



Official Rules of Play

EFFECTIVE AUGUST 2026

INTRODUCTION TO FLOOR CURLING

The sport of Floor Curling is the fast-paced, inclusive curling experience, originating from the Olympic sport of ice curling. The rules of Floor Curling have many similarities to those of ice curling, using techniques and strategies that mirror the on-ice game, making it an excellent stepping stone to ice curling as well as a stand-alone sport.

Floor Curling has simple requirements: it only needs a hard, flat surface, no prior ice curling experience, and is suitable for all ages and abilities, making it appropriate to be played as a mixed-ability sport across all levels of competition.

COMMITMENT TO FAIR PLAY STATEMENT

Fair play is respect for the rules and equal treatment of all involved in the sport and begins with good sportsmanship, respecting the written rules, opponents, and officials. World Floor Curling™ is committed to upholding the principles of respect, fairness, and integrity in sport. As part of the World Floor Curling™ community, it is fundamental that everyone, including athletes, coaches, officials, volunteers, and spectators, can enjoy the sport in a respectful and fair environment, on and off the field of play.

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WORLD FLOOR CURLING™ OFFICIAL RULES OF PLAY

The World Floor Curling™ Official Rules of Play apply to any competition sanctioned by World Floor Curling™, and should be considered to have the World Floor Curling™ Rules of Competition as an accompanying resource. When the “Rules of Competition” are not in use, then the Official Rules of Play are the sole rules used for that competition.

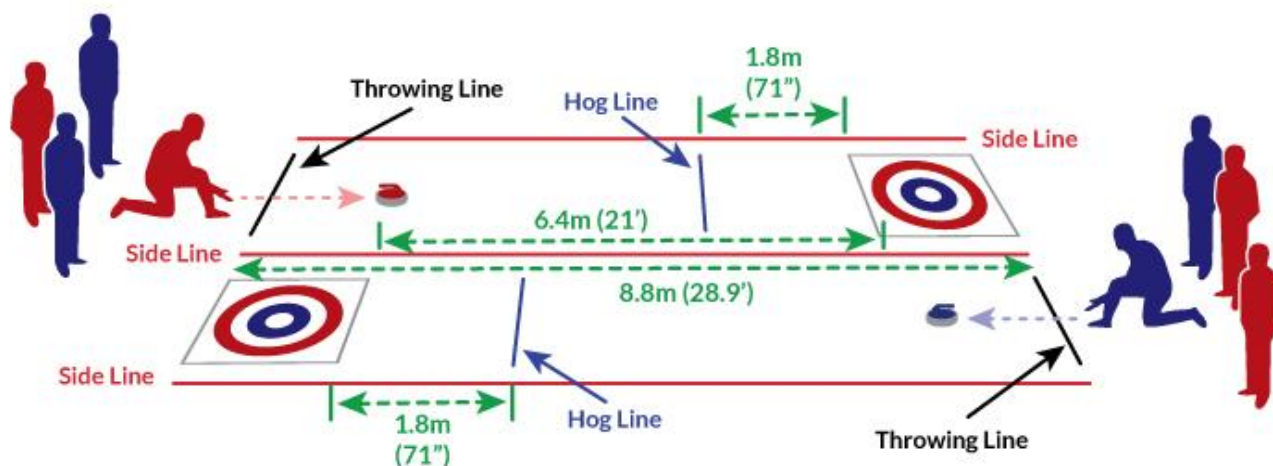
If special rules are in effect and clearly available to all participants, they shall take precedence over the World Floor Curling™ Official Rules of Play and will be clearly stated prior to the start of a competition.

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 and wheelchair play. If any variation of the rules or addition to the rules applies, they will be described separately.

R1. Setup and Playing Area

- 1.1. A hard, smooth, flat surface is required. Hardwood, linoleum, polished concrete, etc., are all acceptable options. Industrial carpet is also an acceptable playing surface. It is best to sweep or dry mop the floor prior to playing, so stones roll better and the bearings stay in good condition.
- 1.2. There are three methods to establish the playing area for competitive play:
 - 1.2.1. Using a World Floor Curling™ full rink mat that is 10 m long, but has a delivery area, so the rings are slightly closer.
 - 1.2.2. Using two individual World Floor Curling™ target mats set 6.4 m apart from the front of each mat. The two separate target mats should be staggered or offset on different lines of delivery.
 - 1.2.3. Using one individual World Floor Curling™ target mat. A delivery line will need to be established 8.8 m from the back of the mat when this method is used.
 - 1.2.4. Participants should try to refrain from stepping on the playing area of the mats where possible in order to avoid unnecessary wear and increase the life of the mats.
- 1.3. A hog line should be marked (with tape or a hash mark) 1.78 m in front of each mat when using the two separate mats or one individual target mat. Hog lines should be marked on the full length mat.
- 1.4. Side lines should be marked and run one stone-width outside the edge of the target mat.
- 1.5. Back lines should be marked and run along the back edge of the World Floor Curling™ target mat. (Back lines are marked on full rink World Floor Curling™ mats).

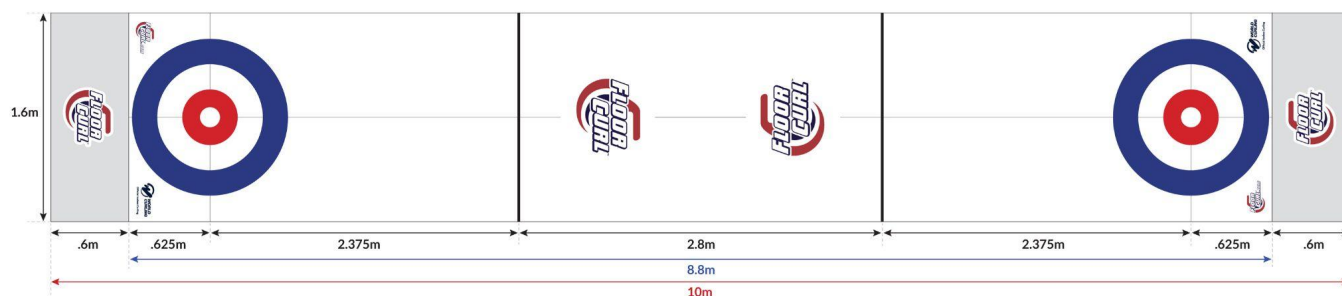


R2. Equipment

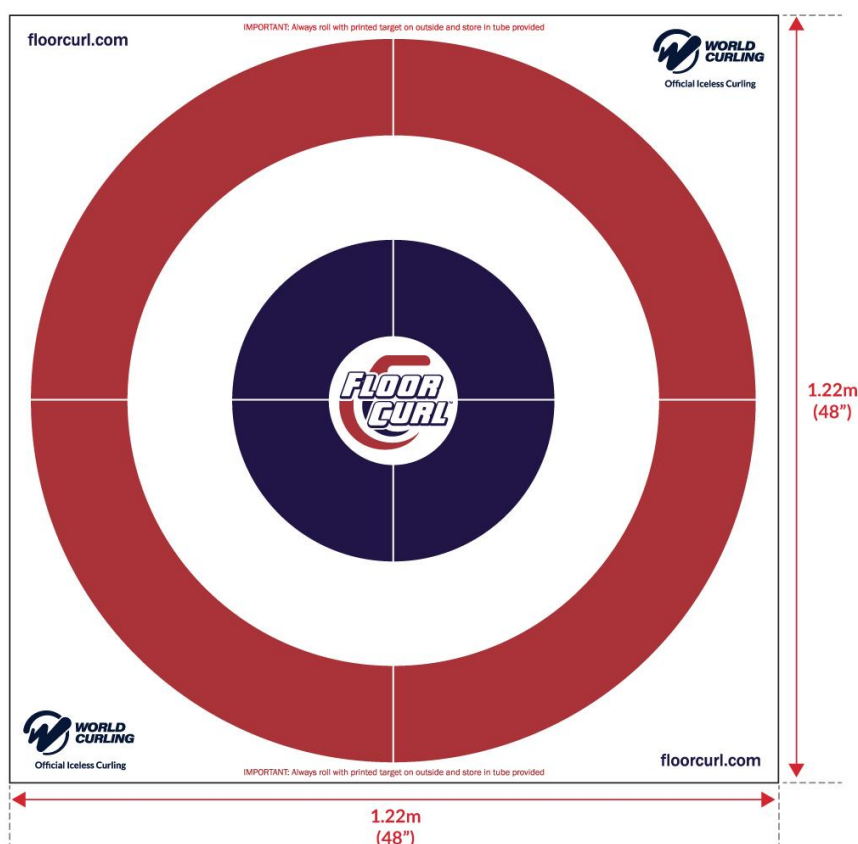
- 2.1. A game of World Floor Curling™ requires stones of two distinct colours, individually identified by visible markings that match the number of players and game style as defined in Rule 3, Teams and Substitutions.
 - 2.1.1. A World Floor Curling™ stone is 197 mm (7.75") in diameter.
 - 2.1.2. Regulation World Floor Curling™ stones weigh 1250 gr (2.75 lbs).
- 2.2. World Floor Curling™ requires either a full rink mat that runs the length of the playing surface or a target mat(s). A single target mat or two target mats can be used to meet the

playing area requirements.

- 2.2.1. The width of a World Floor Curling™ full rink mat is 1.6 m (63"), and the length is 10 m (394"), including the throwing area.



- 2.2.2. The width of an official World Floor Curling™ target mat is 1.22 m (48"), and the length is 1.22 m (48").



- 2.3. World Floor Curling™ Pusher Sticks are optional but are an official accessory that can be used if needed. The pusher stick should not have any mechanical advantage other than to function as an extension of the arm/hand. The pusher stick must be approved by the event organizer or technical official prior to the start of the competition and must not contain any electronic or automatic function.
- 2.4. Delivery Ramps are optional but are an official accessory that can be used if needed. The delivery ramp should not have any mechanical advantage other than to function as a ramp for the stone to glide down. The delivery ramp must be approved by the event organizer or technical official prior to the start of the competition.
- 2.5. A traditional ice curling brush may be used only for the purposes of establishing a target

line of delivery, from the non-delivery end, for a stone to be thrown. The ice curling brush cannot be used to brush any stones, stationary or moving, in the non-delivery end. It also may not be used to clean the bottom of stones at any time.

- 2.6. Additional equipment also includes masking tape to mark lines and mat boundaries when not using a full rink World Floor Curling™ mat. Tape can also be used to tack down the edge of the mat(s).
- 2.7. If a stone is damaged and becomes unsuitable for play, a replacement stone is used. If a replacement stone is not available, a stone previously delivered in the end, and not currently in play, is redelivered where possible.
- 2.8. If a stone is broken during play, the teams can reasonably agree upon where the stone(s) should be placed. The end will be replayed when a technical official is not in use. When a technical official is present, they will assist with the final decision.
- 2.9. Should a handle completely separate from a stone during delivery, the delivering player has the option of either allowing the play to stand or redelivering the stone after any moved stones have been replaced to their positions prior to the incident taking place.
- 2.10. A stone may be measured only visually until the last stone of the end has come to rest, except for determining if a stone is in play.
- 2.11. Teams cannot make alterations to, or place any object on or over, their game stones.

R3. Teams

3.1. Participating Teams

- 3.1.1. Singles - One player per team. Each player delivers all four stones, alternating with their opponent.
- 3.1.2. Doubles - Two players per team, each team having four stones. Each player delivers two stones, alternating with their opponent.
 - 3.1.2.1. Teammates will alternate consecutive shots (i.e. player 1 delivers the first stone, player 2 delivers the second, player 1 delivers the third, and player 2 delivers the fourth). **Note:** This differs from traditional ice curling in that players alternate in the delivering order rather than delivering two consecutive stones.
 - 3.1.2.2. Teammates can change their throwing order at the beginning of any new end of play.
- 3.1.3. Triples - Three players per team, each team having six stones. Each player delivers two stones alternating with their opponent, but sequentially in throwing order; thrower 1, thrower 2, thrower 3.
 - 3.1.3.1. Teammates are required to change their throwing order by one position forward after each 'set' (two ends of play) - ie, thrower 1 becomes thrower 2, thrower 2 becomes thrower 3, and thrower 3 becomes thrower 1 after each change forward.
- 3.1.4. Two Pairs or Fours Combined - Four players per team. There are two methods of play with four players: Two Pairs and Fours Combined.
 - 3.1.4.1. Two Pairs uses four stones per team and is the same as the Doubles

model, but with two pairs of players stationed at opposite ends of the mat. Pairs play alternating ends (every other end). Teammates will alternate consecutive shots (i.e. player 1 delivers the first stone, player 2 delivers the second, player 1 delivers the third, and player 2 delivers the fourth), alternating with their opponent.

3.1.4.1.1. Teammates can change their throwing order at the beginning of any new end of play.

3.1.4.2. Fours Combined uses eight stones and has four throwers delivering two stones sequentially, thrower 1, 2, 3, & 4, alternating with their opponent, moving from one end of the mat to the other after each complete end (replicates traditional four-person ice curling).

3.1.4.2.1. Teammates cannot change their throwing order after a substitution as per the substitution rules (see *rule 3.2.6*).

3.2. Alternates

3.2.1. Teams may use alternate(s) if a team member cannot compete.

3.2.1.1. In Doubles, a team shall include a minimum of one player from the original team.

3.2.1.2. In Triples, a team shall include a minimum of two players from the original team.

3.2.1.3. In Two Pairs or Fours Combined, a team shall include a minimum of two players from the original team.

3.2.2. No alternates are allowed in a Singles game. If a player cannot play, the player forfeits the game.

3.2.3. For all disciplines of the game, you must play with the defined number of players. If the team cannot compile a full team roster, the team must forfeit.

3.2.4. If there are multiple games in a competition, the team must use the same alternate(s) in all games and cannot use a player from a team participating in the competition.

3.2.5. An alternate who joins a team prior to the start of a game may deliver stones in any position of the delivery rotation of the team. The team shall declare their delivery rotation at this time.

3.2.6. An alternate who joins a team between ends must take the place of the retired player.

3.2.7. Where substitutions are allowed, only one substitution is allowed per game.

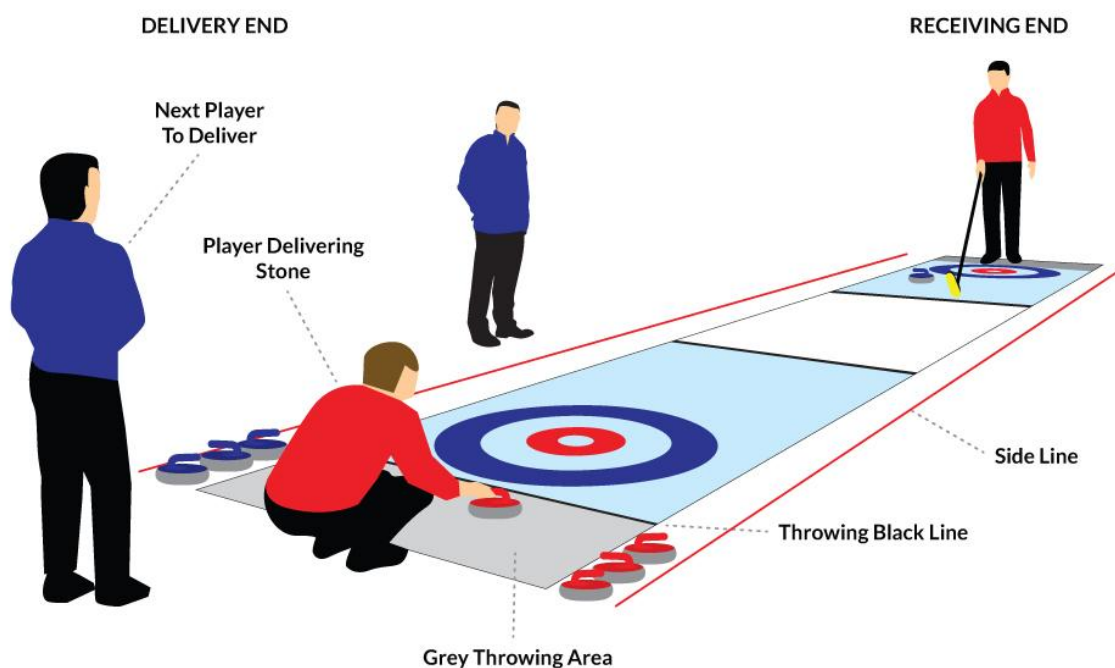
R4. Position of Players

4.1. Delivering Team

4.1.1. When delivering a stone, the player must remain in the grey area behind the black line of the full rink Floor Curling mat. If using two separate target mats that are staggered, the player must deliver their stone from behind and beside the target mat at the delivery end.

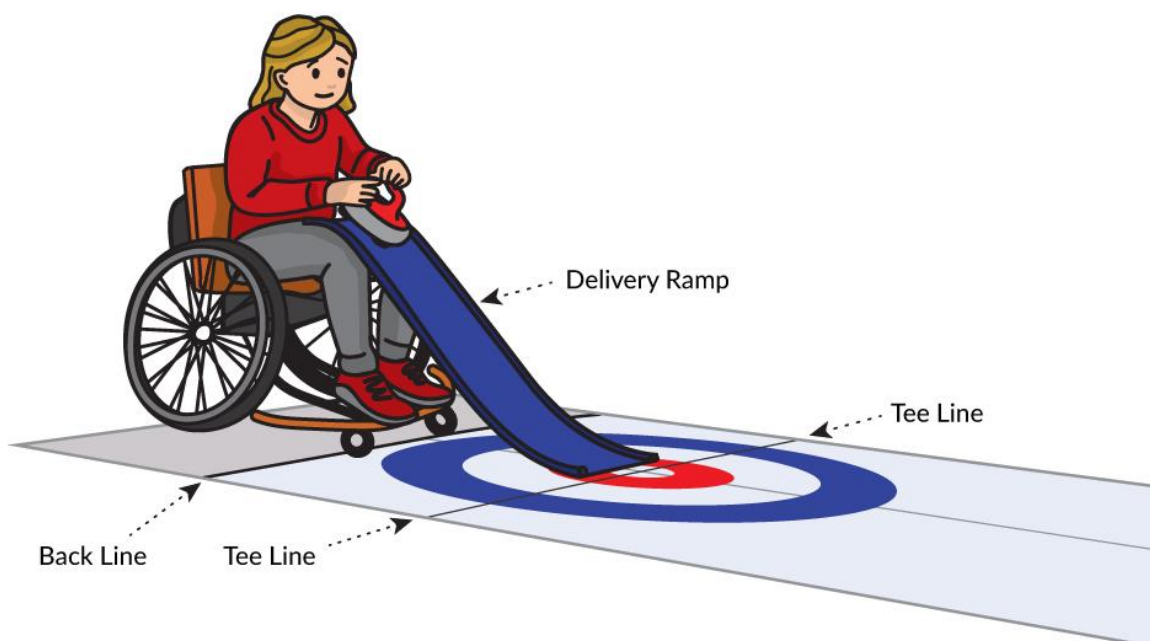
4.2. Non-Delivering Team

- 4.2.1. The next player to deliver should be on standby at the delivery end. Other players can either stand on the side of the mat or stand behind the delivery position and should not obstruct or disturb the opponent player.



R5. Delivery

- 5.1. When delivering the stone, the bottom of the stone must always be touching the playing surface. No lifting of the stone is permitted during delivery. If the stone is completely lifted off the playing surface, the stone will be removed, and play shall be reverted to the way it was before the removed stone was delivered.
- 5.2. Delivery of the stone can take one of the following positions:
- 5.2.1. kneeling or crouching and using one or both hands on the handle.
 - 5.2.2. standing using a pusher stick.
 - 5.2.3. seated using a pusher stick, delivery ramp, or by hand.
- 5.3. A delivered stone that does not completely cross the second hog line is removed from play. The only exception occurs if the thrown stone strikes another stone immediately over the hog line. The stone delivered stays in play where it comes to rest, even if it is not completely over the hog line.
- 5.4. The thrown stone must be released before the tee line at the delivery end with the throwing player's feet or a stationery apparatus (wheelchair, chair, etc) in the delivery area during the release of the stone.
- 5.4.1. For seated players using a delivery ramp, the bottom of the ramp should be positioned to touch the tee line.
 - 5.4.2. During delivery of the stone, whether by hand, by pusher stick, or by delivery ramp, the stone shall always stay within the side lines.



- 5.5. If a stone goes completely off the side of the mat or touches the boundary line, it is removed from play. If using two separate target mats and a stone touches one of the marked sidelines, it is removed.
- 5.6. If a stone being delivered comes to rest on its side, handle, or on another stone, it is removed from play. If it has moved another stone, the moved stone should be returned to its original position, as determined by the team that did not deliver the stone.
- 5.7. If a stone is delivered legally, but it is overturned after striking stones already in play, the delivered, overturned stone is removed. Any stones moved due to this will remain in play in their new positions.
- 5.8. An illegal delivery is when a stone is delivered rolling or upside down, unless it corrects itself before crossing the second hog line, which would allow it to remain in play.
- 5.9. A stone that completely crosses the outside edge of the marked back line at the playing end of the full rink Floor Curling mat must be removed. If using separate target mats, a stone that completely crosses the back edge of the target mat must be removed.

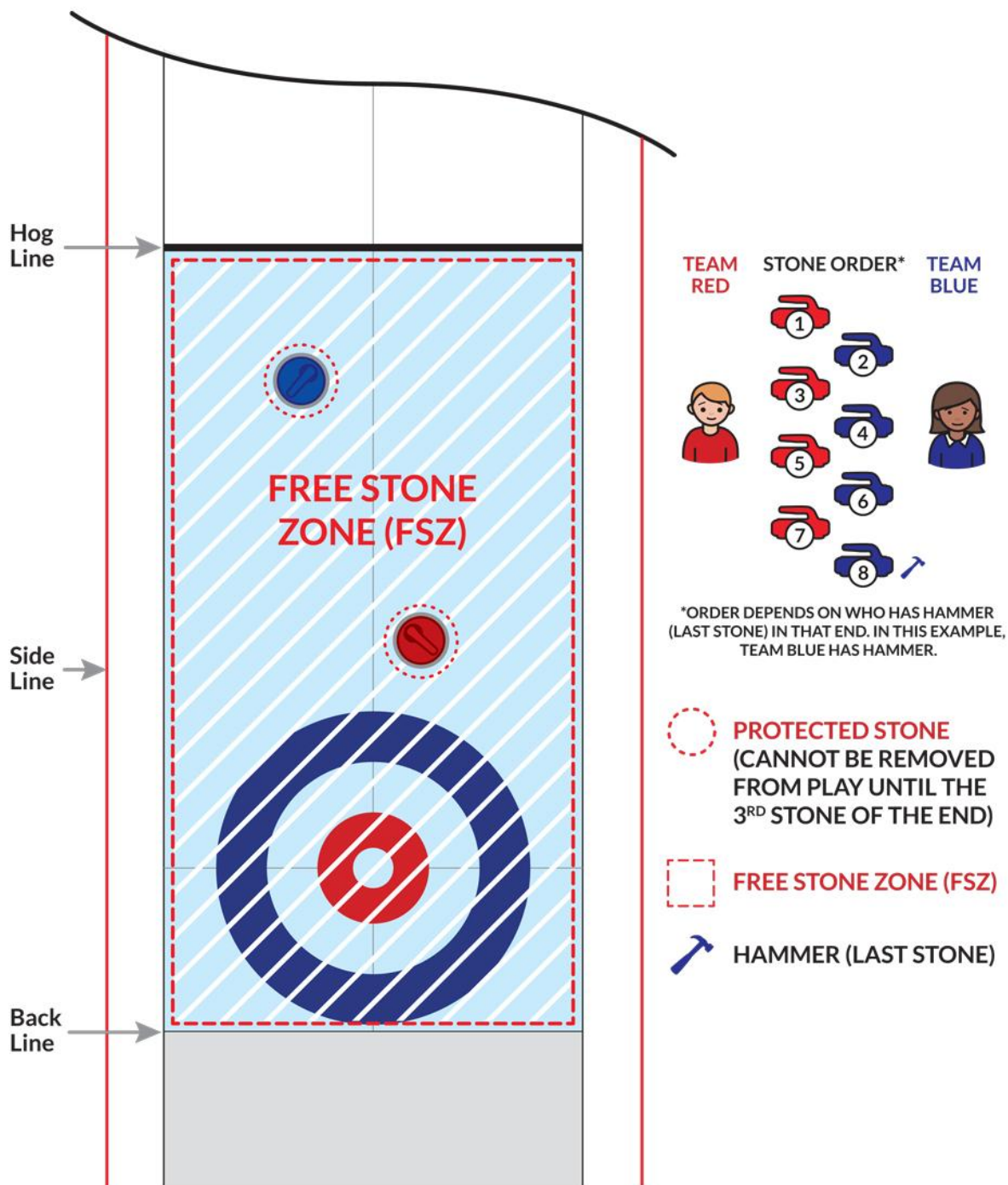
R6. Free Stone Zone (FSZ)

- 6.1. Each end of each game will have a number of thrown stones, based upon the number of stones used, where an opponent's stone cannot be removed from play until a set number of thrown stones in an end has occurred. For a stone to be considered in the Free Stone Zone (FSZ), it would have to be anywhere in the playing area fully past the second hog line and not past the back line of the house.
- 6.2. Any stone(s) removed from play by an opponent's stone prior to the set number of thrown stones having been thrown will be replaced by the non-offending team to their position(s) prior to the violation taking place and the opponent's stone removed from play.
- 6.3. The number of thrown stones that will be in the FSZ for each number of players in the game and game styles can be found in the following graphics:

Singles - 2 Stone Rule

In **Singles** play, there are two opposing players playing four stones each per end. Stones can be removed from the FSZ on the third thrown stone of the end.

SINGLES - 2 STONE RULE



Doubles - 2 Stone Rule

In **Doubles** play, there are two players per team playing two stones each per end. Stones can be removed from the FSZ on the third thrown stone of the end.

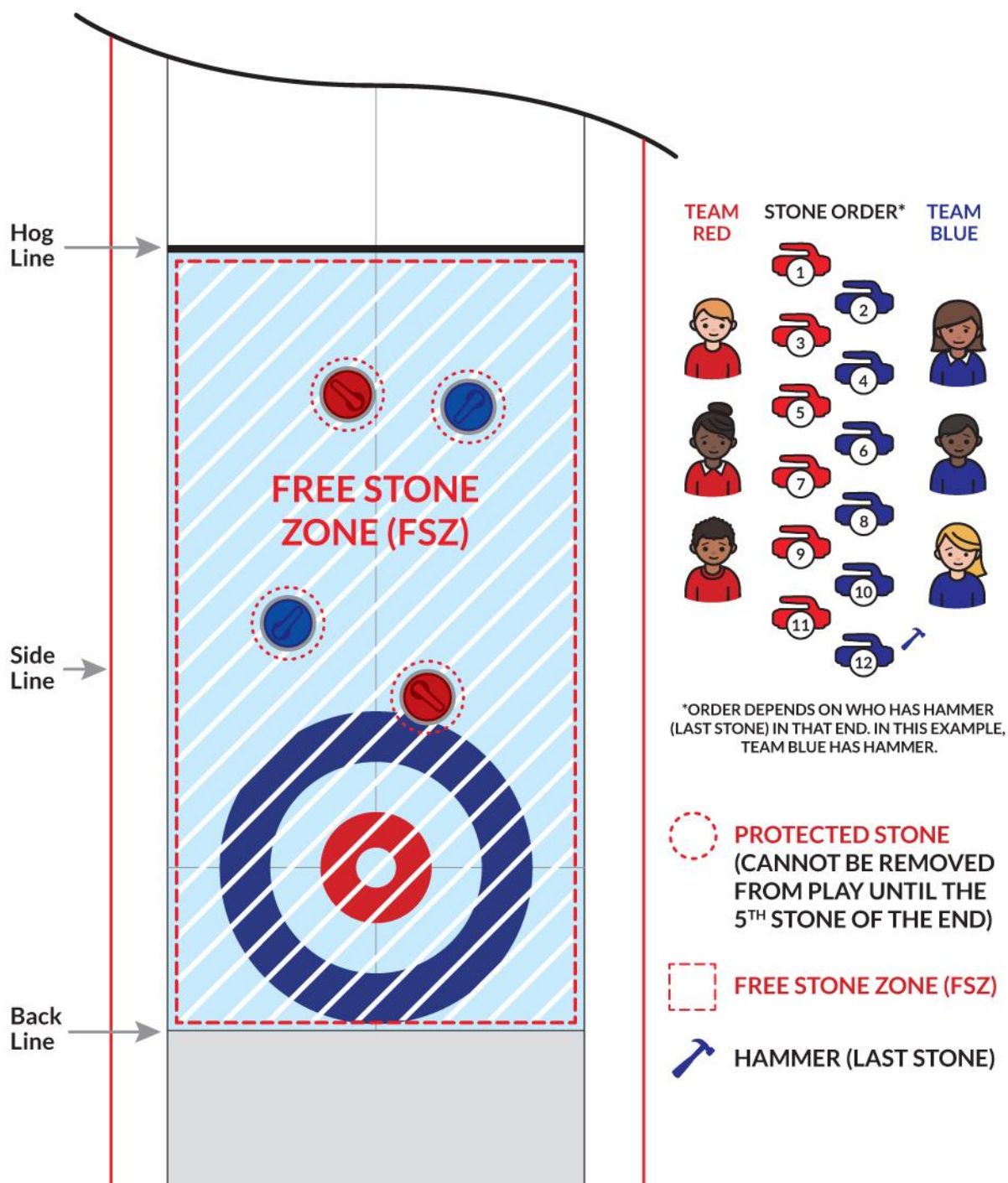
DOUBLES - 2 STONE RULE



Triples - 4 Stone Rule

In Triples play, there are three players per team playing two stones each per end. Stones can be removed from the FSZ on the fifth thrown stone of the end.

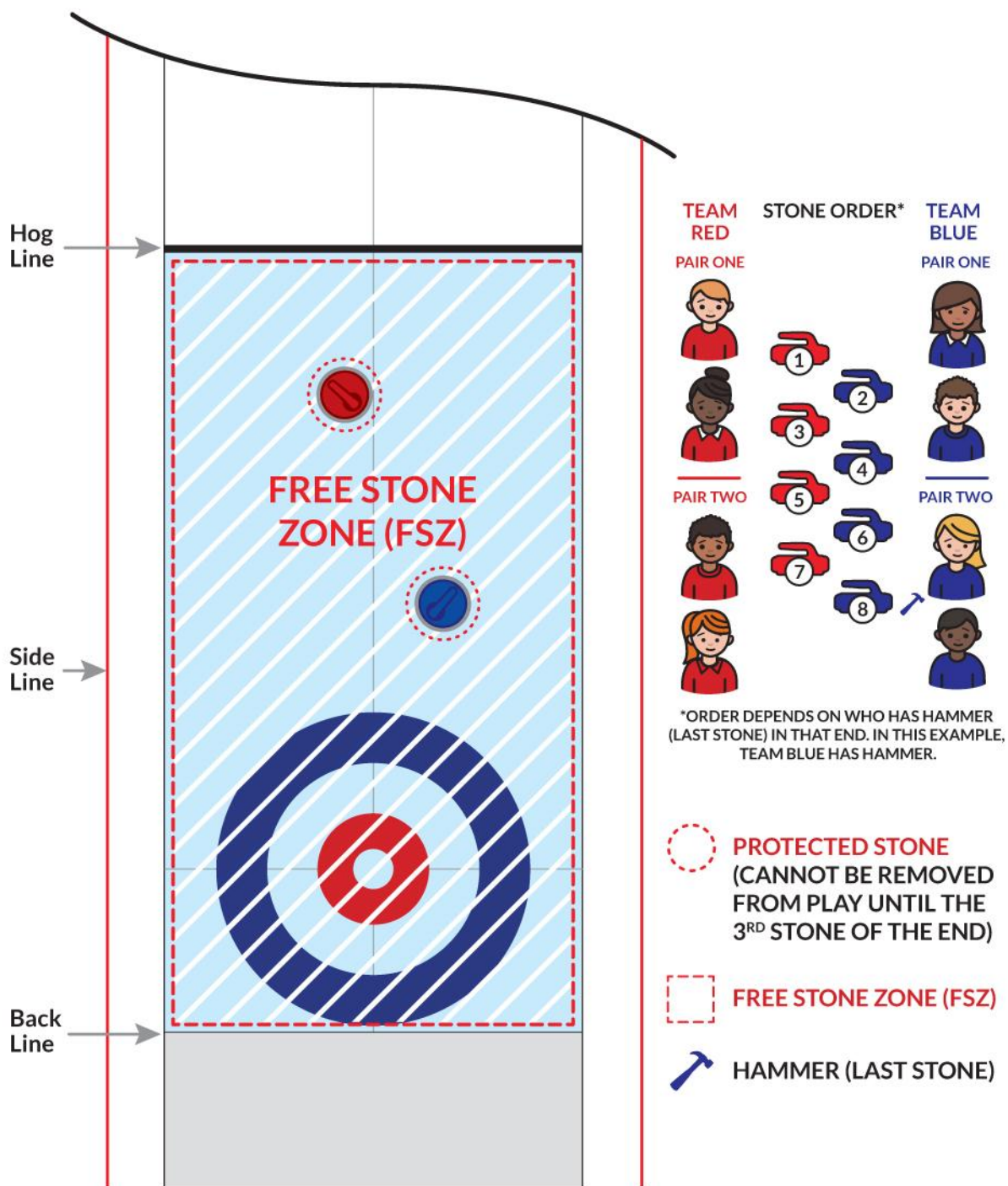
TRIPLES - 4 STONE RULE



Two Pairs (Four Person) - 2 Stone Rule

In Four Person - Two Pairs play, there are four players on a team, with two of the players per team playing four stones each per end. Stones can be removed from the FSZ on the fifth thrown stone of the end.

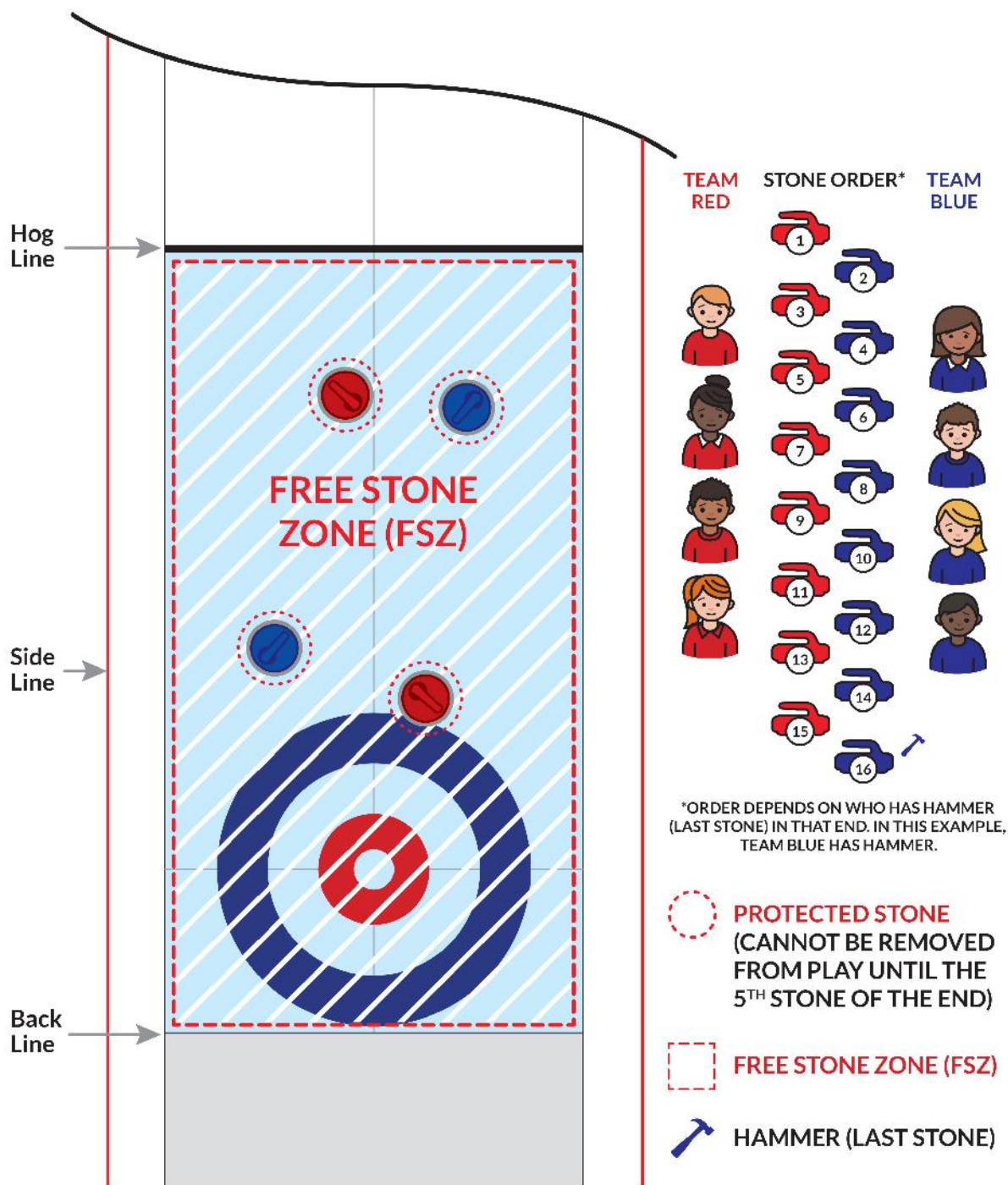
TWO PAIRS (FOUR PERSON) - 2 STONE RULE



Fours Combined (Four Person) - 4 Stone Rule

In Four Person - Combined play, there are four players per team playing two stones each per end (eight stones per team per end), alternating with their opposition. Stones can be removed from the FSZ on the fifth thrown stone of the end.

FOURS COMBINED (FOUR PERSON) - 4 STONE RULE



R7. Touched Moving Stones

- 7.1. Between the tee line at the delivery end and the hog line at the playing end:
 - 7.1.1. If a moving stone is touched, or is caused to be touched, by the team to which it belongs, the touched stone is removed from play.
 - 7.1.2. If a moving stone is touched, or is caused to be touched, by an opposition team, or is affected by an external force:
 - 7.1.2.1. If the touched stone was the stone that was just delivered, the player must deliver the stone again.
 - 7.1.2.2. If the touched stone was not the delivered stone, the team to which the stone belongs will place it in a reasonable position where it would have come to rest had it not been touched.
- 7.2. Inside the hog line at the playing end:
 - 7.2.1. If a team touches their own moving stone, all stones are allowed to come to rest, after which the non-offending team has the option to:
 - 7.2.1.1. remove the touched stone, and replace all stones that were moved after the stone was touched back to their positions prior to the violation taking place; or
 - 7.2.1.2. leave all stones where they came to rest; or
 - 7.2.1.3. place all stones in reasonable positions where the stones would have come to rest had the moving stone not been touched.
 - 7.2.2. If a moving stone is touched, or is caused to be touched, by an opposition team, all stones are allowed to come to rest, after which the non-offending team places the stones where it reasonably considers the stones would have come to rest, had the moving stone not been touched.
 - 7.2.3. If a moving stone is touched, or is caused to be touched, by an external force, all stones are allowed to come to rest and then placed where they would have come to rest if the incident had not occurred. If the teams cannot agree, the stone is re-delivered after all moved stones have been replaced to their positions prior to the violation taking place. If agreement on those positions cannot be reached, the end is replayed.
- 7.3. If a moving stone is touched by a stone that comes from another playing area past the second hog line, the non-delivering team shall place the stone where it reasonably considers the stone would have come to rest had the moving stone not been touched. If touched prior to passing the second hog line, then the thrown stone will be re-thrown.

R8. Displaced Stationary Stones

- 8.1. If a stationary stone in play is moved, or caused to be moved, by a player, it is returned, by the non-offending team, to their positions prior to the infraction.
- 8.2. If a stationary stone in play is moved, or caused to be moved, by an external force other than another legal stone, it is returned, with agreement of the teams, to its position prior to the infraction. If no agreement is reached, replay the end.

- 8.3. If an inactive stone which would have altered the course of a moving stone is moved, or caused to be moved, by a player, all stones are allowed to come to rest and then the non-offending team has the option to:
- 8.3.1. leave all stones where they came to rest and continue the game; or
 - 8.3.2. remove the stone whose course would have been altered, and replace any stones that were moved after the infraction to their positions prior to the infraction; or
 - 8.3.3. place all stones in reasonable positions where they would have come to rest had a stone not been moved.
- 8.4. If a stone which would have altered the course of a moving stone is moved, or caused to be moved, by an external force, all stones are allowed to come to rest and are then placed in the positions in which they would have come to rest had a stone not been moved. If the teams cannot agree, the stone is re-delivered after all moved stones have been replaced to their previous positions. If agreement on those positions cannot be reached, the end is replayed.

R9. Game Play & Pre-Game Practice

- 9.1. 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 and the score is tied.
- 9.2. At least 5 ends must be completed in any game before a team can concede (unless arithmetically unable to win). This does not apply to the Triples method of play, the rules of which are specifically set out in section 10.8.
- 9.3. Unless determined by a Last Stone Draw (LSD) methodology, the players shall use a coin toss to determine which team delivers the first stone in the first end. The winner of the coin toss will choose whether they want to throw the last stone (hammer) of the first end, or they can choose their colour of stone. This order of play will continue until the team with the hammer (last stone) scores, after which that team delivers the first stone in the next end. If the end is blanked (i.e. no team scores), the team delivering the first stone in the blanked end shall deliver the first in the next end.
- 9.4. Unless predetermined, the team playing the first stone of the first end has the choice of stone colour for the game.
- 9.5. All players must be ready to deliver their stones to allow for game play to continue at a reasonable pace. If a technical 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.
- 9.6. If a player delivers the wrong colour stone, that stone is allowed to come to rest, and is then replaced by a stone of the proper colour.
- 9.7. In a game with teams of two or more players, if a player delivers a stone out of order, the end continues as is. The player who missed their turn will deliver the last stone of the end for that team. If it cannot be determined which player delivered out of order, the player who delivered the first stone in the end for that team will also deliver the last stone.
- 9.8. In a game with teams of 2 or more players, if a player accidentally delivers too many stones in one end, the end continues, and the last player's turn shall be reduced

accordingly. If the player delivering the last stones of an end is the player who accidentally delivers too many stones, the last delivered stone will be removed from play, and any moved stones are replaced by the non-offending team to their previous positions.

9.9. If the same team delivers two stones in a row:

9.9.1. The second stone is removed, and any moved stones are replaced by the non-offending team to their previous positions. The player who delivered the stone played by mistake, redelivers it after the other team delivers their stone.

9.9.2. Should the error not be discovered until later in the end, the entire end is replayed.

9.10. If the wrong team delivers the first stone of an end:

9.10.1. If the error is discovered right after the stone has been delivered, the end shall be replayed.

9.10.2. If the error is discovered after the 2nd stone of the end has been delivered, play continues as if the error had not occurred.

9.11. If a player voluntarily leaves during an end:

9.11.1. The player may return to the game, provided they deliver all their allocated stones.

9.11.2. If the retired player's stone(s) need to be delivered in the current end, an alternate must be brought into the game and deliver their stones in the same order of the retired player. Failure to do so results in forfeiture of the game.

9.11.3. If all stones have been delivered by the retired player in the current end, at the start of the next end, the team may bring in an alternate, with the exception of Singles (*see substitution rule R3.2.6*).

R10. Scoring

10.1. The result of a game is decided by:

10.1.1. A majority of points at the completion of the scheduled ends of play, or

10.1.2. When a team concedes victory to its opponent; or

10.1.3. When one team is arithmetically eliminated. A team that has been arithmetically eliminated may finish the current end but no new end may be started. However, if a team is arithmetically eliminated in the last end of a game, they must concede.

10.1.4. If the score is tied at the completion of the scheduled ends, play continues with extra end(s) and the team that scores at the end of the extra end wins the game.

10.1.5. The Triples method of scoring has a modified system of scoring, determining a winner and when the score is tied. These rules are found below at 10.8.

10.2. At the completion of an end (when all stones have been played), a team scores one point for each of its own stones located in or touching the rings that are closer to the button than any stone of the opposition. If they are also the second closest, they will score two points. If they are also the third closest, or fourth closest, they would score three, or four, respectively. Only one team can score per end. Any part of a stone which is overlapping the rings is eligible to be counted when looked at directly overhead of the stone.

10.3. The score of an end is decided when a member of each team agrees.

10.4. When determining the score of an end, if teams cannot visually decide which stones are

closer to the button, or whether a stone is touching the rings, a technical official (if available) will make the final ruling. The official may use an assistive device (physical tape or laser measure) to make a measurement.

- 10.5. Teams may use an assistive device (physical tape or laser measure) to make a measurement in the absence of a technical official. If players cannot decide which stone is closer to the button after a measure and a technical official is not available to make a final ruling:
 - 10.5.1. If the observation was to determine which team scored in the end, the end is blanked.
 - 10.5.2. If the observation was to determine additional points, only the stones closer to the button are counted.
- 10.6. Should an external force cause any stones to move prior to agreement of the score, the following applies:
 - 10.6.1. If the moved stones would have determined which team scored in an end, the end is replayed.
 - 10.6.2. If a team secured a point(s), and the moved stone(s) would have determined if an additional point(s) was scored, that team has the option of replaying the end or of keeping the point(s) already scored.
- 10.7. Only the delivering team can concede a game. When a team concedes the game before the completion of an end, the score of the end is determined at that time, in the following manner:
 - 10.7.1. X's are placed on the scoreboard if:
 - 10.7.1.1. Both teams still have stones to be delivered.
 - 10.7.1.2. The team that delivered all its stones has no stones that are counting.
 - 10.7.1.3. When only one team has delivered all of its stones.
 - 10.7.2. If the team that did not deliver all its stones has stone(s) counting, these points are given and placed on the scoreboard.
- 10.8. The Triples version of game style has a modified scoring system to determine how points are scored, a game winner determined and how ties are addressed as follows:
 - 10.8.1. The game consists of three (3) 'sets' of two ends each, with each team getting the last stone advantage (hammer) for one end within each set. The last stone advantage in the first set will be determined by a coin flip, and the team winning the coin flip will have the hammer in the first end of the first set. Regardless of the result of the first end of any set, the hammer will shift to the opposing team in the second end of that set. The team that does not have the last stone advantage in the first set will have the hammer to start the second set. In the third set, the hammer in the first end of the third set goes to the team with the lower overall score through two sets or, in the case of a tied score, to the team that had the hammer in the first set.
 - 10.8.2. Each set can be seen as a two-end 'mini-game', since the team scoring the most points over its two ends wins the set. However, if the score is tied after the set is complete, it is considered a 'split set' and the available set points are split equally. Calculation of how many points are awarded to a team for stones in play in an end

remains unchanged from conventional scoring.

Example 1: Team A scores 2 in end 1 of the set, then Team B scores 1 in end 2 of the set, Team A wins the set.

Example 2: Team A scores 2 in end 1 of the set, then Team B scores 2 in end 2 of the set, the set is 'split'.

10.8.3. Set Points available are as follows:

Set 1: 2 points available (or 1 point per team if set is split).

Set 2: 2 points available (or 1 point per team if set is split).

Set 3: 4 points available (or 2 points per team if set is split).

10.8.4. In the event that the game is tied after Set 3, a team draw-the-button tie-breaker will be used. The teams alternate throwing their draws as if this were the 'third end' of set 3 (e.g., team A lead player, team B lead player, team A middle player, team B middle player, Team A third player, Team B third player).

10.8.5. The cumulative point total of all three of its players determines each team's tie-breaker score. The throwing order and positional responsibilities for the tie-breaker remain the same as they were in Set 3.

10.8.6. The scoring system for each shot of the tie-breaker is as follows:

5 Points - stone stops in contact with the button.

4 Points - stone stops in contact with the 4-Foot.

3 Points - stone stops in contact with the 8-Foot.

2 Points - stone stops in contact with the 12-Foot.

1 Point - stone stops in play, but not in rings.

0 Points - stone stops out of play.

10.8.7. If both teams finish the tie-breaker with the same number of points, the two last third players throw a single, measured draw for the win.

R11. Etiquette

- 11.1. Before each game, both teams are to shake hands and/or wish each other "Good Curling".
- 11.2. When a player is delivering their stones, other players should be quiet and motionless.
- 11.3. Players must not block the line of vision of the delivering team; players who are not delivering must remain on the sidelines or behind the player delivering the stone.
- 11.4. Arrange stones by colour once the score is determined and the end is finished. No demeaning expressions or gestures to the opposing team.
- 11.5. At the end of the game, both teams shake hands and/or say "Good Game".

R12. Wheelchair Floor Curling

- 12.1. Wheelchair Floor Curling™ is for individuals who use a wheelchair for mobility. Stones are delivered from a stationary wheelchair using a pusher stick. All World Floor Curling™ Official Rules & Regulations apply to Wheelchair Floor Curling™. World Floor Curling™

games and tournaments can include any combination of players using or not using a wheelchair.

GLOSSARY OF TERMS

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

Back Line - A line at the back of the Full Rink Mat and imagined at the back of the rings of a Target Mat, extending across the full width of the mat that indicates the boundary of the playing area.

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

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

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

Delivery End - The end 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 action of delivering or pushing a stone towards the intended target.

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

Draw - A delivered stone which stops inside the rings.

End - Similar to a frame in bowling or an inning in baseball, one round of Floor Curling is called an end. When all stones have been delivered, the end is complete. Most games consist of six, eight, or ten ends.

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

Free Stone Zone - Stone thrown in the area between the second hog line and the back line of the house that cannot be removed from play until a prescribed number of stones have been thrown in an end (determined by the number of players playing the game)

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

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

Guard - A shot where the delivered stone is placed in a specific position so as to protect another stone.

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

Hammer - The last stone of an end. The team delivering second will have "the hammer."

Hit - A shot that removes a stone from the playing area by hitting it with the delivered stone. Also called a take-out.

Hit and Roll - A shot that removes a stone from the playing area, and the delivered stone rolls to another position in play.

Hog Line - A line 1.78 metres in front of the rings. A stone must completely cross the hog line to remain in play.

Hogged Stone - A stone that is removed from play because, after being delivered, it did not

come to rest completely beyond the inside edge of the hog line at the playing end.

House - The rings or circles toward which play is directed and described as a 12-foot ring, an 8-foot ring, a 4-foot ring and a button. The rings do not represent actual units of measure, but the descriptions align with the ice version of curling.

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

Moved Stone - An inactive stone that has been moved to a new location.

Peel - A shot that removes a stone from play, and the delivered stone also rolls out of play.

Playing End - The end of the mat toward which the stones are being delivered.

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

Pusher Stick - A specially designed device used as an alternative to delivering the stones by hand. Pusher Sticks are used by anyone with limited mobility who must play from a standing or seated position, such as a wheelchair athlete.

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

Raise Take-out - A shot where a delivered stone hits a stationary stone, which in turn hits a third stone and removes it from play.

Rings -.The three concentric circles towards which play is directed.

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

Set - In Triples, a Set consists of two ends. A Triples game consists of three Sets.

Stone - World Floor Curling™ stones are made with thermoplastic rubber and ball bearings. Each set will have eight stones: four red stones and four blue stones.

Sheet - The whole playing area. It may have a small target mat at each end or could be one full rink mat.

Shot Stone - At any time during an end, the stone closest to the button.

Side Line - A line placed at the side (perimeter) of each mat, whether imaginary or visible.

Take-out - A shot that removes a stone from the playing area by hitting it with the delivered stone. Also known as a hit.

Team Official - An individual who is representing a team, but not considered an athlete or a coach.

Technical Official - An individual responsible for ensuring fair play, enforcing the game's rules, and making judgment calls when necessary.

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 back line.

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

SUMMARY RULES MATRIX

	Singles	Doubles	Triples	Two Pairs	Fours Combined
# of players	1	2	3	4	4
# of stones thrown per end per player	4	2	2	2	2
Scoring system	Standard scoring calculation. Maximum of 4 points available in an end	Standard scoring calculation. Maximum of 4 points available in an end	Standard scoring of points with a modified scoring system to determine game winner (set points)	Standard scoring calculation. Maximum of 4 points available in an end	Standard scoring calculation. Maximum of 8 points available in an end
Delivery order	Alternating with the opponent	Players alternate stones while also alternating with opponent	Sequential & Alternating with the opponent	Players alternate stones while also alternating with opponent (every other end)	Sequential & Alternating with the opponent
Delivery order change allowance	Not applicable	At the beginning of a new end	No change of delivery allowed. Pre-set thrower rotation every two ends	At the beginning of a new end	Not allowed
Free Stone Zone rule	2-stone rule (stones may be removed on the third thrown stone of the end)	2-stone rule (stones may be removed on the third thrown stone of the end)	4-stone rule (stones may be removed on the fifth thrown stone of the end)	2-stone rule (stones may be removed on the third thrown stone of the end)	4-stone rule (stones may be removed on the fifth thrown stone of the end)
Substitution Rules	No substitution allowed	Permitted (see substitution rules for multi-game competition and timing of substitution)	Permitted (see substitution rules for multi-game competition and timing of substitution)	Permitted (see substitution rules for multi-game competition and timing of substitution)	Permitted (see substitution rules for multi-game competition and timing of substitution)