another player to fill the vacant position. If two or more players fail to sign then the team shall be disqualified.
- (m) The winning teams shall represent Scotland in the World Junior Championships, providing Scotland has previously secured a place through qualification, and shall wear the official uniform prescribed by the Royal Club.
- (n) By signing the Agreements, from the date of winning the Scottish Junior Championship the players shall come under the direction of the National Coach through to the completion of the World Junior Championships.

- (o) In the event that the winning teams, or any member of them, cannot attend the World Junior Championships, any change shall be subject to the approval of the Royal Club in consultation with the National Coach.
- (p) From the date of winning the Scottish Junior Championships, selection of the fifth players and Managers/Coaches, who shall be subject to signing the appropriate International Participation Agreement, shall be under the direction of the Royal Club in consultation with the National Coach.

SECTION 6—THE SCOTTISH SENIOR CHAMPIONSHIPS

- (a) The Scottish Senior Championships is one competition competed for by teams consisting of four eligible male/female members who are 50 years or over at midnight on 30 June prior to the start of the season. Each competitor must either be born in Scotland or have a Scottish parent, or have been in Scotland for the two consecutive years prior to the Championships.
- (b) Entries should be received by the Manager of Competitions of the Royal Club in writing by 30 June on the official entry form. All teams entering shall play in Qualifying Playdowns.
- (c) Qualifying Playdowns shall be played to get the required number of teams for the Finals.
- (d) At the Qualifying Playdowns and Finals one point shall be awarded for each win.
- (e) In the event of a tie in any game one extra end shall be played to determine a winner. In the event of the score remaining equal a Draw Challenge shall take place with each team nominating one player to draw the shot. Ends scored, shots up, and total shots scored shall only count at Qualifying Playdowns if extra qualifiers are required; i.e. highest up third placed teams.
- (f) Where two or more teams are tied for a qualifying position the Draw Challenge shall take place in accordance with Section 23. After ranking has been determined four end tie-break game(s) shall be played in accordance with Section 24. In the event of the score remaining equal in the four end tie-break game one extra end shall be played. If still tied a Draw Challenge shall take place with each team nominating one player to draw the shot to determine a winner.
- (g) The Finals shall be comprised of two league sections with the winners and runners-up qualifying for the knock-out stages where extra end(s) shall take place to determine a winner. Neither shots nor ends shall effect ranking in the Finals.
- (h) All games shall be 8 ends.

International Representation

- (i) At the conclusion of the competition each player of the winning teams shall be required to sign the Players International Participation Agreement (the Agreement) in order to be eligible to represent Scotland. A player failing to sign shall be disqualified. In this instance the Royal Club reserves the right to invite another player to fill the vacant position. If two or more players fail to sign then the team shall be disqualified.

- (j) The winning teams shall represent Scotland in the World Senior Championships and shall wear the official uniform prescribed by the Royal Club.
- (k) In the event that the winning teams, or any member of them, cannot attend the World Senior Championships, any changes shall be subject to approval of the Royal Club.
- (l) From the date of winning the Scottish Seniors Championships, selection of the fifth players and Managers/Coaches, who shall be subject to signing the appropriate International Participation Agreement, shall be under the direction of the Royal Club.

SECTION 7—THE NATIONAL MASTERS CHAMPIONSHIPS

- (a) The National Masters Championships is one competition competed for by teams consisting of four eligible male/female members who are 60 years or over at midnight on 30 June prior to the start of the season.
- (b) Entries should be received by the Manager of Competitions of the Royal Club in writing by 30 June on the official entry form.
- (c) Qualifying Playdowns shall be played to get the required number of teams for the Finals.
- (d) At the Qualifying Playdowns two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.
- (e) In the Final two points shall be awarded for a win and one point for a draw. Where two or more teams are tied for a qualifying position the Draw Challenge shall take place in accordance with Section 23. After ranking has been determined four end tie-break game(s) shall be played in accordance with Section 24. In the event of the score remaining equal in the four end tie-break game one extra end shall be played. If still tied a Draw Challenge shall take place with each team nominating one player to draw the shot to determine a winner.
- (f) The Finals shall be comprised of two league sections. Section winners and runners-up shall qualify for the knock-out stages where extra ends shall be played to determine a winner.
- (g) All games shall be 8 ends.

SECTION 8—THE SCOTTISH SCHOOLS' CHAMPIONSHIP

- (a) The Scottish Schools' Championship is competed for by teams from Scottish schools, the four members of each team being from the same school and also members of the RCCC. Teams may consist of boys, girls or mixed.
- (b) Entries should be received by the Manager of Competitions of the Royal Club in writing by 31 October on the official entry form. Qualified teams for the Finals shall pay the appropriate entry fee as decided by the Royal Club. If local play-offs are necessary, Ice Rinks shall be so notified.
- (c) The names of the qualified Schools together with team member names shall be sent to the Manager of Competitions of the RCCC by 14 February.
- (d) The Finals shall comprise four league sections each of not more than six teams. Section winners and runners-up shall qualify for the final knock-out stages.

- (e) In the league sections two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.
- (f) In the knockout stages extra ends shall be played to determine a winner.
- (g) All games shall be 8 ends.
- (h) Substitutes shall be from the same school.

SECTION 9—THE SCOTTISH MIXED CHAMPIONSHIP

- (a) The Scottish Mixed Championship is one competition competed for by teams of two men and two women playing in alternate positions in each team who are eligible members of the Royal Club. Each competitor must either be born in Scotland or have a Scottish parent or have been domiciled in Scotland for the two consecutive years prior to the Championship.
- (b) Entries should be received by the Manager of Competitions of the Royal Club in writing by 31 October on the official entry form along with the appropriate entry fee as decided by the Royal Club. Ice Rinks having less than four entries may be required to play at another Ice Rink.
- (c) The Finals shall be run in sections with eight teams qualifying for the knockout-stages. One point shall be awarded for each win. In the event of a tie in any game an extra end shall be played to determine a winner. In the event of the score remaining equal a Draw Challenge shall take place with each team nominating one player to draw the shot. Neither shots nor ends shall affect the ranking. Where two or more teams are tied for a qualifying position the Draw Challenge shall take place in accordance with Section 23. After ranking has been determined four end tie-break game(s) shall be played in accordance with Section 24. In the event of the score remaining equal in the four end tie-break game one extra end shall be played. If still tied a Draw Challenge shall take place with each team nominating one player to draw the shot to determine a winner.
- (d) In the final knock-out stages extra ends shall be played to determine a winner.
- (e) All games shall be 8 ends.
- (f) Substitution must also satisfy Section 9, rule (a).

International Representation

- (g) At the conclusion of the competition each player of the winning team shall be required to sign the Players International Participation Agreement (the Agreement) in order to be eligible to represent Scotland. A player failing to sign shall be disqualified. In this instance the Royal Club reserves the right to invite another player to fill the vacant position. If two or more players fail to sign then the team shall be disqualified.
- (h) The winning team shall represent Scotland in the European Mixed Championship and shall wear the official uniform prescribed by the Royal Club.
- (i) In the event that the winning team, or any member of it, cannot attend the European Mixed Championship, any changes shall be subject to approval of the Royal Club.
- (l) From the date of winning the Scottish Mixed Championship, selection of the fifth player and Manager/Coach, who shall be subject to signing the

appropriate International Participation Agreement, shall be under the direction of the Royal Club in consultation with the National Coach.

SECTION 10—THE SCOTTISH PAIRS CHAMPIONSHIP

- (a) The Scottish Pairs Championship is one competition competed for by any two Curlers who are eligible members of the Royal Club. Each competitor must either be born in Scotland or have a Scottish parent or have been domiciled in Scotland for the two consecutive years prior to the Championship.

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- (b) Entries shall be made to affiliated Ice Rinks by the date prescribed by individual Ice Rinks.
- (c) The names of the team to represent each Ice Rink shall be sent to the Manager of Competitions of the Royal Club by 25 January along with the appropriate entry fee as decided by the Royal Club.
- (d) Should the winners of the qualifying competition be unable to play, the runners-up shall take their place, whom failing, the next available team. To complete the Finals' places, when appropriate, the Events Committee may invite the runners-up team from Ice Rinks with larger entries to compete with a second team. Notwithstanding this provision, General Rule 5 (d) shall prevail.
- (e) The Finals shall comprise four league sections. Section winners and runners-up shall qualify for the final knock-out stages. Two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.
- (f) In the final knock-out stages extra ends shall be played to determine a winner.
- (g) All games shall be 6 ends.
- (h) **Not more than one substitute shall be permitted in the entire competition.**

SECTION 11—THE RINK CHAMPIONSHIP

- (a) This is a competition for Local Clubs who may enter one or more teams. Teams shall be composed only of Members of the same Club. No curler may play for more than one team in the same season.
- (b) All entries must be submitted to the Royal Club by 30 June along with the appropriate entry fee as decided by the Royal Club.
- (c) The names of the teams to represent each Ice Rink shall be sent to the Manager of Competitions of the Royal Club by 25 January.
- (d) Play shall be on the knock-out principle in the preliminary rounds. Qualification to the Finals will be 1-25 entries—one qualifying team; 26 and over—two qualifying teams. Ice Rinks having less than four entries may be required to play at another Ice Rink. Should the winners of the qualifying competition be unable to play, the runners-up shall take their place, whom failing the next available team. To complete the Finals places, when appropriate, the Events Committee may invite the runners-up team from Ice Rinks with larger entries to compete with a second team. Notwithstanding this provision, General Rule 5 (d) shall prevail and the defaulting club shall be held liable. Teams qualifying for the Finals may use any four members of the same Club who have not previously played in and been eliminated from the Competition.

- (e) The finals shall comprise four league sections. Section winners and runners-up shall qualify for the final knock-out stages. Two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.
- (f) In the final knock-out stages extra ends shall be played to determine a winner.
- (g) All games shall be 8 ends.

SECTION 12—THE HENDERSON BISHOP TROPHY

- (a) The Trophy shall be played for annually in the Ice Rinks and the Secretary of the Royal Club shall send entry forms to all the Local Club Secretaries.
- (b) Entries shall be made by the Local Club Secretaries to the Secretary of the Royal Club Ladies' Branch in writing on the official entry form by 30 June each year along with the appropriate entry fee as decided by the Royal Club and shall state at which Ice Rink the Club desires to play.
- (c) Those teams from Ice Rinks having less than six team entries may be required to play at another Ice Rink.
- (d) Local Clubs may enter one or more teams composed of four ladies who are Members of the Royal Club. No curler shall play for more than one team in the competition in the same season.
- (e) Play shall be on the knock-out principle in the preliminary rounds and one team shall go forward from each Ice Rink to the concluding stages at an Ice Rink selected by the Ladies' Branch. Should the winners be unable to play, the runners-up shall take their place, whom failing the next available team. To complete the Finals places, when appropriate, the Ladies Branch may invite the runners-up team from Ice Rinks with larger entries to compete with a second team. Notwithstanding this provision, General Rule 5 (d) shall prevail.
- (f) The Finals shall comprise four league sections. Section winners shall qualify for the final knock-out stages of the Henderson Bishop Trophy whilst Section runners-up shall qualify for a concurrent consolation event for the Cherrystone Trophy. Two points shall be awarded for each win and one point for a draw. Ends, shots up and total shots scored shall count in the event of a tie.
- (g) In the final knock-out stages extra ends shall be played to determine a winner.
- (h) All games shall be 10 ends or the bell excepting the semi-finals and final which shall be 10 ends.
- (i) Any dispute arising in connection with the competition shall be decided by the Royal Club Ladies' Branch whose decision shall be final. The Ladies' Branch shall have the power to disqualify any team infringing the rules, without the necessity of a formal protest.

SECTION 13—THE NATIONAL PROVINCE CHAMPIONSHIP

- (a) This is a competition for the Provinces of the National Associations of the United Kingdom who may each enter one representative team of curlers who are eligible members of their respective National Associations.
- (b) Teams shall be composed only of Members of the same Local Club and may be of men or women or mixed. **A Club may play in only one qualifying Province Competition in any season which shall be the Local Province of which that Club is a member.**

- (c) If the representative team is unable to find four qualified curlers of the same Local Club they may play one curler from another club within that province but no higher than second. A maximum of four substitutes may be used. These rules shall apply at the Finals only.
- (d) Intimation of intent to enter the competition shall be submitted by the Province Secretaries when invited by the Royal Club which shall be accompanied by a £110 non- returnable deposit.
- (e) Each Province shall determine and manage its own qualifying competition to select one representative team for the Finals. The names of the team to represent each Province shall be submitted in writing to the Manager of Competitions of the Royal Club to arrive not later than 31 October. Should the winners of the qualifying competition be unable to play, the runners-up shall take their place, whom failing the next available team. Notwithstanding this provision, General Rule 5 (d) shall prevail and the defaulting club shall be held liable. The Events Committee reserves the right to invite a second placed team from a Province to compete with the first invitation being extended to the previous season's winning Province.
- (f) The Finals shall comprise not more than 8 league sections. Section winners shall qualify for the final knock-out stages and runners-up for a concurrent consolation event. Two points shall be awarded for each win and one point for a draw. Ends scored, shots up and total shots scored shall count in the event of a tie.
- (g) In the final knock-out stages extra ends shall be played as necessary to determine a winner.
- (h) All games shall be 8 ends.

SECTION 14—THE GRAND MATCH

- (a) The Grand Match shall be played annually at the place fixed by the Annual Meeting. Clubs shall be arranged by the Council into North and South sides and shall be drawn against each other. All matches should give place to the Grand Match.
- (b) An entry form will be sent to all Club Secretaries. Entries should be received by the Royal Club in writing by 30 June on the official entry form intimating: (1) the number of teams if any, intending to be present from their Club; (2) the names of the Skips; and (3) the name and address of someone to whom notice of the date of the match shall be sent, and who will undertake to communicate the same without delay to the Skips intending to compete.
- (c) Every Secretary, in transmitting this return, shall, at the same time, remit the appropriate entry fee for each team, failing which the team or teams shall not be entered for the match.
- (d) If any team entered to play and failing to appear at the Grand Match cannot give a satisfactory excuse for their absence, they shall be liable for the reasonable travelling expenses of the team against which they were balloted to play.
- (e) Umpires shall be appointed by the Council and shall settle any dispute that may arise. Their decisions shall be final.
- (f) The Challenge Trophy shall be awarded to the Club on the winning side having the highest average majority of shots per team. There shall also be

awarded to the team of the winning Club which has the greatest majority of shots four badges, to be retained by them. A second trophy shall be awarded to the Club, on either side (other than the one which has gained the Challenge Trophy and Badges), having the greatest net majority of shots. There shall also be awarded to the team of the Club winning the second trophy which has the greatest majority of shots four badges, to be retained by them. There shall be awarded a Medal to the Club on the losing side (other than the Club which may have gained the second trophy) having the highest average majority of shots per team. There shall be awarded to the highest-up ladies' team on either side a trophy, called the First English Province Irving Cup. There shall be awarded to the winning ladies' team four prizes, presented by the President of that year, to be retained by the winning team. In the event of a team or teams of any Club failing to appear at the Grand Match the average majority of shots of that Club shall be calculated on the number of teams which it has entered.

- (g) In addition to competing in the Grand Match, teams skipped by the President and President-Elect shall play against each other for the Strathcona Medal.
- (h) The Council shall settle all disputes that may arise in connection with the trophies, or other prizes, and make arrangements for the proper custody of the trophies, which shall remain the property of the Royal Club.

SECTION 15—THE INTERNATIONAL MATCHES

The Royal Club, the English Curling Association, the Welsh Curling Association and the Irish Curling Association shall jointly deal with the administrative affairs connected with the matches.

SECTION 16—THE WALDIE-GRIFFITH INTER-PROVINCE COMPETITION

- (a) The Inter-Province Cup shall be played for annually by the Provinces in Scotland in the various Ice Rinks. Entries should be received by the Manager of Competitions of the Royal Club in writing by 30 June on the official entry form.
- (b) The Rules governing the play and all arrangements for this competition shall be in the hands of the Council of the Royal Club.
- (c) The games shall be played under the Rules of the Royal Club, and the Province which gains the highest average majority of shots per team over its opponents will be declared the winner of the Challenge Cup, which they will hold for one year.
- (d) There shall be no maximum limit, but the entries must be in groups of six teams. **Please note that these games can be spread throughout the season.**
- (e) A Province which fails to play the number of teams entered, or where an entry is withdrawn from the competition, shall have its average reckoned by the number of teams originally entered. A Province which, through the fault of an opponent, has to play with less than its full number of teams shall have its average reckoned by the number of teams played by that Province.
- (f) In Inter-Province matches a Club may play only for the Province within whose area it is situated.

- (g) All interpretations of, or disputes arising under, these Rules shall be referred to the Events Committee of the Royal Club, whose decision shall be final.

SECTION 17—THE MAXWELL TROPHY

- (a) The Maxwell Trophy, for competition between Curlers of Scottish Ice Rinks, shall be played annually in sections, each Ice Rink being represented by three teams in the play-off stages and the Finals. There may be a maximum of two ladies in each team. All players shall be eligible Members of the Royal Club. Any team arriving a player short will lose that game. See Rule 5-“Failure to Appear”.
- (b) Entries should be received by the Royal Club in writing by 1 June on the official entry form.
- (c) Section winners shall qualify for the final stages of the competition which shall be played on a knock-out basis at an Ice Rink selected by the Council before the end of March annually. Should the section winners be unable to play, the runners-up shall take their place.
- (d) The method of scoring for each individual game shall be:
 2 points shall be awarded for a win;
 1 point shall be awarded for a draw;
 0 points shall be awarded for a loss.
 Where two teams are equal first on points after the Section Games the result between the equal teams shall determine the qualifier. Where more than two teams are equal first overall shots up shall determine the qualifier.
- (e) (i) All Section Games shall be 10 ends or the bell.
 (ii) The Semi-Finals and Final shall be 10 ends.
- (f) Ice Rinks wishing to cancel and arrange another date must give 7 days’ clear notice otherwise 6 points and 18 shots will be awarded to the non-offending team.
- (g) All interpretations of, or disputes arising under these Rules, shall be referred to the Events Committee of the Royal Club whose decision shall be final.

SECTION 18—MORTON TROPHY

- (a) The Morton Trophy, for competition between lady curlers, shall be played annually in sections as agreed by the Ladies’ Branch. All players shall be eligible Members of the Royal Club.
- (b) The object of the competition is to encourage lady curlers to improve their game and to participate in team events.
- (c) Any player having played as skip or third cannot be lead or second in any game in the same season.
- (d) Each team shall play 10 ends or the bell, and the Section winners shall play at Kirkcaldy Ice Rink before the end of March in each year. All games on the Final day shall be played over 10 ends. In the event of the winners of a Section being unable for any reason to compete in the final stages of the competition, the runners-up of that Section shall compete in their place.
- (e) For each game at local level Centres shall select three teams representative of as many clubs as possible in their Centre. Curlers may be active members of more than one Centre, but they must declare which Centre they are representing during the current season. For the semi-final and final, Centres

shall select three teams to represent their Centre. Any team arriving a player short shall lose that game; see Failure to Appear – Rule 5.

- (f) The method of scoring for each individual game shall be:
 2 points shall be awarded for a win;
 1 point shall be awarded for a draw;
 0 points shall be awarded for a loss.
- Overall shots up will count only in the event of a draw on points on completion of Section games and in the Semi-Finals and Final.
- (g) Teams for the Final shall be selected from those teams that have played in the qualifying rounds. Should a substitute be required then the substitute must not play in a lower position than that previously played.
- (h) The Morton Trophy Secretaries shall be responsible for sending to the Ladies' Branch Secretary, as soon as possible after each match, details of the results of each match and a fully completed set of score cards for all three teams. The Secretary of the Ladies' Branch will inform all Ice Rink Managers, in writing, of the date of the Final for the following year, and of any changes made to the Sections.
- (i) The Trophy shall be presented after the Final each year and again at the Annual General Meeting of the Ladies' Branch.
- (j) All interpretations of, or disputes arising under these Rules, shall be referred to the Ladies' Branch of the Royal Club whose decision shall be final.

SECTION 19—THE SCOTTISH JUNIOR CURLING CLUB CHALLENGE

- (a) The Scottish Junior Curling Club Challenge shall consist of a Division 1 and Division 2. If there are enough entries there will also be a Division 3. It shall be competed for by members of Young Curlers' Clubs which are affiliated to the Royal Caledonian Curling Club and who have not attained the age of 21 years at midnight on 30 June prior to the start of the season. Curling Clubs are allowed to enter more than one group of two teams, but must name the players of each entry when entering.
- (b) Division 1 shall be completed by the end of January and Division 2, (3) by the middle of March annually. Each Club shall meet its own expenses, in respect of ice charges, accommodation and travel.
- (c) The booking of ice for each Division shall be made by the Royal Club in May annually. The Challenge shall be played on week-end ice.
- (d) All games shall be 8 ends.
- (e) In the event of a team being short of a player then the game shall start on time. The non-offending team shall be awarded 4 shots and 2 ends counting a maximum of 8 ends for that game. Should a team be two or more players short, then the game shall be declared void, in which case 2 points, 6 shots and 5 ends shall be awarded to the non-offending team.
- (f) (i) Withdrawals from the Scottish Junior Club Challenge must be notified in writing before the 30 October.
 (ii) If a Club withdraws their place shall be filled from the Division below them.
 (iii) Should any Club fail to appear, that Club shall be responsible for the ice charges arising from the default incurred [see General Rule 5 (d)].

- (g) All Clubs in each Division shall declare the composition of their teams prior to the start of the Competition. Any changes should be notified to the Chief Umpire.
- (h) The completed score cards after each game shall be given to the Chief Umpire, with the names of the players, the completed score and duly signed by the skips.
- (i) A player may substitute for another Club, but cannot play higher than lead.
- (j) The bottom two Clubs in Division 1 shall be relegated to Division 2 with the top two Clubs in Division 2 gaining promotion to Division 1.
- (k) The Trophies presented for the Challenge remain the property of the Royal Club, but may be retained by the winning Clubs on the strict understanding that they are kept in an official trophy cabinet at the Ice Rink at which the Club plays. The Ice Rink shall be responsible for the Trophy's safety.
- (l) All Junior Clubs must be accompanied by a responsible adult (25 years of age or over).
- (m) Division 1
 - (i) Division 1 shall consist of 16 Clubs and shall be played in four sections of four with the winners in each section qualifying for the semi-finals. The bottom Club in each section shall play-off to see which Clubs are relegated to Division 2. If Clubs are tied on points, their position in the section shall be decided by ends won, shots up and shots scored. Where two or three Clubs are equal on points, ends won, shots up, and shots scored; one member of each Club shall play the Draw Challenge and play one shot to the tee in accordance with Section 23 to determine final ranking.
 - (ii) Each Club entry shall be of two teams. At least two of the players must be female one of whom must throw skip, or third, stones. Clubs cannot change their teams after the competition has started unless they are making a substitution.
 - (iii) If any Club is unable to enter two full teams they may utilise young curlers from another Club up to a maximum of two players; one player per team who must play lead.
- (n) Division 2
 - (i) Division 2 shall be determined by the number of Clubs entered. The top two Clubs will be promoted to Division 1. If Clubs are tied on points, their position in the section shall be decided by ends won, shots up and shots scored. Where two or three Clubs are equal on points, ends won, shots up, and shots scored one member of each Club shall play the Draw Challenge and play one shot to the tee in accordance with Section 23 to determine final ranking.
 - (ii) Each Club entry shall be of two teams. At least two of the players must be female one of whom must throw skip, or third, stones. Clubs cannot change their teams after the competition has started unless they are making a substitution.
 - (iii) If any Club is unable to enter two full teams they may utilise young curlers from another Club up to a maximum of two players; one player per team who must play lead.

- (o) All the Rules pertaining to the Challenge, except as stated above, shall be the Rules of the Royal Caledonian Curling Club in force at that time.

SECTION 20 - WHEELCHAIR CURLING

- (a) Wheelchair curling should be restricted to individuals with significant impairment in lower leg/gait function; i.e. spinal injury, cerebral palsy, multiple sclerosis etc., who usually require a wheelchair for daily mobility. More specifically, those who are non ambulant or can walk only very short distances.
- (b) (i) Every team shall be composed of four players, each playing two stones, and playing each stone alternately with the opponent
(ii) Any team not having its full complement of four players shall be subject to Rule 5, Royal Club Competitions (General Rules and Conditions - Failure to Appear.)
(iii) When in a competition, owing to illness, accident, or any other valid reason, a player is unable to play in any round, the player may be replaced by another player as substitute, provided this substitute has not already taken part in that competition in any other team.
(iv) A substitute may play in any position in any round but not higher than the position of the player being replaced. The skip shall declare any substitute in the first round of a competition, or the team in the first round shall be understood to be the entered team.
(v) No team shall take into play more than two substitutes in any game, match or competition.
(vi) All substitutes must be eligible in terms of the rules of the competition.
- (c) Stones must be delivered from a stationary wheelchair, which shall be placed so that the stone is delivered from the centre line. The delivery may be undertaken by the conventional arm/hand release, or by using the delivery stick. Stones shall be clearly seen to be released before the stone reaches the nearer hog line.
- (d) In wheelchair curling no sweeping is permitted.
- (e) Unless individual competition rules state otherwise all games shall be 6 ends.
- (f) For all other rules the R.C.C.C. Rules of the Game shall apply.

SCOTTISH WHEELCHAIR CHAMPIONSHIP

- (a) The Championship is one competition competed for by teams consisting of four eligible members of the Royal Club.
- (b) Entries should be received by the Secretary of the Scottish Wheelchair Curling Association by 31 January on the official entry form along with the appropriate entry fee as decided by the Scottish Wheelchair Curling Association.
- (c) A team entered but wishing to withdraw from the Championship must do so in writing to the Secretary of the Scottish Wheelchair Curling Association to be received at least four weeks before the Championship. Failure to give proper notice of withdrawal shall result in the forfeiture of the entry fee.
- (d) The Championship may be comprised of two league sections playing a Round Robin of games to determine a winner and a runner up in each league.

- (e) Toss: This shall be determined in advance and indicated on the official draw. Where necessary, immediately following the teams' meeting with the Chief Umpire, a toss shall take place to determine which team shall have the last stone at the first end, and first practice, for the first game.
- (f) One point shall be awarded for each win. In the event of a tie in any game an extra end(s) shall be played to determine a winner. Ends scored shots up and total shots scored shall count in the event of a tie.
- (h) The winner of Section A shall play the winner of Section B in the final with the runner-up in Section A playing the runner-up in Section B for third place.

NATIONAL PAIRS WHEELCHAIR CHAMPIONSHIP

- (a) The National Pairs Wheelchair Championship is one competition competed for by teams consisting of any two eligible curlers.
- (b) Entries should be received by the Secretary of the Scottish Wheelchair Curling Association by 30 September on the official entry form along with the appropriate non-returnable entry fee.
- (c) The Championship shall be comprised of league sections the number of which shall be dependent on the number of entries. Play shall be a round robin of games to determine the qualifiers for the final knock-out stages.
- (d) Toss: This shall be determined in advance and indicated on the official draw. Where necessary, immediately following the teams' meeting with the Chief Umpire, a toss shall take place to determine which team shall have the last stone at the first end for the first game.
- (e) Two points shall be awarded for each win, and one point for a draw. Ends scored shots up, and total shots shall count in the event of a tie.
- (f) In the final knock-out stages extra end(s) shall be played to determine a winner.
- (g) No more than one substitute shall be allowed in the Championship.
- (h) All games shall be 4 ends.

SECTION 21—MEDAL COMPETITIONS

Two classes of medals shall be awarded for competition, *viz.*: Province Medals and District Medals.

- (a) *Province Medals*—A medal shall on application be given to each Province on the occasion of its Annual Bonspiel.
- (b) (i) *District Medals*—All Local Clubs shall be entitled to enter a maximum of two teams to be drawn to compete for District Medals, but must indicate their desire to do so.
 - (ii) The Council shall arrange Local Clubs in pairs to compete for District Medals.
 - (iii) The Medal shall be sent by the Royal Club direct to the winning Club after receipt of the Umpire's report.
 - (iv) When two Clubs are drawn to compete for a District Medal it shall be the duty of the Club which appears first in the alphabetical list to initiate correspondence with the other, with the view of arranging the match.
 - (v) If either Club fails to appear at the place and time appointed, the Club failing to appear shall be liable for the reasonable travelling expenses of the opposing Club and for the ice charge.

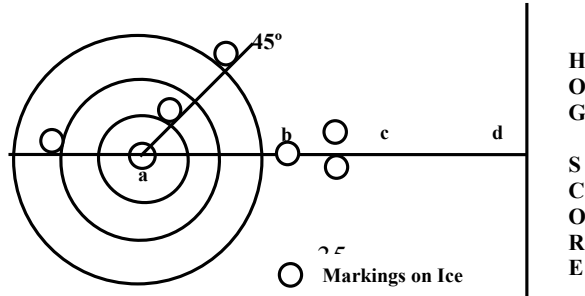
- (vi) The first named Club shall appoint an Umpire.
- (vii) Where teams comprise two rinks: two points shall be awarded for each win and one point for a draw. Ends scored, then shots up and total shots shall count in the event of a tie.
- (viii) Entries should be received by the Royal Club in writing by 30 June on the official entry form.

SECTION 22—POINTS COMPETITION

- (a) Competitors shall draw lots for the rotation of play, and shall use two stones.
- (b) The measurement of the rink for points play shall be in conformity with the provisions of Section A—The Rink.
- (c) Two circles, one having a radius of 1.22m. (4 foot) and the other having a radius of 1.83m. (6 foot) shall be drawn round each tee, and a line through the centre of each circle from foot line to the hog line.
- (d) Every competitor shall play four shots at each of the nine following points of the game, *viz.*: (1) striking, (2) inwicking, (3) drawing, (4) guarding, (5) chap and lie, (6) wick and curl in, (7) raising, (8) chipping the winner, and (9) drawing through a port according to the definitions and diagrams here given.
- (e) In nos. (2), (6), (8) and (9), and at (10) outwicking when played, the object stones shall be placed so that two shots shall be played on the right at one end and two on the left at the other end.
- (f) No stone shall be considered outside a circle unless it be entirely clear of that circle.
- (g) In the event of two or more competitors being equal, they shall play four shots at (10) outwicking. If the competition be still undecided, the umpire shall order that one or more of the preceding points be played again by the competitors who are equal.

Note 1: Much time will be saved if two rinks be prepared lying parallel to each other, the tee of the one being at the reverse end of the other rink; every competitor plays both stones up one rink and afterwards both down the other, thus finishing at each round all his chances at that point.

DIAGRAM TO BE DRAWN ON THE ICE BEFORE PLAYING

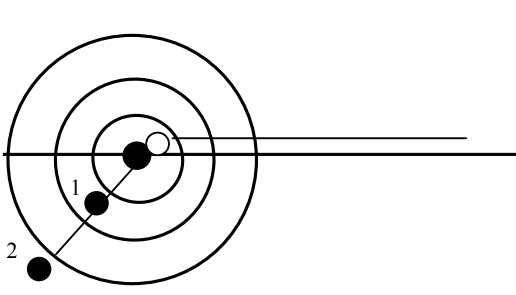


a-b = 2.44m. (8ft) a-c = 3.05. (10ft) a-d = 6.40m. (21ft)

Placed Stones shown ● Played Stones shown ○

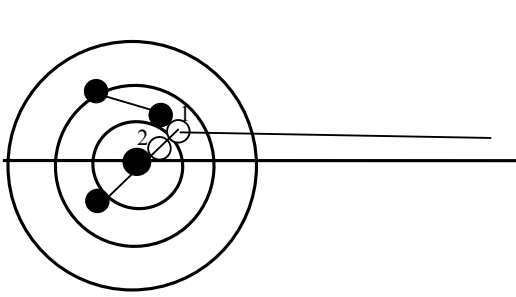
Note: The 1.22m (4 Feet) circle referred to in disciplines 3,4,5,6,7,8,9 and 10 is as shown in the diagram “The Rink”, p 1; and as described in “The Rink and the Rules of the Game” Section A, paragraph 3, p 22.

1. Striking



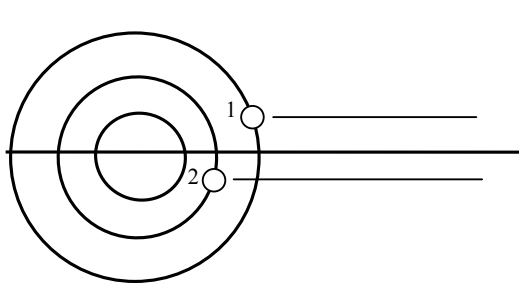
A stone being placed on the Tee, if struck, shall count 1; if struck out of the outer circle, it shall count 2.

2. Inwicking



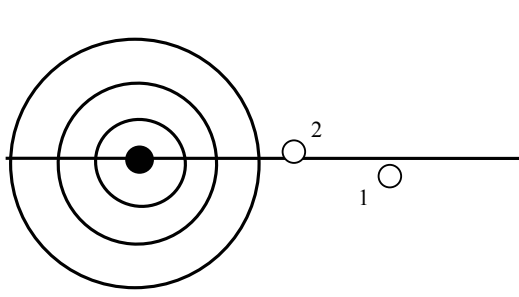
A stone being placed on the Tee, and another with its inner edge 76cm. (2 feet 6 inches) from the Tee, and its fore edge on the line drawn from the Tee at an angle 45° with the central line, if the played stone strikes the latter on the inside, it shall count 1; if it perceptibly move both Stones, it shall count 2.

3. Drawing



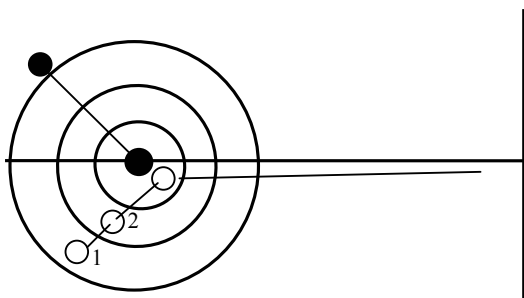
A stone being played, if the same lie within or on the outer circle, it shall count 1; if within or on the 1.22m (4 feet) circle it shall count 2.

4. Guarding



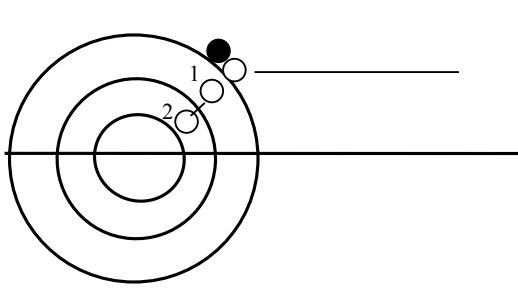
A stone being placed on the Tee, if the Stone, played rest within 15cm, (6 inches) of the central line, it shall count 1; if on the line, it shall count 2. It must be over the Hog, but must not touch the stone to be guarded.

5. Chap & Lie



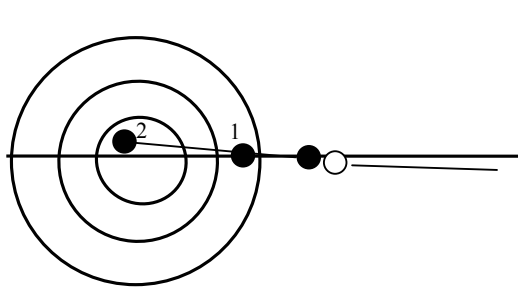
A stone being placed on the Tee, if struck out of the outer circle, and the played Stone lie within or on the outer circle, it shall count 1; if struck out of the outer circle, and the played Stone lie within or on the 1.22m, (4 feet) circle, it shall count 2.

6. Wick & Curl in



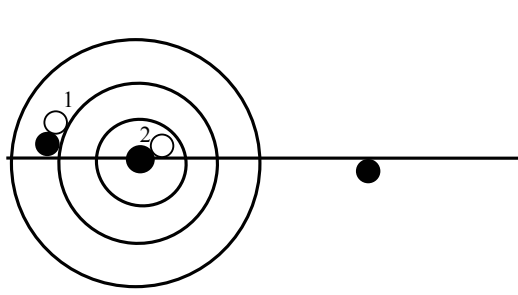
A Stone being placed with its inner edge touching the outer circle, and its fore edge on a line drawn from the tee making an angle of 45° with the central line, if the same be struck, and the played Stone curl on or within the outer circle, it shall count 1; if struck, and the played Stone curl on or within the 1.22m, (4 feet) circle, it shall count 2.

7. Raising



A stone being placed with its centre line and its inner edge 2.44m (8 feet) in front of the Tee, if it is struck into or on the outer circle, it shall count 1; if struck into or on the 1.22m (4 feet) circle, it shall count 2.

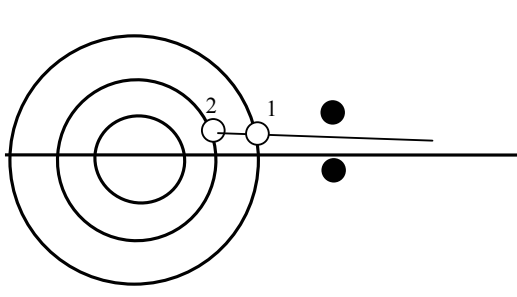
8. Chipping the Winner



A stone being placed on the Tee, and another with its inner edge 3.05m (10 feet) in front, just touching the central line, and half guarding the one on the Tee, and a third stone being placed 1.22m (4 feet) behind the Tee, with its inner edge touching the central line, but on the opposite side from that on

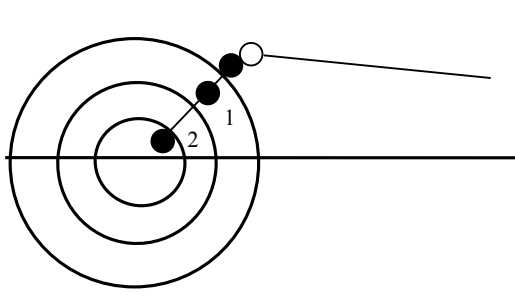
which the guard is placed, if the played Stone strike the Stone placed behind the Tee, it shall count 1; if it strikes the Stone on the Tee, it shall count 2. The maximum score for any Shot shall be 2.

9. Drawing through a Port



A Stone being placed with its inner edge on the central line 3.05m (10 feet) in front of the Tee, and another Stone on the opposite side and with its inner edge 0.61m (2 feet) from central line, if the played Stone pass between these two Stones without touching either, and rest within or on the outer circle, it shall count 1; if within or on the 1.22m (4 feet) circle it shall count 2.

10. Outwicking



A stone being placed with its inner edge touching the outer circle and its fore edge on a line drawn from the tee making an angle of 45° with the central line, if struck within or on the outer circle, it shall count 1; if struck within or on the 1.22m (4 feet) circle, it shall count 2.

SECTION 23—THE DRAW CHALLENGE

- (i) Where two or more teams are tied, or potentially tied, for a qualifying position the Draw Challenge shall take place immediately following any team's last round-robin game on that rink the team has just played.
- (ii) Each member of the tied or potentially tied teams shall deliver a stone to the tee with normal sweeping allowed. All stones finishing in a scoring position shall be measured and their distance from the tee recorded. Stones which do not finish in a scoring position shall be recorded as 185.42 cm (6ft 1 inch). Stones that finish so close to the tee that they cannot be measured by instrument shall be recorded as '0' distance. The cumulative distance for each team shall be recorded by the Chief Umpire. The team with the least distance shall be ranked highest, and so on until ranking is completed.
- (iii) For the purpose of the Draw Challenge the four players on the ice at the conclusion of the last round-robin game shall be deemed to be the team.
- (iv) Where a team finishes the last round-robin game with only three players the lead at that time shall throw the first and last stones.

SECTION 24—TIE BREAKER

For 2 places

- (i) In the event of a three way tie for first place the first ranked team shall qualify for the next stage and the second and third ranked teams shall play off for second place.
- (ii) In the event of a four way tie for first place the first ranked team shall play the fourth ranked team and the second ranked team shall play the third ranked team. The two winning teams shall qualify for the next stage.
- (iii) In the event of a five way tie for first place the fourth and fifth ranked teams shall play off for the right to play the first ranked team and the second ranked team shall play the third ranked team. The two winning teams shall qualify for the next stage.
- (iv) In the event of a two way tie for second place the tied teams shall play off for second place.
- (v) In the event of a three way tie for second place the third and fourth ranked teams shall play off for the right to play the second ranked team for second place.
- (vi) In the event of a four way tie for second place the second ranked team shall play the fifth ranked team and the third ranked team shall play the fourth ranked team. The two winning teams shall play off for second place.

For 3 Places

- (i) In the event of a four way tie for first place the first and second ranked teams shall qualify for the next stage and the third and fourth ranked teams shall play off for third place.
- (ii) In the event of a five way tie for first place the first ranked team shall qualify for the next stage. The second ranked team shall play the fifth ranked team and the third ranked team shall play the fourth ranked team. The two winning teams shall qualify for the next stage.

- (iii) In the event of a three way tie for second place the second ranked team shall qualify for the next stage. The third and fourth ranked teams shall play off for third place.
- (iv) In the event of a four way tie for second place the second ranked team shall play the fifth ranked team and the third ranked team shall play the fourth ranked team. The two winning teams shall qualify for the next stage.
- (v) In the event of a five way tie for second place the fifth and sixth ranked teams shall play off for the right to play the second ranked team and the third and fourth ranked teams shall play each other. The two winning teams shall qualify for the next stage.
- (vi) In the event of a two way tie for third place the tied teams shall play off for third place.
- (vii) In the event of a three way tie for third place the fourth and fifth ranked teams shall play off for the right to play the third ranked team for third place.
- (viii) In the event of a four way tie for third place the third ranked team shall play the sixth ranked team and the fourth ranked team shall play the fifth ranked team. The winning teams shall play each other for third place.
- (ix) In the event of a five way tie for third place the sixth and seventh ranked teams shall play off for the right to play the third ranked team and the fourth and fifth ranked teams shall play each other. The winning teams shall play each other for third place.

For 4 Places

- (i) In the event of a five way tie for first place the first, second and third ranked teams shall qualify for the next stage and the fourth and fifth ranked teams shall play off for fourth place.
- (ii) In the event of a four way tie for second place the second and third ranked teams shall qualify for the next stage and the fourth and fifth ranked teams shall play off for fourth place.
- (iii) In the event of a five way tie for second place the second ranked team shall qualify for the next stage, the third ranked team shall play the sixth ranked team, the fourth and fifth ranked teams shall play each other. The two winning teams shall qualify for the next stage.
- (iv) In the event of a three way tie for third place the third ranked team shall qualify for the next stage. The fourth and fifth ranked teams shall play off for fourth place.
- (v) In the event of a four way tie for third place the third ranked team shall play the sixth ranked team. The fourth and fifth ranked teams shall play each other. The two winning teams shall qualify for the next stage.
- (vi) In the event of a five way tie for third place the sixth and seventh ranked teams shall play off for the right to play the third ranked team. The fourth and fifth ranked teams shall play each other. The two winning teams shall qualify for the next stage.
- (vii) In the event of a two way tie for fourth place the tied teams shall play off for fourth place.

- (viii) In the event of a three way tie for fourth place the fifth and sixth ranked teams shall play off for the right to play the fourth ranked team for fourth place.
- (ix) In the event of a four way tie for fourth place the fourth ranked team shall play the seventh ranked team. The fifth and sixth ranked teams shall play each other. The winning teams shall play each other for fourth place.
- (x) In the event of a five way tie for fourth place the seventh and eighth ranked teams shall play each other for the right to play the fourth ranked team. The fifth and sixth ranked teams shall play each other with the winning teams playing each other for fourth.

For 5 places

- (i) In the event of a six way tie for first place the first, second, third and fourth ranked teams shall qualify for the next stage. The fifth and sixth ranked teams shall play off for fifth place.
- (ii) In the event of a seven way tie for first place the first, second and third ranked teams shall qualify for the next stage. The fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The two winning teams shall qualify for the next stage.
- (iii) In the event of an eight way tie for first place the first and second ranked teams shall qualify for the next stage. The third ranked team shall play the eighth ranked team, the fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The three winning teams shall qualify for the next stage.
- (iv) In the event of a nine way tie for first place the first ranked team shall qualify for the next stage. The second ranked team shall play the ninth ranked team, the third ranked team shall play the eighth ranked team, the fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The four winning teams shall qualify for the next stage.
- (v) In the event of a ten way tie for first place the first ranked team shall play the tenth ranked team, the second ranked team shall play the ninth ranked team, the third ranked team shall play the eighth ranked team, the fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The five winning teams shall qualify for the next stage.
- (vi) In the event of a five way tie for second place the second, third and fourth ranked teams shall qualify for the next stage. The fifth and sixth ranked teams shall play off for fifth place.
- (vii) In the event of a six way tie for second place the second and third ranked teams shall qualify for the next stage. The fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The two winning teams shall qualify for the next stage.
- (viii) In the event of a seven way tie for second place the second ranked team shall qualify for the next stage. The third ranked team shall play the eighth ranked team, the fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The three winning teams shall qualify for the next stage.

- (ix) In the event of an eight way tie for second place the second ranked team shall play the ninth ranked team, the third ranked team shall play the eighth ranked team, the fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The four winning teams shall qualify for the next stage.
- (x) In the event of a nine way tie for second place the ninth and tenth ranked teams shall play off for the right to play the second ranked team, the third ranked team shall play the eighth ranked team, the fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The four winning teams shall qualify for the next stage.
- (xi) In the event of a four way tie for third place the third and fourth ranked teams shall qualify for the next stage. The fifth and sixth ranked teams shall play off for fifth place.
- (xii) In the event of a five way tie for third place the third ranked team shall qualify for the next stage. The fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The two winning teams shall qualify for the next stage.
- (xiii) In the event of a six way tie for third place the third ranked team shall play the eighth ranked team, the fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The three winning teams shall qualify for the next stage.
- (xiv) In the event of a seven way tie for third place the eighth and ninth ranked teams shall play off for the right to play the third ranked team, the fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The three winning teams shall qualify for the next stage.
- (vx) In the event of a eight way tie for third place the ninth and tenth ranked teams shall play off for the right to play the third ranked team, the seventh and eighth ranked teams shall play off for the right to play the fourth ranked team and the fifth ranked team shall play the sixth ranked team. The three winning teams shall qualify for the next stage.
- (xvi) In the event of a three way tie for fourth place the fourth ranked team shall qualify for the next stage. The fifth and sixth ranked teams shall play off for fifth place.
- (xvii) In the event of a four way tie for fourth place the fourth ranked team shall play the seventh ranked team and the fifth ranked team shall play the sixth ranked team. The two winning teams shall qualify for the next stage.
- (xviii) In the event of a five way tie for fourth place the seventh and eighth ranked teams shall play off for the right to play the fourth ranked team, and the fifth and the sixth ranked teams shall play each other. The two winning teams shall qualify for the next stage.
- (xix) In the event of a six way tie for fourth place the eighth and ninth ranked teams shall play off for the right to play the fourth ranked team, and the sixth and seventh ranked teams shall play off for the right to play the fifth ranked team. The two winning teams shall qualify for the next stage.

- (xx) In the event of a seven way tie for fourth place the ninth and tenth ranked teams shall play off for the right to play the fourth ranked team, and the sixth and seventh ranked teams shall play off for the right to play the fifth ranked team. The winning teams shall qualify for the next stage.
- (xxi) In the event of a two way tie for fifth place the fifth ranked team shall play the sixth ranked team for fifth place.
- (xxii) In the event of a three way tie for fifth place the sixth and seventh ranked teams shall play off for the right to play the fifth ranked team. The winning team shall qualify for the next stage.
- (xxiii) In the event of a four way tie for fifth place the fifth ranked team shall play the eighth ranked team and the sixth ranked team shall play the seventh ranked team. The two winners shall play off for fifth place.
- (xxiv) In the event of a five way tie for fifth place the eighth and ninth ranked teams shall play off for the right to play the fifth ranked team, and the sixth ranked team shall play the seventh ranked team. The two winning teams shall play off for fifth place.
- (xxv) In the event of a six way tie for fifth place the ninth and tenth ranked teams shall play off for the right to play the fifth ranked team, and the seventh and eighth ranked teams shall play off for the right to play the sixth ranked team. The two winning teams shall play off for fifth place.

TIE BREAK CHARTS

Q = QUALIFIERS X = TIED TEAMS QX = TIED TEAM QUALIFIED ON RANKING

RANKING										TIE-BREAK CHART FOR TWO QUALIFIERS	No. of Draws			
1	2	3	4	5	6	7	8	9	10		1	2	3	4
QX	X	X								2 v 3	1			
X	X	X	X							1 v 4 : 2 v 3	2			
X	X	X	X	X						2 v 3 – Winner Qualified 4 v 5 – Winner v 1	2	1		
X	X	X	X	X	X					3 v 6 - Winner v 2 4 v 5 - Winner v 1	2	2		
X	X	X	X	X	X	X				2 v 7 } Winners Play 3 v 6 } 4 v 5 - Winner v 1	3	2		
X	X	X	X	X	X	X	X			1 v 8 } Winners Play 4 v 5 }	4	2		
X	X	X	X	X	X	X	X	X		8 v 9 – Winner v 1 } Winners Play 4 v 5 } 2 v 7 } Winners Play 3 v 6 }	1	4	2	
Q	X	X								2 v 3	1			
Q	X	X	X							3 v 4 – Winner v 2	1	1		
Q	X	X	X	X						2 v 5 } Winners Play 3 v 4 }	2	1		
Q	X	X	X	X	X					5 v 6 – Winner v 2 } Winners Play 3 v 4 }	1	2	1	
Q	X	X	X	X	X	X				4 v 7 – Winner v 3 } Winners Play 5 v 6 – Winner v 2 }	2	2	1	
Q	X	X	X	X	X	X	X			3 v 8 } Winners Play 4 v 7 } } Winners Play 5 v 6 – Winner v 2 }	3	2	1	
Q	X	X	X	X	X	X	X	X		2 v 9 } Winners Play 5 v 6 } } Winners Play 4 v 7 } Winners Play 3 v 8 }	4	2	1	
Q	X	X	X	X	X	X	X	X	X	9 v 10 – Winner v 2 } Winners Play 5 v 6 } } Winners Play 4 v 7 } Winners Play 3 v 8 }	1	4	2	1

Q = QUALIFIERS X = TIED TEAMS QX = TIED TEAM QUALIFIED ON RANKING

RANKING										TIE-BREAK CHART FOR THREE QUALIFIERS	No. of Draws			
1	2	3	4	5	6	7	8	9	10		1	2	3	4
QX	QX	X	X							3 v 4	1			
QX	X	X	X	X						2 v 5 : 3 v 4	2			
X	X	X	X	X	X					1 v 6 : 2 v 5 : 3 v 4	3			
X	X	X	X	X	X	X				6 v 7 Winner v 1 2 v 5 : 3 v 4 - Winners Qualify	3	1		
X	X	X	X	X	X	X	X			5 v 8 Winner v 2 6 v 7 Winner v 1 3 v 4 Winner Qualify	3	2		
X	X	X	X	X	X	X	X	X		4 v 9 Winner v 3 5 v 8 Winner v 2 6 v 7 Winner v 1	3	3		
QX	QX	X	X							3 v 4	1			
Q	X	X	X	X						2 v 5 : 3 v 4	2			
Q	X	X	X	X	X					5 v 6 Winner v 2 3 v 4 Winners Qualify	2	1		
Q	X	X	X	X	X	X				4 v 7 Winner v 3 5 v 6 Winner v 2	2	2		
Q	X	X	X	X	X	X	X			3 v 8 } Winners Play 4 v 7 } 5 v 6 } Winner v 2	3	2		
Q	X	X	X	X	X	X	X	X		2 v 9 } Winners Play 5 v 6 } 4 v 7 } Winners Play 3 v 8 }	4	2		
Q	X	X	X	X	X	X	X	X	X	9 v 10 - Winner v 2 } Winners Play 5 v 6 } 4 v 7 } Winners Play 3 v 8 }	1	4	2	
Q	Q	X	X							3 v 4	1			
Q	Q	X	X	X						4 v 5 - Winner v 3	1	1		
Q	Q	X	X	X	X					3 v 6 } Winners Play 4 v 5 }	2	1		
Q	Q	X	X	X	X	X				6 v 7 - Winners v 3 } Winners Play 4 v 5 }	1	2	1	
Q	Q	X	X	X	X	X	X			5 v 8 - Winner v 4 } Winners Play 6 v 7 - Winner v 3 }	2	2	1	
Q	Q	X	X	X	X	X	X	X		4 v 9 } Winners Play } Winners Play 5 v 8 } 6 v 7 - Winner v 3 }	3	2	1	
Q	Q	X	X	X	X	X	X	X	X	3 v 10 } Winners Play } Winners Play 6 v 7 } 4 v 9 } Winners Play } 5 v 8 }	4	2	1	

Q = QUALIFIERS X = TIED TEAMS QX = TIED TEAM QUALIFIED ON RANKING

RANKING										TIE-BREAK CHART FOR FOUR QUALIFIERS				No. of Draws			
1	2	3	4	5	6	7	8	9	10								
QX	QX	QX	X	X						4 v 5	1						
QX	QX	X	X	X	X					3 v 6 : 4 v 5	2						
QX	X	X	X	X	X	X				2 v 7 : 3 v 6 : 4 v 5	3						
X	X	X	X	X	X	X	X			1 v 8 : 2 v 7 : 3 v 6 : 4 v 5	4						
X	X	X	X	X	X	X	X	X	X	8 v 9 Winner v 1 2 v 7 3 v 6 4 v 5	1	4					
Q	QX	QX	X	X						4 v 5	1						
Q	QX	X	X	X	X					3 v 6 : 4 v 5	2						
Q	X	X	X	X	X	X				2 v 7 : 3 v 6 : 4 v 5	3						
Q	QX	X	X	X	X	X	X			5 v 8 Winner v 4 6 v 7 Winner v 3	2	2					
Q	X	X	X	X	X	X	X	X		6 v 9 Winner v 3 7 v 8 Winner v 2 4 v 5 Winner Qualifies	3	2					
Q	QX	X	X	X	X	X	X	X	X	3 v 10 } Winners Play 6 v 7 } 4 v 9 } Winners Play 5 v 8 }	4	2					
Q	Q	QX	X	X						4 v 5	1						
Q	Q	X	X	X	X					3 v 6 : 4 v 5	2						
Q	Q	X	X	X	X	X				6 v 7 - Winner v 3 4 v 5 - Winner Qualifies	2	1					
Q	Q	X	X	X	X	X	X			5 v 8 - Winner v 4 6 v 7 - Winner v 3	2	2					
Q	Q	X	X	X	X	X	X	X		4 v 9 } Winner Play 5 v 8 } 6 v 7 - Winner v 3	3	2					
Q	Q	X	X	X	X	X	X	X	X	3 v 10 } Winners Play 6 v 7 } 5 v 8 } Winners play 4 v 9 }	4	2					
Q	Q	Q	X	X						4 v 5	1						
Q	Q	Q	X	X	X					5 v 6 - Winner v 4	1	1					
Q	Q	Q	X	X	X	X				4 v 7 } Winners Play 5 v 6 }	2	1					
Q	Q	Q	X	X	X	X	X			7 v 8 - Winners v 4 } Winners Play 5 v 6 }	1	2	1				
Q	Q	Q	X	X	X	X	X	X		7 v 8 - Winner v 4 } Winners Play 6 v 9 - Winner v 5 }	2	2	1				
Q	Q	Q	X	X	X	X	X	X	X	7 v 8 - Winner v 4 } Winners Play 6 v 9 } Winners Play 5 v 10 }	3	2	1				

Q = QUALIFIERS X = TIED TEAMS QX = TIED TEAM QUALIFIED ON RANKING

RANKING										TIE-BREAK CHART FOR FIVE QUALIFIERS				No. of Draws			
1	2	3	4	5	6	7	8	9	10		1	2	3	4			
QX	QX	QX	QX	X	X					5 v 6	1						
QX	QX	QX	X	X	X	X				4 v 7 : 5 v 6	2						
QX	QX	X	X	X	X	X	X			3 v 8 : 4 v 7 : 5 v 6	3						
QX	X	X	X	X	X	X	X	X		2 v 9 : 3 v 8 : 4 v 7 : 5 v 6	4						
X	X	X	X	X	X	X	X	X	X	1 v 10 : 2 v 9 : 3 v 8 : 4 v 7 : 5 v 6	5						
Q	QX	QX	QX	X	X					5 v 6	1						
Q	QX	QX	X	X	X	X				4 v 7 : 5 v 6	2						
Q	QX	X	X	X	X	X	X			3 v 8 : 4 v 7 : 5 v 6	3						
Q	X	X	X	X	X	X	X	X		2 v 9 : 3 v 8 : 4 v 7 : 5 v 6	4						
Q	X	X	X	X	X	X	X	X	X	9 v 10 - Winner v 2 3 v 8 : 4 v 7 : 5 v 6	4	1					
Q	Q	QX	QX	X	X					5 v 6	1						
Q	Q	QX	X	X	X	X				4 v 7 : 5 v 6	2						
Q	Q	X	X	X	X	X	X			3 v 8 : 4 v 7 : 5 v 6	3						
Q	Q	X	X	X	X	X	X	X		8 v 9 - Winner v 3 4 v 7 : 5 v 6	3	1					
Q	Q	X	X	X	X	X	X	X	X	9 v 10 - Winner v 3 7 v 8 - Winner v 4 5 v 6	3	2					
Q	Q	Q	QX	X	X					5 v 6	1						
Q	Q	Q	X	X	X	X				4 v 7 : 5 v 6	2						
Q	Q	Q	X	X	X	X	X			7 v 8 - Winner v 4 5 v 6	2	1					
Q	Q	Q	X	X	X	X	X	X		8 v 9 - Winner v 4 6 v 7 - Winner v 5	2	2					
Q	Q	Q	X	X	X	X	X	X	X	9 v 10 - Winner v 4 5 v 8 } Winners Play 6 v 7 }	3	2					
Q	Q	Q	Q	X	X					5 v 6	1						
Q	Q	Q	Q	X	X	X				6 v 7 - Winner v 5	1	1					
Q	Q	Q	Q	X	X	X	X			5 v 8 } Winners Play 6 v 7 }	2	1					
Q	Q	Q	Q	X	X	X	X	X		8 v 9 - Winner v 5 } Winners Play 6 v 7 }	2	1	1				
Q	Q	Q	Q	X	X	X	X	X	X	9 v 10 - Winner v 5 } Winners Play 7 v 8 - Winner v 6 }	2	2	1				

SECTION 25—GAME TIMING

- (a) Each team shall receive 73 minutes of playing time for a ten end game. This time shall be recorded and visible to teams throughout the game.

Interpretation. Playing time is defined as “the amount of time required by a team to put a stone into play, have it and all other stones it affects come to rest, and relinquish the playing area to the other team”, therefore a team’s clock continues to count until the skip or acting skip crosses the back line which allows their opponent to take over the ice. There is no “dead time” during the normal course of an end. One clock or the other will be counting at all times until the last stone comes to rest.

- (b) There shall be 30 seconds of dead time in either time clock running at the completion of ends 1-4 and 6-9.

Interpretation. This 30 seconds time begins when teams have agreed on the score for that end. If a measure is required the 30 seconds time will begin at the completion of the measure. Teams may resume play before the 30 seconds are completed and in this case the time clock will start at the top of the backswing for the first stone.

- (c) There shall be 3 minutes of dead time after the 5th end.

Interpretation. Both teams will be allowed to confer with coaches at this time as the ice is cleaned. Teams will be informed when one minute of the break time remains. They may begin to play at any time following that signal when both teams are ready to resume. Again, if the team throwing first begins before the 3 minutes are completed the clock will start at the top of the backswing of the first stone. Otherwise it will start at the conclusion of the 3 minutes.

- (d) Each team may call two, one minute time-outs per game excluding any extra ends.

- (e) Each team may call one, one minute time-out per game during each extra end.

- (f) Time-outs shall not be carried forward to the extra end(s) or from one extra end to another.

- (g) Time-outs called to consult with a coach shall be timed from the arrival of the coach on the ice surface of the game at which the timeout is called.

Interpretation. A team may request such a time-out with a traditional “T” using the hands.

- (h) Time clocks shall be stopped during the involvement of an official in case of an injury to a player, or a violation of the rules etc.

- (i) When an extra end is required, each team shall receive 10 minutes of playing time regardless of the time remaining at the conclusion of 10 ends.

Interpretation. This allowance will apply to all extra end situations. Normally 3 minutes of dead time will be given between the tenth and eleventh ends but this may vary due to television interviews or other extenuating circumstances. There will be the normal one-minute dead time after the eleventh and every successive extra end.

- (j) Each team shall complete their part of the game within the time framework given.

Interpretation. (i) A game is completed when one team is mathematically eliminated (i.e. fewer stones remain in play and/or left to deliver than are needed to tie or win).

- (ii) If time runs out on a team during their final shot of the game (i.e. the stone is at the top of the backswing before the clock reaches 00.00) the stone will be allowed to complete its path and the result will count.

Penalty. If the time runs out on a team before the completion of a game, the team will forfeit the game.

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THE ROYAL CALEDONIAN CURLING CLUB

Cairnie House
Ingliston Showground
Newbridge
Midlothian
EH28 8NB
Phone: 0131-333 3003
Fax: 0131-333 3323.