Curling Etiquette & Rules of Play for the Glengarry Curling Club (Maxville)

Etiquette is the courtesy and sportsmanship that you show your team-mates and your opponents so that everyone can enjoy the game without being distracted.

Rules are how we endeavour to run the curling club, this allows all members to safely enjoy our facility plus play your games in a timely manner.

Before the game:

- .. Know the date and time of your game If you are unable to play, please inform your skip as early as possible and agree on who will find (a spare) to play for you. It is your responsibility to find a spare.
- .. Arrive at least 15 minutes before game time, this allows time to change, warm up and be ready to play. Do not be late. If you expect to be late inform your skip or another member of your team.
- .. Teams who are late; there must be 3 members of the team on the ice at the appointed time to start the game or that team forfeits the hammer in the first end. If a team is 10 minutes late, they forfeit the hammer and the second end is started with the first point awarded to the other team. After 30 minutes the game is in default and the team present wins. If any other arrangements have been made between the 2 teams you are still expected to be off the ice in time for the ice staff to prepare the ice for the next draw.
- .. If possible, be on the ice 5 minutes prior to game time, this will allow for warm up slides and greeting your opposition.
- .. We are attempting to reduce the amount of dirt we bring onto the ice. We ask that you enter the club, go downstairs and change and then come up to the lounge by the back stairs. Even if you are only changing your shoes downstairs it will help to reduce the amount of dirt that we bring into the lounge and then take out on the ice surface. In a perfect world we all would have clothing that was left at the curling club and we changed into before each game, I know that many members only change their shoes; the best way to keep our ice shed free of dirt is to wear the cleanest shoes, grippers and clothing possible.
- .. We have allotted 2 hours for an 8 end curling game. The early draw is to start at 7:00 PM and should end by 9:00 PM; this allows time for the ice staff to prepare the ice. This should not be used as extra time because of slow play. The rule of thumb is as follows,1 hour and 35 minutes

into the game you will have 25 minutes left to finish your game, (8:35PM & 10:35 PM) you should finish the end you are playing and one more. Shake hands with the opponents; tell them your name & wish them good curling.

During the game:

- .. Be ready when it is your turn to deliver a rock, or your team-mates' turn to deliver a rock.
- .. Play the game with a spirit of good sportsmanship.
- .. Be quiet and do not move when your opponent is about to deliver a rock. Take no action which could be interpreted as an attempt to intimidate or demean your opponents or team mates.
- .. Stay on your own sheet of ice preferably close to the outside of the sheet especially when it is your oppositions turn to play.
- .. Stand between the hog lines during play unless you are skipping, or unless you are delivering or about to deliver a curling rock. If you are waiting to deliver your rock, stand on the end boards behind the house and hack. (Remember) only the skip and vice are allowed to stand on the end boards behind the house to which the rocks are being delivered.
- .. Pay attention to what is going on in the game. Use the opportunity to learn when a rock needs sweeping or to learn game strategy.
- .. Compliment any player on a good shot. Do not show frustration at an opponent's lucky shot or a team mate's poor shot.
- .. If you touch a moving rock while you are sweeping, tell your skip immediately but do not stop the rock, unless told to by your skip.
- .. Interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to insure that the game is played in an orderly and fair manner.
- .. After the score of an end has been determined, help move the rocks to the back of the house. Remember if a measure is required to determine which rock is closest to the centre or if a rock is in the rings, only the vice skips (thirds) should be in the house or near the rocks being measured. Both thirds have to agree on a measure before the rocks are moved or the point is awarded to the team that has not been consulted.

.. Move into the hack and be ready to throw as quickly as possible, when the skip calls the shot you should be ready to throw.

After the game:

- .. Give each of your team mates and the opponents a handshake and thank them for the game before leaving the ice.
- .. If you won the game, offer to buy your opponent (same position as you) a drink.
- .. If you lost the game, offer to reciprocate after the first drink
- .. Please remember, sportsmanlike behaviour should be demonstrated both on and off the ice. This includes modesty in victory and composure in defeat.
- .. The "Rules of Curling for General Play" is taken from the Canadian Curling Association website, there is a wealth of information available to all at this site, I highly recommend you spend some time there reading and learning the rules of the game and any other aspect of curling you are interested in.

Please offer to help new curlers or new members with information about curling or the Club. If you are unable to help, direct them to a member of the executive. Do not critique the skills of new members publicly, nor complain about your team's misfortune.

I would like to thank the Navan Curling Club for providing the website where I pirated most of this material from.

Note: Most members of our club do not strictly adhere to these rules, but rather prefer the harmony of a relaxed atmosphere. This information is only "suggested curling etiquette" and is not carved in stone. It is intended to give the curlers, particularly first year curlers, some insight as to proper curling procedure.