

Late Arrivals on Ice:

If a team member is late on ice the following penalty applies: -

- 1 shot per 5 minutes, up to a maximum of 3 shots / 15 minutes.

With a player absent, the Lead and Second placed players both throw 3 stones each leaving the 3rd / Skip to play their 2 stones.

In the event of a draw:

In the Jubilee League, the score of a draw stands with each team scoring 1 point

In a Knock-Out match e.g. Pairs and Knock-Out Competitions, when there needs to be a winner on the night: -

- 1 Shots are counted, if this is a draw then
- 2 Ends are counted, if this is also a draw then
- 3 Skips are required to draw the shot – the stone nearest to the centre of the house wins – the other team members can be involved in sweeping and giving ice

Subs / Pool Players:

Players must find their own sub if they are unable to play. Do this with as much notice as you can, asking the pool players initially. In pairs and knockout, try to get someone who is not involved in that competition or if not possible, someone in the other half of the draw or already knocked out.

Captain of a club team:

In inter-club bonspiels and other competitions where there are 2 or more teams playing, the first named skip in the fixture list is the Team Captain for the event, unless the President is playing, in which case the President is the Team Captain.

Distracting opposition team members:

This is generally frowned upon! It is good etiquette to **avoid** being in the line of sight of an opposition player, e.g. behind or beside the skip or third in the house while keeping your broom vertical. It is good practice to move to the other side of the house area and hold your broom behind you or more horizontal so as not to distract other players; remaining still and quiet whilst others deliver their stones.

Players in the head:

The RCCC rule book states that only the Skip and Third are allowed over the Courtesy markings (beside the Hog line) when the opposition is playing their stone. The situation where all 4 team members line up behind the head towards the finish of an end should perhaps not be happening as much in Pitkerro. It is for the Skip and Third to discuss the Skip's shots, asking for input as required.

The **Lead** should be getting their Skip's stone to the hack for them and then waiting to find out what type of shot the skip is intending to play! If there is much discussion, this is the point at which to catch up with the latest news from team members or friends on the next rink!! Being ready for sweeping duty as soon as is necessary!

Seconds should remember that it is their responsibility to keep the scorecard up to date soon after each end finishes.

When the bell sounds:

In Pairs the agreed number of ends is 6. If the bell sounds or the time runs out then the end being played finishes and the match ends at that point.

In all matches, if the last stone has come to rest, another end may be started after the bell.



Dundee and District Province

Pitkerro Curling Club

**A Selection of
Rules and Etiquette in brief
for members**

October 2017

This site is well worth a look

www.curlingbasics.com

Understanding Hand Signals For the Direction of your stone:

If your Skip has their RIGHT arm outstretched on the left as you look down to them, you must make the stone turn clockwise. Think of pointing the stone’s handle in the direction of the outstretched arm (10 o’clock) and releasing it at 12 o’clock to give the amount of turn needed for the stone to be its most effective (2 ½ turns between you and when it comes to rest)

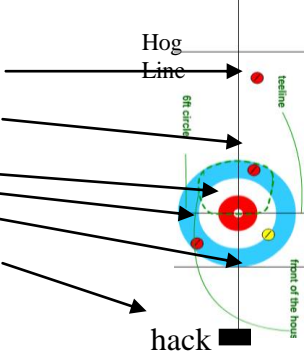
If your Skip has their LEFT arm outstretched to your right, you must make the stone turn ANTI-clockwise. An easy way to remember this is to start your stone handle pointing at 2 o’clock and release it at 12 o’clock in order to give it the turns required as explained in the previous paragraph.

A spinning stone does not make good contact to allow for an effective curl. A stone with no turn / no handle, may stay straight, but may also turn the other way rendering the stone ineffective unless lucky!!

Understanding Hand Signals for the weight of your stone:

There are a number of different weights you may be asked to play:

- Long Guard
- Short Guard
- Draw
- Tee weight
- Back rink
- Hack weight
- Strike weight



Your Skip will put his or her broom horizontally held out in front to mean **guard weight** and then place the broom where the shot should finish.

Your skip will sweep their broom in a curve to show you the route your stone should take for a **draw shot**. A draw should not be removing any stones, it should run out of steam by itself where your skip asks you to make it finish.

The line running through the middle of the house across the sheet is the Tee Line and **Tee weight** is signalled by a flat hand placed on the top of your skip’s broom. The stone should run out of steam to come to rest close to the Tee Line.

A stone that runs out of steam at the back of the house is referred to as **Back Rink** weight and may tap stones out of the way as it comes to rest. This weight of stone will not waste stones if they are not too accurate for line, unlike heavier stones. Your skip will run their broom across the back of the house to signal this weight.

Hack weight means a little heavier than Back Rink, coming to a natural rest by the Hack where stones are delivered. Your skip will tap their broom on the hack to signify this weight.

A **strike weight** stone will send stones flying and will either be really effective or really destructive and you’ll end up on the transfer list if you mess up!! Your skip will tap their broom on a stone and use a sweeping motion away to signal a take out / strike. Your stone should certainly have enough power to be hitting any stones that are out of play at the back and not coming to rest any sooner. Your skip may signal strike weight by holding the broom’s handle below the top of it and saying ‘put a bit on it’ i.e. don’t be short or light – make sure it’s heavy enough.

If in doubt please ask, as we’re all here to help and everyone wants to make sure we all enjoy our curling in Pitkerro.

Verbal Instructions:

Be sure you are responding to your skip only. It can be easy to start sweeping when a Wallace or Haggart on the next rink shouts to his own team!!

All the following mean **sweep** – yes, hurry, come on, sweep,

All the following mean **do not sweep** – up, no, woah, leave it, up now, no nothing, off,

If your skip says ‘For weight only’ it means that you as sweeper have to judge whether it has enough weight on it to get there.

If your skip says ‘For line’ it means that even though it may seem heavy, if it doesn’t get swept it will clip a guard. Generally in this case your skip will just keep yelling at you to sweep!

Always remember that wherever your skip wants your stone to finish, you must still aim for his or her broom. If you play the broom and the shot doesn’t work, then your skip has to rethink their understanding of the ice!

Hog Line:

If a stone comes to rest touching the Hog Line or the side lines, it is deemed to be out of play and must be removed.

If the stone curls out of play to the side it is allowed to then curl back into play providing it has not touched neighbouring stones.

If a stone hits another and as a result comes to rest touching the Hog Line, this stone remains in play.