

RULES & ETIQUETTE

Curling Etiquette:

- Introduce and shake hands before game & wish 'good curling' Do not put rock out for opponents ahead of turn
- Quiet when opponents are delivering rock
- Only skip & vice of delivering team in house
- Only skip's broom on ice when his/her player is delivering rock
- Sweepers between hog lines when rocks delivered
- Give away to opponent sweepers when their player is delivering rock
- Don't block vision of person delivering rock
- Shake hands after the game
- Winning teams buy drinks for opposition & then opponents reciprocate
- If you can't attend a game get a spare in advance and notify skip

Ice Etiquette:

- Clean shoes before going on ice
- Make sure shoes are indoor shoes
- Clean brooms and do so over garbage cans
- Don't put hands on the ice or kneel on ice
- Arrange rocks when game is complete

Basic Rules:

- 4 rock rule for the free guard zone (FGZ)
- sweeping in the house
- 'burnt rock' & allow it to finish it's course and inform skips
- only vices in house to score rocks
- vices put score up on score board & after game record W/L/T
- short team members your game counts if 1 or 2 spares plus 2 regular members
- spares play lead position (except in Skip's Choice)

Role of the Skip:

- Make your team aware of curling etiquette
- The ice maker is proud of his ice and works hard to provide good ice. Please point out to your team that sitting or resting on the ice deteriorates the ice. It is okay to touch the ice when you are moving but not when you are stationary. Continue to make curlers aware of this.
- Be aware of safety. Recommend grippers be new and worn at all times after a delivery. Help sweepers prevent falls by suggesting that when they are sweeping their feet and body face towards the house they are delivering towards.

- Set an example; be courteous & be aware of team dynamics. Be a Nice Person.
- Indicate that the winners buy a drink for the losing team & that the losing team offers to reciprocate afterwards.
- Competitive curling is 'Skip's Choice'; all other draws of curling are recreational. Winning & competition are not paramount to some of our team members. They curl for other reasons such as social & exercise. Tailor your expectations to the ability of your team members. Be considerate of those of lesser talents.
- Know the rules so you can assist your team. Feel free to refer to the rule book which is in the bar.
- Make sure your spares pay either you or the bar.
- Make sure your team is ready to play on time; that is they are on the ice and ready to throw the first rock by your scheduled time. If some members are not able to start on time inform the opponent skip, start your game and fit your team members in when they arrive.
- Early draws (6:45 starts) have time restraints. No new end begins after 8:35pm. However, if the first rock of the end is delivered before this time you may complete your end. Late draws last end does not start after 10:50pm.
- Know when your team has a bye & inform the team.
- To receive points for a win or tie, your game results have to be posted. Usually this is the vice's job but you may want to follow through to see that this is done.
- Remember the 50/50 and make sure your team follows thru with it.
- Encourage your teammates to participate in the club's bonspiels.
- The club is anxious to hear any suggestions you or your team may have. Share these with your Rep, the Draw Master, or a Club Manager.
- Make your team aware of 'Open Curling', clinics and other events.

Good curling!