



Official Rules of Competition

EFFECTIVE OCTOBER 2025

TABLE OF CONTENTS

World Floor Curling™ Official Rules of Competition	3
C1. General	4
C2. Participants and Participating Teams	4
C3. Uniforms / Equipment	5
C4. Pre-game Practice	6
C5. Length of Games	6
C6. Game Timing	6
C7. Team Time-outs / Technical Time-outs	7
C8. Stone assignment / Last stone draw	7
C9. Team Ranking Procedure / Draw Shot Challenge (DSC)	8
C10. Technical Officials	9

WORLD FLOOR CURLING™ OFFICIAL RULES OF COMPETITION

These World Floor Curling™ Official Rules of Competition apply to any competition sanctioned by World Floor Curling™ and should be considered to have the World Floor Curling™ Rules of Play as an accompanying resource.

If special rules related to the competition are in effect and clearly available to all participants, they shall take precedence over the World Floor Curling™ Official Rules of Competition and will be clearly stated prior to the start of a competition.

If a Competitors' Guide and Team Meeting Document is issued for a specific event, the guide shall form an integral part of the rules of the event and be enforceable.

These rules apply to all forms of play of the sport, including but not limited to all able-bodied persons, persons with disabilities, mixed ability and wheelchair play. If any variation of the rules or addition to the rules applies, they will be described separately.

C1. General

- 1.1. The rules of play for World Floor Curling™ sanctioned competitions are the current World Floor Curling™ Official Rules of Play in effect at the time of the competition. If there are any modifications, these will be explained prior to the commencement of the competition.
- 1.2. A participant or team may be removed from the competition by the governing body of the sport and/or the national organization sanctioning the competition if their presence at the event would damage the event or put the safety of other participants or the good order of the event at risk.
- 1.3. The dates of any competition and the related playing and event schedules are determined by the Host Committee in consultation with World Floor Curling, where applicable.
- 1.4. Sanctioned events shall be conducted free of smoking or vaping of all kinds, and participants should adhere to all Anti-Doping rules and procedures published by the World Anti-Doping Agency. Failure to comply with these rules will result in an immediate ban from the competition and be subject to review and sanction by the governing bodies for the nation and/or sport.
- 1.5. Any variation in the dimensions of the field of play for the event should be approved in advance by the governing body.

C2. Participants and Participating Teams

- 2.1. Each participant and/or team playing in a World Floor Curling™ sanctioned event must be registered and in good standing on the World Floor Curling™ online portal (worldfloorcurling.org).
- 2.2. If a participant or team is unable or unwilling to participate, a replacement participant or team can enter the competition with the approval of the governing body overseeing the event. Any changes/additions must be declared by the end of the Team Meeting for the event and approved prior to the first game of the event.
- 2.3. Events may require certain age eligibility. If that is the case, the date from which that eligibility is determined will be on the end of the 31st day of December of the event year.
- 2.4. All team officials at sanctioned events must be 16 years of age or older by the date of the event.
- 2.5. Where a Team Meeting is scheduled prior to an event, one participant and one team official (when registered) must be present for the Team Meeting. Failure to attend, without prior approval from the Chief Official of the event, will result in the forfeiture of the last stone advantage for the participant and/or team in its first game.
- 2.6. For participants and/or teams in post-round-robin play, a participant and team official (when registered) must attend the playoff meeting, or the participant/team will lose the choices (as defined in section 8) to which they would have normally been entitled.
- 2.7. An individual can only be listed once on the original team line-up. Each individual must select to be listed as either a player, coach, or team official.
- 2.8. Prior to the start of the competition and preferably at the Team Meeting, an official original team lineup listing participants and team officials should be submitted to the Chief Official. This lineup will be used throughout the competition and should be verified 15 minutes prior

to the start of any game in the competition. If any change in team lineup is required, a change should be submitted to the Chief Official for approval prior to the commencement of that game.

- 2.9. While a game is in progress, any change in the team lineup should be reported to the official umpiring the game and approved, in consultation with the Chief Official, prior to the entry of an individual into the game.
- 2.10. While a game is in progress, communication between those playing the game and coaches, alternate players, and/or team officials is prohibited except for specifically designated breaks or a time-out. This restriction applies to all verbal, visual (non-verbal), written, and electronic communication. Any time-out called must come from the participants playing the game.
- 2.11. During the game, there shall be no unauthorized communications or broadcasts of any sort from the areas designated for coaches or alternate players to anyone not sitting in the designated area. Anyone seated in the designated area cannot watch or listen to broadcasts in any form. For any violation, the offending person will be removed from the designated area.
- 2.12. For the purpose of identification and, dependent upon the event level, participants and/or teams should be identified by their national Association/Federation and a team name reflecting the participant or someone who assumes a leadership role for the team.

C3. Uniforms / Equipment

- 3.1. All participants/team members and officials in the field of play should wear identical uniforms and use clean and appropriate footwear, defined by the event organizing committee, for games and practice sessions.
- 3.2. Uniforms can have only a name and an association/federation logo printed or affixed to them. The name must be the Athlete's surname, matching either the passport (ID document) name or the preferred name as is on all event forms. Nicknames are prohibited. Advertising is permitted on a participant's uniform only in accordance with guidelines published by the governing body that are updated regularly. For some events, certain sponsorship restrictions at the event, national, or international level may limit the advertising that exists on a player's uniform, requiring it to be removed or covered up.
- 3.3. Any content on a uniform deemed by the Chief Official, at their sole discretion, to be unacceptable or unsuitable for competitive play will be forbidden and asked to be removed or replaced.
- 3.4. Awareness ribbons, armbands or any other awareness symbols are prohibited in the field of play.
- 3.5. All field of play equipment used at competitions must meet the standards of the World Floor Curling™ governing body and will be published on worldfloorcurling.org. Non-approved or non-compliant equipment used by a participant and/or team in a game or competition will be subject to disqualification as follows:
 - 3.5.1. First offence during a competition - participant is disqualified from the competition and forfeits the game they are playing in or just finished.

- 3.5.2. Second offence during the same competition or subsequent competition - participant is disqualified from the competition and subject to a ban from competition for a 12-month period from the occurrence.

C4. Pre-game Practice

- 4.1. Before the game, each team has 3 minutes of practice time on the given playing area they are assigned to. Where the last stone advantage in the first end is determined by a coin toss, the team with the hammer in the first end will practice first. Otherwise, the participant/team throwing the red-coloured stones will practice first, followed by the other participant/team throwing the blue-coloured stones.
- 4.2. During pre-game practice, a team may only use the stones assigned to them.
- 4.3. The start time of the pre-game practice will be communicated at the Team Meeting for all games in regular or round-robin play. The start time of the pre-game practice for any playoff games will be communicated at the Playoff Team Meeting.
- 4.4. In any playoff game, when the Last Stone First End (hammer) has been predetermined, the team delivering the last stone practices first.

C5. Length of Games

- 5.1. The number of ends to be played each game is determined by the competition organizing committee and can be 6, 8 or 10 ends. An extra end is played to determine the winner if, after all the ends have been played, the score is tied.
- 5.2. At least 5 ends must be completed in any game before a participant/team can concede (unless arithmetically unable to win).

C6. Game Timing

- 6.1. All players must be ready to deliver their stones when their turns come to allow for game play to continue at a continuous and reasonable pace. If an official is present in the game, they may intervene if a game is moving too slowly and set a reasonable time limit for the next shot to be played and a new end to start, at their sole discretion.

C7. Team Time-outs / Technical Time-outs

- 7.1. Team time-outs will be allowed at all sanctioned events, with or without time clocks being used.
- 7.2. Each team may call one 60-second time-out during each game and one 60-second team time-out in each extra end.
- 7.3. Team time-outs:
- 7.3.1. can only be called by the player(s) on the field of play.
 - 7.3.2. can only be called when the team has shot control.
 - 7.3.3. are signified by a "T" hand signal.
 - 7.3.4. start when acknowledged by the official in charge of the game.

- 7.3.5. may include travel time determined by the Chief Official prior to the event start.
- 7.3.6. includes only one person, coach or alternate player, seated in the designated coaching area. A translator, if required, may also attend. Entering the field of play must be done using the designated route pre-determined by the Chief Official prior to the start of the event.
- 7.4. A technical time-out may be called by a participant/team, signified by an X signal with the arms, to request a ruling by an official, for an injury or in other extenuating circumstances.

C8. Stone Assignment / Last Stone Draw (LSD)

- 8.1. The team listed first in the draw schedule for round robin games will play the stones with the red-coloured handles; the team listed second will play with the stones with the blue-coloured handles.
- 8.2. For games that require Last Stone Draws (LSD), at the conclusion of each team's practice, two stones will be delivered to the target area by two different players on the team or twice by each participant in a singles game. Each stone thrown will be measured and removed from play, with the distance from the centre of the mat to the front of the stone measured in centimetres (cm), recorded and added together to give a total LSD measurement in centimetres (cm). The team with the lower total LSD measurement will have the choice of the last stone in the first end.
- 8.3. In the event of a stone covering the centre of the target mat, the score recorded will be zero (0). A stone that does not touch any of the rings or goes through the target mat out of play will be given a score of 62.30 cm.
- 8.4. In the event of a tie in total LSD measurement, then the player or team with the lowest recorded single score will have the choice of last stone in the first end. If the total score has two identical scores that comprise the total LSD measurement, then the teams will flip for choice of last stone in the first end.
- 8.5. For post-round robin playoff games, three scenarios will define stone colour and last stone in the first end.
 - 8.5.1. For events where all round robin games are played in one group (everyone plays each other), then:
 - 8.5.1.1. The team with the better win/loss record has the choice of stone colour and choice of last stone in the first end.
 - 8.5.1.2. If the teams have equal records of wins and losses, the winner of their head-to-head round robin game has the choice of stone colour or playing the last stone in the first end.
 - 8.5.2. For events when a player or team plays in a round robin in two separate groups (or pools), rule 8.5.1.1 above applies. If win/loss records are the same, the player or team with the lesser DSC has the choice of either the choice of last stone in the first end or stone colour.
 - 8.5.3. For events when a player or team plays in a round robin comprising more than two groups (or pools), the higher-ranked team always has the choice of stone colour and last stone in the first end. If two teams of equal rank play, the team with the lesser DSC has the choice of first or second practice or stone handle colour. See below for ranking procedure.

- 8.6. The coach, the alternate player, and one team official may participate in the pre-event and the pre-game practices. Communication with their team during the LSD delivery is not allowed; between the two LSD stones, communication is allowed. For any violation, the offending person will be removed from the team officials' field of play for that game. Any further violation will result in the team no longer having anyone in the team officials' field of play for the remainder of the event.

C9. Team Ranking Procedure / Draw Shot Challenge (DSC)

- 9.1. Draw Shot Challenge (DSC) is the average distance of all of the individual Last Stone Draw Shots delivered during round robin play, excluding the two least favourable results. The player or team with the lesser DSC will receive the higher ranking. Where that total is tied, then the player or team with the lowest individual LSD result will be used.
- 9.2. During the round robin portion of an event, teams with the same win-loss record will be ranked and listed alphabetically.
- 9.3. The following criteria will be used to rank players and/or teams:
- 9.3.1. Ranking according to their win/loss record;
 - 9.3.2. If two teams are tied, the team who won their head-to-head round robin game will be ranked higher;
 - 9.3.3. When three or more teams are tied, the head-to-head record of the games between the teams will be used to determine the ranking;
 - 9.3.4. For all other teams whose ranking cannot be determined by 9.3.1, 9.3.2, or 9.3.3, ranking is determined by the DSC.
- 9.4. To determine the ranking for post-round robin games when players or teams play in separate groups (or pools), ranking will consider the overall record and the DSC.

C10. Technical Officials

- 10.1. The governing body of the event shall appoint a Chief Official and Deputy Chief Official, where necessary, for every competition. Other officials can be appointed based on the size of the event and will be directed by the Chief Official.
- 10.2. A game official determines any matter in dispute between players/teams, whether or not the matter is covered by the rules.
- 10.3. A game official may intervene at any time during a competition and give directions concerning the placement of stones, the conduct of players, and the adherence to rules.
- 10.4. A game official may delay a game for any reason and determine the length of the delay.
- 10.5. The Chief Official (or Deputy) may intervene at any time in any game and give such directions concerning the conduct of the game as is considered proper.
- 10.6. All matters pertaining to the rules are adjudicated by a game official. In the event of an appeal of an official's decision, the decision of the Chief Official is final.
- 10.7. The Chief Official may eject a player, coach or team official from a game for what is considered unacceptable conduct or language. The ejected person must leave the

competition area and take no further part in that game. When a player is ejected from a game, an alternate player may not be used in that game for the ejected player.

- 10.8.** The Chief Official may recommend to the governing body having jurisdiction for the event the disqualification or suspension of any player, coach or team official from the present or future competitions.

GLOSSARY OF TERMS

Alternate - A registered, non-playing member of the team who is eligible to substitute for one of the competing players.

Arithmetically Eliminated - The status of a team that has a combined total of stones left to be delivered and/or remaining in play that is less than the number needed to produce either a tie or a win.

Athlete Field of Play - The area between the scoreboards at each end, and extends to the sidelines of the lanes.

Away End - The end of the sheet to which the first stone of a game is delivered.

Back House Weight - The speed given to a stone at delivery so that it will just reach the back of the house.

Back Line - A line at the back of the house, extending across the width of the sheet, which is parallel to the tee line.

Back of the House - The area within the house that lies between the tee line and the back line.

Biter - A stone that just touches the outer edge of the outside circle of the house.

Blank End - An end resulting in no score for either team.

Button - The small circle at the centre of the house.

Burned Stone - A stone in motion touched by a player or any part of a player's equipment.

Centre Line - The line dividing the playing surface down the middle.

Chief Official - The committee shall deem a technical official as the Chief Official.

Competition - Any number of teams playing games to determine a winner.

Counter - Any stone in or touching the house that is considered a potential point.

Delivery End - The end of the sheet from which the stones are being delivered.

Delivering Team - The team that is currently in control of the playing area and scheduled to deliver the next stone.

Delivery - The motion a player makes when throwing a stone.

Displaced Stone - A stationary stone that has been moved to a new location.

Double Take-out - A stone that removes two of the opponent's stones from play.

Draw - A stone which stops inside or in front of the house.

Draw Shot Challenge (DSC) - The average distance of all of the individual Last Stone Draw (LSD) Shots delivered during round robin play, excluding the least favourable results.

Draw Weight - The momentum required for a delivered stone to reach the house at the playing end.

End - A portion of a curling game that is completed when each team has thrown all their stones and/or the score has been decided.

End of Competition - A competition ends at the end of the medal ceremony, or if there is no ceremony, when the last game of the competition ends.

Equipment - Anything that is worn or carried by a player.

Extra End - An additional end played to break a tie at the end of regulation play.

External Force - An occurrence not caused by either team.

Free Stone Zone (FSZ) - The area at the playing end, between the hog line and the back line.

Freeze - A form of a draw shot that stops directly up against another stone.

Front House Weight - The momentum required for a delivered stone to reach the front part of the house at the playing end.

Forfeit - If a team cannot start or continue a game, the other team will win that game. The final game score will be recorded as W-L.

Game - Two teams playing a specified number of ends to determine a winner.

Group Rank - In a competition with more than one group, the ranking at the end of the round robin within a group.

Guard - A stone that is placed in a position so that it may protect another stone.

Handle - The part of a curling stone that a player grips in order to deliver.

Hammer - A term used to describe the stone that will be the last stone delivered in that end.

Heavy - A stone delivered with a greater speed than necessary.

Hit - A take-out. Removal of a stone from the playing area by hitting it with another stone.

Hit and Roll - A stone that knocks an opponent's stone out of play, and then rolls to another position in play.

Hog Line - A line extending across the width of the sheet that is parallel to each tee line.

Hogged Stone - A stone that is removed from play for the end, because after being delivered, it did not come to rest completely beyond the inside edge of the hog line at the playing end.

Home End - The end of the sheet from which the first stone of a game is delivered.

House - The area within the concentric circles at each end of the sheet.

Last Stone Draw (LSD) - Before a game begins, and after practice, if applicable, a draw to the button is executed by one or more players, often used to determine which team gets the Hammer for the first end of the game and can be used for the Draw Shot Challenge (DSC)

Last Stone First End (LSFE) - A term to describe the stone that will be delivered last in the first end.

Measuring Device - An instrument that determines which stone is closer to the centre of the house (Tee), or whether a stone is in the house.

Moving Stone - A stone in motion, either from a delivery or from being struck by another stone.

Officiated Play - A competition where there is one game umpire per sheet for the entire session.

Original Position of a Stone - The location on the ice where a stone rested prior to its being displaced.

Original Team Line-Up - The official team line-up that is entered into the record before the team meeting ends. It lists player positions, alternate, coach, and any other team official. This original team line-up is recorded in statistics and is the line-up used for medals. Only those who are present at the event can be listed.

Out-of-play Position - The location of a stone that is not in play (e.g., one which has touched a side line, or crossed the back line).

Peel - A shot designed to remove a guard.

Playing End - The end of the sheet to which the stones are being delivered.

Point - At the completion of an end, one is awarded to a team for each of its own stones located in or touching the house that is closer to the tee than any stone of the opposition.

Port - An opening, or gap, between stones.

Pusher Stick - A device that attaches to the handle of the stone and acts as an extension of the arm/hand during the delivery process.

Raise - A type of draw which bumps forward another stone.

Raise Take-out - A delivered stone hits a stationary stone, which then starts to move and it hits a third stone out of play.

Rings - See definition: House.

Roll - The sideways movement of a curling stone after it has struck a stationary stone.

Round Robin - A competition in which each team plays all the other teams in their group.

Score - The number of points received by a team in an end.

Scoring - A team scores one point for each of its stones that is within the house and closer to the tee than any stone of the opposing team.

Sheet - The laneway upon which a curling game is played.

Shot (stone or rock) - At any time during an end, the stone closest to the tee.

Side Line - A line placed at the side (perimeter) of each sheet of ice.

Skip - The player who directs play for the team.

Spare - See definition: Alternate.

Start of Competition - A competition starts at the beginning of the scheduled team meeting or the start of the first pre-event practice, whichever comes first.

Start of a Game - A game starts at the scheduled time for that game. The pre-game practice as well as the delivery of the LSD stones also fall under the official game rules with the exception where a rule or policy specifically states a difference for either of them.

Stationary Stone - A stone in play which is not in motion.

Stone - Also known as a rock, a curling stone is made of granite and is delivered by the players in a curling game.

Stone Set in Motion - A stationary stone hit by another stone, which causes it to move.

Take-out - Removal of a stone from the playing area by hitting it with another stone.

Team - Four players competing together. A team may include a fifth player (to act as an alternate) and a coach. Mixed Doubles have one male and one female player and may include a coach.

Team Time-out - A 60-second on-ice meeting between a team and their coach.

Technical Time-out - Stoppage of play called by a team or umpire for a ruling, injury, or in other extenuating circumstances, etc.

Tee - The exact centre of the house.

Tee Line - A line extending across the width of the sheet that passes through the centre of the house parallel to the hog line and backline.

Tie-breaker - A game that is played to break a tied ranking at the end of the round robin.

Top of the House - The area within the house that lies between the hog line and the tee line.

Umpire - The person(s) responsible for the conduct of the game in accordance with the rules, also known as a technical official.

Weight - The amount of force/speed given to the stone during the delivery.