

Tahoe City Parks and Recreation

Curling Rules

Welcome to Tahoe City Curling Our goal is to promote a recreational league that is fun for everyone. Have a great match!

Beginning the Match:

The home team (usually listed first on the schedule) throws first. The away team gets to select which color they will be. Once a team slides their first stone and the game will begin!

The Game:

- The home team throws first and then the away team throws. After that, the team furthest away from the "button" will be the one to throw.
- If the stone hits the backboard on the **first throw**, that team must throw again.
- The team whose stone(s) is/are closest to the button is called "inside" and the opposing team "outside." Whenever a team gets inside, it steps aside and lets the outside team throw. The team outside throws until it beats (not ties) the opposing stone. This continues until both teams have used all their stones (a total of 8, 4 from each team).
- The team who scored last, throws the stone to begin the next frame.
- If a team fields less than 2 players, the game is a forfeit.
 - If a team does not have enough players 10 min after start time the match is a forfeit.
- **All matches have a one hour time limit.**
- If a player throws out of turn the opposing team may leave everything, including the thrown stone, exactly where it is or may return any moved stones to their approximate original positions and remove the thrown stone from play. It is the choice of the offended team
- **Each match will be one game to 21, win by 2, capped at 25.** In the event that time runs out, the team that is ahead is declared the match winner. If tied, the next team to score a point wins. Again, **all matches have a one hour time limit.**

Dead Stone:

- Should a player's stone make contact with the back board the stone is considered dead on impact and is removed from play until the end of the frame.
- Any stone that strikes the back wall directly or indirectly shall be removed. It does not matter whether the stone was hit by another stone or directly thrown into the wall.
- If a stone, after hitting the backboard, strikes a stationary stone, that stationary stone shall be replaced in its original position. The thrown stone is removed from play.
- If a stone hitting the backboard is not removed quickly enough and, as a result, strikes a moving stone, that likely would have hit the backboard, allowing the moving stone to remain in play, that moving stone remains in play where it comes to rest.

Foul Line:

- Player's movements are limited to the foul line. **The player may step on, but should not step over, the foul line before releasing the stone.** When a player releases their stone, both feet must be on the court unless the player has a significant physical impairment.

Shooting:

- Shooting is lofting the stone in the air beyond the center of the court. **Shooting is not allowed.** All stones must slide down the court from the throwers hand.

Scoring:

- Only the "inside" team scores. One point is given for each stone of the inside team that is closer to the button than any stone of the opposing team. If at the end of any frame the closest stone of each team is equidistant from the button, those stones cancel each other out and the next closest stone scores. Captains of each team are responsible for keeping the score sheet and for reporting the results of the match.
- Stones need to be in "the house" to score points. Only stones that stay within the house or button earn points. This is your team's goal for each end. Curling is a careful game of teams throwing and knocking away stones in order to gain position in the house.
- It is possible to land a stone within the active play area but outside of the house. Stones in these areas are usually guards. They never count towards any points. Guards can be knocked into the house. These stones can then be in play for scoring.
- Teams may end up scoring no points during an end. If nobody has a stone in the house, neither team gets a point.
- Land the stone closest to the button to score a point. After all stones have been thrown in the current end, the team with the stone closest to the center of the target gets a point. This means that only 1 team can earn points during an end. If your opponent is occupying the button and you're throwing your last stone, you must knock them out!

Measurements:

- The colored rings serve as a guide when determining who scored. To determine the distance, stand directly over the stone and locate the edge closest to the center. Do the same for any other stones to determine where they fall in the house.
- All reasonable requests for measurements should be made. If it is determined that a team is requesting unnecessary measurements, the league coordinator reserves the right to limit the number of measurement request made per match.
- Any stone that crosses the house's goal line is considered inside the house.
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- **Conduct and Courtesy:**
- Players are not allowed to stand on the inside of the house when the opposing team is throwing.
- Please be courteous to the team playing after you and give them the necessary space to get their game started. Please also remove all of your trash from the playing area
- stone away to prevent them from scoring.