



WORLD CURLING FEDERATION
OLYMPIC WINTER SPORT

**Rules of Play
and
Competition**

Secretariat
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RULES OF PLAY

1. INTERPRETATION

In these rules, umpires' rulings, and other official documents of the Federation and its officers:

- (a) "competition" means a playdown by any number of teams playing games to determine a winner;
- (b) "end" means that part of a game in which the two opposing teams each deliver eight stones alternately and then determine the score;
- (c) where five (5) players are registered, these five (5) players have equal standing and may be used at any time in accordance with the rules, at the discretion of the Skip or Coach
- (d) "Federation" means the World Curling Federation;
- (e) "game" means play between two teams to determine a winner;
- (f) "house" means the area within the outside circle at each end of the rink;
- (g) "match" means play between two or more teams on one side against an equal number of teams on the other side to determine a winning side by the total number of shots or games;
- (h) "rink" means an area of ice marked in accordance with Rule 3.

2. APPLICATION

These rules apply to games:

- (a) within the jurisdiction of the Federation; or
- (b) to which they have been made applicable by the curling body having jurisdiction.

3. RINK

(1) Where possible, the rink shall be drawn on the ice in accordance with the diagram on page 34. In certain circumstances the minimum width of the International Ice Sheet may be reduced from 4.75m (15 feet 7 inches) to 4.42m (14 feet 6 inches) with WCF approval.

(2) Two rubber hacks of a style and size approved by the Federation shall be placed on the foot line with the inside edge of each hack 7.62 cm (3 inches) from the centre line and on opposite sides of the centre line. The length of the hack shall not exceed 20.32 cm (8 inches) The rubber of the hack shall be attached firmly to wood or other suitable material and the hack shall be recessed into the ice as much as is practical, but no more than 5.04 cm (2 inches) in depth. There shall be no obstruction behind the hack structure

(3) The back edge of the back line shall be at the outer edge of the outer circle where the centre line crosses the back line.

Interpretation: Because the outer markings of both the circle and back line are in fact one, it is important that prior to the beginning of the competition, the markings on all sheets are checked. The 6-foot measure should be exactly at the outer-most marking. If this is not the case, all teams shall be informed of any discrepancies prior to the first game.

4 STONES

(1) Curling stones shall be of circular shape.

(2) No stone, including handle and bolt, shall be of greater weight than 19.96 kilograms (44 lbs.) or of greater circumference than 91.44 centimetres (36 inches) or of less height than 11.43 centimetres (4.5 inches).

(3) If a stone is broken in play a replacement stone shall be placed where the largest fragment came to rest The end in play and the game shall be completed using the replacement stone.

(4) A stone that rolls over in its course or comes to rest on its side or top shall be removed immediately from play.

(5) Where the handle of a stone quits the stone in delivery, the player is entitled to replay the stone, if the delivering team so desires.

Interpretation: The handle must be completely separated from the stone.

(6) A stone that does not clear the farther hog line shall be removed immediately from play except where it has struck another stone lying in play

(7) A stone which comes to rest beyond, and lying clear of, the back line shall be removed from play immediately

(8) A stone which hits a side board or touches a side line shall be removed from play immediately

(9) No stone(s) shall be measured by instrument until the last stone of the end has come to rest except by the umpire, when requested by a skip, to decide whether or not a stone is in play.

Interpretation: If the position of the stones in the house makes it impossible to use the 6-foot measuring device to decide whether a stone is in play at the 6 o'clock position, the umpire shall do this visually and his decision shall be final.

(10) All sixteen stones assigned to a given sheet shall be delivered at each end unless the players in charge of the head have agreed a score for the end or the game has been conceded.

5. TEAMS

(1) At the start of a competition every team shall be composed of four players, each player playing two stones and playing each stone alternately with his opponent. Where five players are registered, these five players have equal standing and may be used at any time, in accordance with the rules, at the discretion of the skip or coach.

In the World Wheelchair Curling Championships, each team must be comprised of mixed gender. At least one member of the on-ice team must be of the opposite gender, unless there is a reason adjudged valid by the Chief Umpire.

(2) No player shall use footwear or equipment that may damage the surface of the ice.

Interpretation: Any equipment which may possibly come into contact with the ice surface may be inspected by the Chief Umpire of the competition and rejected if that official feels that such equipment is either faulty or is being used in a manner to provide an unfair advantage (examples--faulty slider, extremely dry corn-broom, shedding brush, etc.)

(3) The rotation of play stated on the line-up card shall be observed throughout the game.

Interpretation: The rotation of throwing by team members shall be submitted to the Chief Umpire on the line-up card at the team meeting prior to the beginning of the competition. The skip and the vice skip selected under 6(3) shall be designated on this card and the substitute player, if appropriate, shall be listed. Should there be any change, a new card shall be submitted to the Chief Umpire at least 30 minutes prior to the game in which the change is occurring.

(4) Where a player is unable to continue to play in a game, or to play at the start of a game, his skip may:

(a) finish the game then in progress and start any subsequent game with the remaining players, in which case the first two players shall throw three stones each; or

(b) bring in a registered fifth player for the game in progress at the start of the next end or at the start of any subsequent game. The rotation of play may be changed at the discretion of the skip or coach who shall inform the Chief Umpire of the new rotation and supply a line up change card to the Chief Umpire. The revised rotation of play shall continue for the remainder of that game. Where only four players have been registered, a qualified substitute may be introduced under the same conditions in which case he/she shall then be registered as the fifth player for that team.

Interpretation: A qualified substitute is a person from that country who meets the criteria for that competition.

(c) commence the game with three players if one player is late for a reason adjudged valid by the umpire. The late player may enter the game in the next end, in his normal position.

(5) A player who has left a game because of illness, accident or other extenuating circumstances may rejoin his team at any time during any game in the competition. If a substitute was selected, the player may rejoin his team for the next game.

(6) No team shall play more than one substitute in a competition.

6. SKIPS

(1) The skip has the exclusive direction of the game for his team.

(2) Subject to Rule 5(3), the skip may play in any position in his team that he chooses

(3) When it is the skip's turn to play the vice skip designated on the line-up card shall take charge of the head.

Interpretation: The vice skip, as designated on the line-up card, shall be the only player beside the skip allowed in the house when the opposition is throwing.

7. POSITION OF PLAYERS

(1) Only skips and vice skips in charge of the house for the time being may stand within the house and the skip of the playing team has the choice of place and shall not be obstructed by the other skip, but behind the tee-line the privileges of both in regard to sweeping are equal

(2) The players, other than the skip and vice skip, shall not stand behind the house, but shall place themselves along the side of the rink between the hog lines, except when sweeping or about to deliver a stone

Interpretation: Non-delivering team members shall not take a position or cause such motion that would obstruct, interfere with or distract the delivering team. The umpire shall not allow any action that could be interpreted as an attempt to intimidate an opponent

8. DELIVERY

(1) Right handed players shall play from the hack on the left of the centre line and left handed players from the hack on the right of the centre line. Any stone delivered from the wrong hack shall be removed from play immediately

(2) In the delivery of the stone, the stone shall be clearly released from the hand before the stone reaches the nearer hog line. If the player fails to so release the stone, it shall be removed from play immediately by the playing team. If the stone has struck another stone, the played stone shall be removed from play by the playing team and any displaced stone shall be replaced as nearly as possible where it originally lay to the satisfaction of the opposing skip

Interpretation: Clearly released means that not only must the player release the stone, he must also ensure that his hand does not prevent the umpire from seeing that the stone is released

(3) The following hog-line violation procedures shall be applied:

(a) The first warning shall be considered the instruction given by the Chief Umpire at the Pre-Event Meeting

(b) Any infraction occurring subsequently during play shall result in the stone being removed by the team at the instruction of the umpire.

Interpretation: All hog-line violated stones shall be removed and any displaced stones shall be repositioned. Benefit to either team is not a factor

(4) A stone that has not been released from the player's hand and that has not reached the nearer tee-line may be returned to the hack and re-delivered.

(5) Each player shall be ready to deliver his stone when his turn comes, and shall not take an unreasonable time to play. Where the Chief Umpire considers that play is unnecessarily slow, he shall notify the skip of the team at fault that if their next stone is not delivered within 30 seconds from the time he gives a signal, he will order the stone to be removed from play immediately

Interpretation: The lead and second shall be ready to deliver their stones whenever it is their turn to throw. If the third or skip has not moved towards the throwing end at two minutes, the skip shall then be informed that his player has 30 seconds to throw the stone.

(6) Where a player delivers a stone belonging to the opposing team, a stone belonging to his team shall be put in its place.

(7) Where a player delivers a stone out of proper rotation it shall be removed from play immediately by the playing team and returned to the player to be delivered in proper rotation, but when the mistake is not discovered until after the stone has come to rest or struck another stone, the end shall be continued as if the mistake had not occurred, and the missed stone shall be delivered by the player missing his turn as the last stone for his team in that end.

(8) Where the skips agree that a stone has been missed but are unable to agree as to which player missed his turn, the lead of the team that made the mistake shall play the last stone for his team in that end

(9) Where two stones of a team are delivered in succession in the same end, the opposing skip shall remove the stone played by mistake, replace to his satisfaction any stone displaced by the stone played by mistake, and continue the end as if the mistake had not occurred, and the player who delivered the stone played by mistake shall re-deliver it as the last stone for his team in that end.

Interpretation: Should the infraction not be discovered until after further stones have been played, the end shall be replayed.

(10) Where a player delivers three stones in one end, the end shall be continued as if the mistake had not occurred and the fourth player of the team that made the mistake shall deliver one stone only in that end.

(11) In the World Wheelchair Curling Championship, stones must be delivered from a stationary wheelchair, which shall be placed so that the stone is delivered from the centre line. The delivery may be undertaken by the conventional arm/hand release, or by the use of an extender

cue. Stones must be clearly released from the hand or cue before the stone reaches the nearer hog line.

9. SWEEPING

(1) Between the tee-lines, a running stone, or stone(s) set in motion by a running stone, may be swept by any one or more of the team to which it belongs.

Interpretation: Any stone in motion is a running stone. A stationary stone must be set in motion before it can be swept.

(2) Between the tee-lines, no player shall sweep an opponent's stone.

(3) Behind the tee-line, if the delivering team's choice is not to sweep, they shall not obstruct or prevent the opponent from sweeping the stone.

(4) Behind the tee line only one player from each team may sweep at any one time. It may be any one player from the playing team, but only the player in charge of the head from the non-playing team, who shall not start to sweep an opponents stone until it reaches the tee line.

Interpretation:

(a) The vice skip does not assume charge of the house until the skip leaves to throw his first stone, and then remains in charge.

(b) If the skip throws other than fourth stones, he shall resume control of the house when his second stone, and any other stone whose movement has been generated by that stone, has come to rest.

(5) (a) The sweeping motion, which shall be from side to side, shall leave no debris in front of the running stone and shall finish to either side of the stone

(b) The sweepers and their equipment must be seen to be clear of the stone at all times.

Penalty: If a team draws an infraction and the stone involved is their own it shall be removed from play at the discretion of the umpire. However if the stone involved belongs to the opposition. the umpire shall direct the repositioning of the stone to where he considers it would have come to rest had it not been infringed. If in the opinion of the non-offending skip repositioning of the stone would benefit the offending team, it may be left where it came to rest

(6) At the start of each game, each player shall decide which broom or brush he/she will use for sweeping purposes during the game and only that broom or brush may be used for sweeping by the player during that game. If the broom or brush becomes unfit for further use during the game it shall be replaced by the same type of broom or brush. The replacement shall be inspected and approved by an umpire prior to use. Brushes may be exchanged between players on the same team during the course of a game but a corn-broom may not be exchanged.

(7) In Wheelchair Curling no sweeping is permitted.

10. TOUCHED RUNNING STONES

(1) If a running stone is touched by any of the playing team or by his equipment, the touched stone shall be removed from play immediately by that team. However, if in the opinion of the opposing skip, removal of the stone would be beneficial to the offending team, then he may place the stone as nearly as possible to the position where he considers it would have come to rest had it not been touched. He may also reposition any stone or stones that would have been displaced had the running stone not been touched and been allowed to continue.

Interpretation: For an opposing skip to reposition any potentially displaced stones, the infraction must have occurred inside the hog line at the playing end.

(2) If a running stone is touched by any of the opposing team or by his equipment, the stone shall be placed where the skip of the team to which it belongs considers it would have come to rest if it had not been touched.

(3) If the position of any stone is altered by a touched stone, the skip opposed to the team at fault may elect:

(a) to remove the touched stone and replace all other altered stones to the position where he considers they originally lay; or (b) to leave the touched stone and all altered stones where they came to rest.

11. DISPLACED STATIONARY STONES

(1) If a stone which would have altered the course of a running stone is displaced by the playing team, the running stone shall be allowed to come to rest and may be left there or removed from play immediately at the discretion of the opposing skip:

- (a) If the running stone is removed from play then all displaced stones shall be placed where the opposing skip considers they originally lay
 - (b) If the running stone is left where it came to rest, then displaced stones shall remain where they came to rest.
 - (c) The opposing skip may reject (a) and (b), and have any stone or stones placed where he/she reasonably considers they would have come to rest had the infraction not occurred.
- (2) A stationary stone which is displaced and has no effect on the outcome of the running stone shall be replaced where it originally lay, by the opposing skip.

12. SCORING

- (1) Games shall be decided by a majority of shots and a team scores one shot for each stone that is nearer the tee than any stone of the opposing team.
- (2) Every stone that is within 1.83 metres (6 feet) of the tee is eligible to be counted.
Interpretation: The 6-foot measuring device shall be the sole instrument used to determine whether a stone is in the house, at the conclusion of the end.
- (3) Measurements shall be taken from the tee to the nearest part of the stone.
Interpretation: Because a stone may vary in width, measurements may not be taken from the outer edge of the stone.
- (4) An end shall be considered as decided when the skips or vice skips in charge of the house at the time agree upon the score for that end.
Interpretation: Should any stone(s) be displaced before agreement has been reached, the non-offending team shall receive the benefit which may have accrued from a measurement. Should an umpire displace a stone when measuring one of the stones involved in the measurement, the stones shall be considered a tie.
- (5) If two or more stones are so close to the tee that it is impossible to use a measuring device to determine the scoring stone, the determination shall be made visually by the Chief Umpire. If no decision can be made, the end shall be scored as a blank end.
- (6) When a team decides to concede the game before the completion of an end, the game shall finish only when it is the conceding team's turn to play. The score for that end shall be determined at that time and recorded on the Scoreboard. If this occurs prior to the final end of the game, the remaining ends shall be recorded by an X on a manual scoreboard, or a — on an electronic scoreboard.

13. UMPIRE

- (1) The umpire has the general supervision of all games to which he is assigned.
Interpretation: The umpire shall function as directed by the Chief Umpire in accordance with the Rules of Play
- (2) The umpire shall determine any matter in dispute between opposing skips, whether or not the matter is covered in the rules.

14. CHIEF UMPIRE

- (1) The Chief Umpire shall hear and determine appeals from decisions of umpires. His decision is final.
- (2) Where the Chief Umpire had been so authorised, he may intervene at any time in any game and give such directions concerning the conduct of the game as he considers proper.

15. GENERAL

- (1) Should any situation occur which is not covered by the rules, the decision will be made by the umpire in accordance with fairness.
Interpretation: Example--Any outside physical interference with the delivery or the course of a running stone shall result in the stone being replayed by the delivering team if so desired.
- (2) In all situations involving penalties, a warning shall be issued by the umpire at the Pre-Event Meeting with the teams.
- (3) The Pre Event Meeting will involve all teams, the Chief Umpire and the Rules Committee Chairman or his designee.
Interpretation: All teams and coaches must attend the Pre Event Meeting.

16. DOPING

- (1) The use of all performance-enhancing drugs, whether they have been taken knowingly or otherwise, is prohibited.
- (2) A competitor may be required prior to, during, or after the course of a competition, to submit himself/herself for drug testing.
- (3) A competitor found to have a positive test will be banned from further competition while the reason for the presence of the banned substance is considered.
- (4) A competitor refusing to submit to testing will be banned from further participation in the competition.

Note: The Federation's Policy and Procedures in respect of Doping is published on pages 14 - 22 of this Rules of Play and Competition Book and is deemed to be a part of this rule.

17. SMOKING

There shall be no smoking within the confines of the playing area in World Championships or in play leading to World Championships.

18. FOUL OR ABUSIVE LANGUAGE

In all World Championships, participating competitors are prohibited from using foul or offensive language at any time in the playing area. Any violation may result in suspension by the Federation of the offending player.

19. WARM-UP PERIOD

- (1) In all World Championships, a warm-up period shall be allowed for each team on the ice on which they will be playing, immediately prior to the start of each game, in accordance with instructions given by the Chief Umpire.
- (2) Immediately prior to the warm-up for the first round robin game, a disk, light-coloured on one side and dark on the other, or a coin, shall be tossed by an official in the presence of a member of each team. The team winning the toss shall decide which team shall have last stone at the first end, after which the winner of the preceding end shall lead. For the remaining round robin games, each team shall have last stone at the first end on an equal number of the remaining round robin games. This shall be determined in advance and indicated in the official draw.
- (3) The team which has last stone at the first end shall practice first.
- (4) The ice will be cleaned after the warm-up period but will not be re-pebbled.
- (5) Details of the time and duration of the warm-up period will be given by the Chief Umpire at the team meeting.

20. POSTPONEMENT

- (1) If for any reason a game is postponed to another time, or a game is suspended, the game will continue at the point the game was suspended.

Interpretation: If ice conditions are declared unfit by the Chief Umpire and the senior Federation official in attendance, the game or partial game will be suspended to a later time--the time and ice to be determined by the above named parties.

DOPING

1. GENERAL POLICY

Doping is

- (i) the use of an expedient (substance or method) which is potentially harmful to athletes' health and/or capable of enhancing their performance OR
- (ii) the presence in the athlete's body of a Prohibited Substance, or evidence of the use thereof, or evidence of the use of a Prohibited Method.

The World Curling Federation forbids doping and shall maintain an active policy to prevent the supply and taking of "prohibited substances" to or by players, coaches, umpires, officials or other agents involved with the conduct of the sport of curling. Prohibited Substances and Prohibited Methods shall be those substances and methods which shall appear on the lists of Prohibited Methods and Substances contained in the Olympic Movement's Anti-Doping Code, as amended and substituted from time to time, and which have been shown to affect an individual's physical or mental condition and thereby influence the sporting performance of players or officials.

2. TESTING FOR THE USE OF "PROHIBITED SUBSTANCES"

- (a) The Federation shall permit random testing for the detection of the use of "prohibited substances" as required by the International Olympic Committee.
- (b) The procedure for testing for the presence of "prohibited substances" within an individual shall be that recommended by the host country and approved by the International Olympic Committee. A urine sample is taken and is divided between two containers; one of these is used for the first analysis and the other is kept as a reserve sample should a second analysis be required.
- (c) At World Curling competitions the choice of the individual players, umpires or officials who will be the subject of a random test for the use of "prohibited substances" will be at the discretion of the Federation's Technical Representative appointed to oversee the competition
- (d) Any individual selected as the subject for a test for the presence of "prohibited substances" who fails to undergo the test shall be deemed to have failed the test and shall therefore be subject to the provisions of Section 3.
- (e) Parental consent is required for the testing of a person under 18 years of age. Any individual who fails to provide formal confirmation of such consent when required shall be deemed to have failed the test and shall therefore be subject to the provisions of Section 3.
- (f) Any person assisting or inciting others in the contravention of doping regulations shall be considered as having committed an offence against the rules of the Federation and may be subject to disciplinary action

3. ACTIONS FOLLOWING RECEIPT BY THE FEDERATION OF REPORTS ON THE RESULTS OF TEST FOR THE PRESENCE OF "PROHIBITED SUBSTANCES"

In cases where a negative report indicating that no "prohibited substance" was detected is received by the Federation, no action will be taken other than to report the outcome of the test to the individual concerned and to his/her respective National Association

In cases where a positive report is received by the Federation indicating that a "prohibited substance" was detected in an individual who was the subject of a test the Federation shall:

- i Notify the individual concerned and his/her National Association and suspend that individual with immediate effect from all activities governed by the Federation;
- ii Afford the individual and/or his/her nominee the opportunity to be present when a reserve sample is tested. The testing of the reserve sample shall normally take place within seven days of the notification given above;
- iii Instruct its Duly Appointed Committee to investigate the circumstances relating to the alleged offence and shall permit the alleged offender to be present at any hearing called to consider the matter. Specialist advice and assistance in interpreting the results of any test will be available from experts from the laboratory performing the test for presence of "prohibited substances";
- iv Report the findings of the hearing referred to in (b) (iii) above to the individual concerned and to the Disciplinary Committee of the Federation who shall then decide what penalties,

if any, as permitted under the Federation's regulations shall be imposed upon the offender.
For further details of Doping Policy, see Federation By Law No. 8.

BY-LAW No 8 DOPING

I GENERAL

Article 1

All competitors, coaches, doctors, physiotherapists or other officials of all WCF Member Nations undertake to accept the rules of the Olympic Movement Anti-Doping Code as amended from time to time and any subsequent provision concerning use and trafficking of prohibited substances.

II PROHIBITED CLASSES OF SUBSTANCES AND PROHIBITED METHODS

Article 2

The WCF recognises the current list of prohibited classes of substances and prohibited methods appearing in the Olympic Movement Anti-Doping Code as amended from time to time and any subsequent provision and regularly updated.

Article 3

The WCF recognises the rules of the Olympic Movement Anti-Doping Code as amended from time to time and any subsequent provision concerning local anaesthetics and corticosteroids which are subject to certain restrictions.

Article 4

The use of beta-blockers is prohibited in curling.

Article 5

The use of cannabinoids (eg Marijuana, Hashish ...) is prohibited in curling.

III LABORATORIES

Article 6

The sample analysis shall be performed in the laboratories accredited by the IOC Executive Board.

IV RESPONSIBILITIES

Article 7 - Of the Athletes

- 1) The competitor shall know and respect the anti-doping rules of the Olympic Movement Anti-Doping Code as amended from time to time and any subsequent provision and shall ensure that he does not ingest any prohibited substance.
- 2) It is the personal responsibility of any competitor to inform his personal doctor that he will compete on an international level and that the use of prohibited substances is forbidden.
- 3) It is the personal responsibility of any competitor to discuss with his doctor the consequences of the use of prohibited substances, and to ask for a change of treatment if the treatment prescribed includes the ingestion of prohibited substances.
- 4) It is the personal responsibility of any competitor to ask his doctor to fulfill the medical notification form for use of the Beta 2 Agonists, or the drug of class III of the IOC list, in accordance with the Olympic Movement Anti-Doping Code as amended from time to time and any subsequent provision Rules.
- 5) It is the personal responsibility of any competitor to disclose to his/her national association, any positive test result for which he/she has been sanctioned by any National, Regional, Continental or International Sports Organisation, the IOC or any Government or Government Agency. Failure to disclose such information may result in sanctions being imposed.

Article 8 - Of the other parties

- 1) The coaches and other officials shall know and respect the anti-doping rules and shall ensure that no competitor of their National Team ingests any prohibited substance.

- 2) The doctors and members of the paramedical staff shall know and respect the anti-doping rules and shall ensure that no competitor of the National Team ingests any prohibited substance.

Article 9 - Special Obligation

Any player, coach, doctor, member of the paramedical staff or other official of a National Team shall have the obligation to inform immediately the WCF Executive Board of any infringement to the anti-doping Rules committed by a player of their National Team.

V TESTING PROCEDURE

Article 10

1) During WCF competitions

The WCF Executive Board shall decide the numbers and names of the competitors to be subjected to doping control each day. In general, these controls will include the competitors playing in the semi-finals and finals, plus others chosen at random during the round-robin and tie-breakers.

2) Out of competition testing

The World Anti-Doping Agency (The WADA) is entitled to carry out any out of competition testing whenever it deems it appropriate, under the terms and conditions provided for in the Agreement signed between WADA and the WCF.

Article 11

The Appendix C and D of the Olympic Movement Anti-Doping Code as amended from time to time and any subsequent provision shall apply to the Competitor Notification and Registration for Doping Control, to the sample-taking procedure and to the Sample Analysis.

VI SANCTIONS AND PENALTIES

Article 12 - General

- 1) An infraction occurs whenever a provision of the Olympic Movement Anti-Doping Code as amended from time to time and any subsequent provision, or of this by-law 8 to the WCF Constitution, has been breached by any person.
- 2) A result is positive only when both the 'A' and 'B' samples are positive or when the 'A' sample is positive and the athlete affected waives the right to require that the 'B' sample be analysed.
- 3) The penalties contemplated hereunder in Article 13 shall apply to any competitor who refuses to submit himself to a doping control.
- 4) The WCF will recognise and uphold any sanction imposed upon an athlete by any National, Regional, Continental or International Sports Organisation, the IOC or any Government or Government Agency, provided that the WCF is satisfied that the testing was properly carried out and that the rules of the body conducting the test afford sufficient protection to the competitors.

Article 13 - Penalties

A) General

Any infraction by a competitor shall carry with it both individual and team penalties where the infraction took place during a competition but individual penalties only where the infraction took place Out of Competition.

B) Individual Penalty

- a) The penalty for a first infraction by a competitor shall be disqualification for the duration of the WCF Championship, plus:
 - 1) except in the cases covered by paragraph (2) of this Article, a suspension from all competition for a period of two years from the later of the date of the positive result and the date on which any appeal from a decision thereon shall be finally determined;
- and

2) in cases of a positive result for ephedrine, phenlpropanolamine, pseudoephedrine, caffeine, strychnine and related compounds, a maximum suspension of three months.

b) The penalty for a second infraction by a competitor pursuant to the Olympic Movement Anti-Doping Code as amended from time to time and any subsequent provision and the present by-law shall be disqualification, if the infraction occurred during a competition, plus, in cases referred to in paragraph (1) of this Article, a lifetime suspension from all WCF competitions and WCF accreditations, in any capacity, and, in cases referred to in paragraph (2) of this Article, suspension for two years and, for any subsequent infraction, a life ban.

C) Team Penalty

a) The match during which the infraction took place shall be considered as forfeited by the team of which the punished competitor is a member.

b) If the infraction took place during the finals, the team shall be disqualified and the medals shall be distributed between the three other teams according to their rank.

D) Penalties for individuals other than competitors

The same penalties apply, mutatis mutandis, to officials and others to whom the Olympic Movement Anti-Doping Code as amended from time to time and any subsequent provision applies, provided that the penalty for an infraction is a minimum penalty only, and may be increased according to the circumstances and the culpability involved.

E) General Consequences

The penalties applied to an individual found guilty of a doping infraction in one participant role, or sport, should apply fully to all other roles, and all other sports, and be respected by the authorities of other sports for the length of the penalty period.

Article 14 - Appeals

Any competitor affected by a decision rendered in application of the Olympic Movement Anti-Doping Code by the WCF may appeal from that decision to the Court of Arbitration for Sport in accordance with the provisions applicable before such Court.

RULES OF COMPETITION

(1) The rules of play for the World Championships are the rules of the World Curling Federation currently in use.

(2) The World Curling Federation shall appoint a Chief Umpire annually for each of the World Championships, not later than the 31st day of December of the year immediately preceding the year in which the respective World Curling Championships are to take place. Assistant Umpires shall also be appointed by the Federation. They shall be financially compensated for their services. For each World Curling Championship, and for the Olympic Winter Games from 2002, there shall be a minimum of 2 women assigned by the WCF as Senior Competition Officials. All Officials shall be approved in the first instance by their respective National Associations/Federations.

(3) All matters pertaining to the Rules of Play during a World Curling Championship are adjudicated by an umpire. In the event that there is an appeal against the Umpire's decision, then the decision of the Chief Umpire is final.

Interpretation: Although the Chief Umpire's decision is final, he shall work closely with the Rules Committee Chairman or his designee throughout the championship.

(4) (a) Teams participating in the World Curling Championships are those teams which have been designated by the competing nations to represent them in the appropriate men's or women's events in these Championships.

(b) In the event that a designated national team is unable or unwilling to attend a World Curling Championship, the national curling association of the country involved shall nominate another team to represent that country in the World Curling Championship.

(c) To be eligible to play in the World Junior Curling Championships, a player shall be less than 21 years of age on the 30th day of June of the year immediately preceding the year in which the competition is to take place.

(d) To be eligible to play in the World Senior Curling Championship, a player shall be not less than 50 years of age on the 30th day of June of the year immediately preceding the year in which the competition is to take place.

(e) To be eligible to play in the World Wheelchair Championship, players must have significant impairments in lower leg/gait function (ie spinal injury, cerebral palsy, multiple sclerosis, double leg amputation, etc) and usually require a wheelchair for daily mobility. More specifically those who are non ambulant or can walk only very short distances. Determination of minimum disability and appropriate classification shall be made by authorised international sports classifiers.

(5) Advertising shall be permitted on a player's clothing or equipment strictly in accordance with the guidelines issued from time to time by the Federation. The Federation may, in its sole discretion, forbid the use of any clothing or equipment that it feels is unacceptable or unsuitable for World Curling Championship play.

(6) The dates of the World Championships shall be established by the Executive Board of the Federation.

(7) National teams for each event must be declared at least fourteen days prior to the start of the competition

(8) Each player in a national team in a World Curling Championship must be a *bona fide* member in good standing of his or her national curling association.

(9) Each game in World Curling Championship competition is ten (10) ends in length, except the World Senior Curling Championships and the World Junior B Curling Championships which are eight (8) ends, and the World Wheelchair Curling Championship which is six (6) ends in length. If the teams are tied at the completion of ten (10) ends or eight (8) ends or six (6) ends respectively, a complete extra end must be played in order to break the tie. If both teams are still tied after the extra end, play must continue for as many ends as may be required to break the tie.

(10) In World Curling Championships, the round-robin games shall be not less than six (6) ends, and in semi-finals and finals, be not less than eight (8) ends, except the World Senior Curling Championships, the World Junior B Curling Championships and the World Wheelchair Curling Championship where all games shall be not less than six (6) ends.

(11) The preliminary series is in the form of a round-robin in which each team plays all other competing teams. A team finishing clearly ahead of all other teams will gain last stone

advantage in all semi-final and final games, and a coin will not be tossed. Clearly ahead means that there is a difference in the win-loss column of the respective teams in the round-robin.

(12) No team tied for a place in the semi-finals shall be eliminated in any other way than by losing an extra game.

(13) In determining the nation(s) to be challenged, tie-breakers shall be played, as necessary. No team in a challengeable position shall avoid being challenged other than by winning an extra game.

(14) Where teams are tied for positions after the round-robin series has been completed, and where ranking is required either for the semi-finals or for tie-breaking games, the following alternatives (in order) are used:

(a) the record of games between the tied teams is used to determine ranking;

(b) where three or more teams are tied and the record of games between the tied teams provides a ranking for some teams but not all, then those remaining teams whose ranking has not been decided will use the record of games between them to determine

(c) for those teams whose ranking may not be determined by (a) or (b), then ranking shall be determined as follows: On the completion of their last round robin game, each member (4) of the tied or potentially tied teams shall deliver a stone to the tee with sweeping allowed. All stones finishing in a scoring position shall be measured and their distance from the tee recorded. Stones which do not finish in a scoring position shall be recorded at 185.42cm (6ft 1inch). Stones which finish so close to the tee that they cannot be measured by instrument, shall be recorded as "0" distance.

The cumulative distance for each team shall be recorded by the Chief Umpire.

The team with the least distance shall be ranked highest, and so on until ranking is completed.

(15) Each team shall wear identical uniforms for all games. Each garment, shirt and jacket or sweater, shall have the player's surname, in 2-inch letters, across the upper back of the garment and the country name, in 2-inch or larger letters, across the back above the waist. If desired, a national emblem may also be worn on the back, but only in addition to the country name and should be displayed between the players' surname and country name. The members of a team shall wear light-coloured shirts when throwing stones with light-coloured handles and team members shall wear dark-coloured shirts when throwing stones with dark handles.

When two players have the same surname, the first letter of their given name shall be added to the player's name on the garment.

All nations shall register the colour of the outer garment, jacket or sweater, to be used by teams representing their nation when competing in World Championships.

(16) No electronic devices shall be used for communication between team members and a coach during the playing of a game.

(17) For the purpose of identification to the media and public, teams are referred to by country name and by the name of the skip.

(18) The gold medal shall be awarded to the winning finalist and the silver medal to the losing finalist. The Bronze Medal shall be awarded to the winners of the game played by the losers of the semi-finals. A team of 5 registered players shall be provided with equal privileges. Only players receiving medals will be allowed on the podium

(19) After the completion of the fifth end of play there is a short intermission as determined by the Chief Umpire during which time the ice is cleaned and coaches may meet with their teams.

(20) After the World Championships, the Chief Umpire shall submit a written report to the Chairman of the Rules Committee.

SYSTEM OF PLAY

- (21). (a) The area between the Hog Line and the Tee Line, excluding the House, shall be a "Free Guard Zone"
- (b) No stone lying within this zone may be removed from play by the opposition until the first four stones played in any end have come to rest. Any shot played in those circumstances which results in an opposition stone being moved from the free guard zone, either directly or indirectly, to an out-of-play position is an infraction which shall result in the played stone being removed from play and any other stone if moved being replaced where it previously lay. All stones shall be replaced to the satisfaction of the skip of the non-offending team.
- (c) For any stone lying in the House, the normal Rules of Play shall apply at all times. Notwithstanding the Rules of Play No. 4 (9), a stone may be measured by instrument by an umpire to determine whether or not it is in the House.
- (d) In all other respects the normal Rules of Play shall apply.

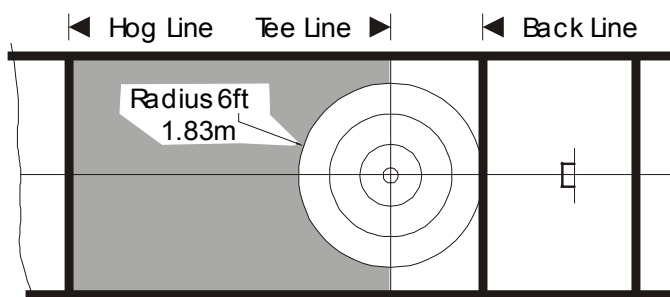


Diagram: The Free Guard Zone

GAME TIMING

- (22). (a) Each team shall receive 73 minutes of playing time for a ten-end game. This time shall be recorded and visible to teams throughout the game.
- Interpretation:** Playing time is defined as "the amount of time required by a team to put a stone into play, have it and all other stones it affects come to rest, and relinquish the playing area to the other team" Therefore a team's clock continues to count until the skip or acting skip crosses the back line which allows their opponent to take over the ice. There is no "dead time" during the normal course of an end. One clock or the other will be counting at all times until the last stone comes to rest.
- (b) There shall be one minute of dead time in either time-clock running at the completion of ends 1-4 and 6-9
- Interpretation:** This one-minute time begins when teams have agreed on the score for that end. If a measure is required the one-minute time will begin at the completion of the measure. Teams may resume play before the one minute is completed and in this case the time clock will start at the top of the backswing for the first stone.
- (c) There shall be 7 minutes of dead time after the fifth end .
- Interpretation:** Both teams will be allowed to confer with coaches at this time as the ice is cleaned. Teams will be informed when 1 minute of the break remains. They may begin play at any time following that signal when both teams are ready to resume. Again, if the team throwing first begins before the 7 minutes are completed, the clock will start at the top of the backswing of the first stone. Otherwise it will start at the conclusion of the 7 minutes.
- (d) Each team may call two 60 second time-outs per game excluding any extra ends. Each team may call one 60 second time-out during each extra end. Time-outs shall not be carried forward to the extra ends or from one extra end to another. Time-outs called to consult with a coach shall be timed from the arrival of the coach on the ice surface of the game at which the time-out is called. Time clocks shall be stopped during the involvement of an official in case of injury to a player, or violation of rules etc.

| **Interpretation:** A team may request such a time-out with a traditional 'T' using the hands.

(e) When an extra end is required, each team shall receive 10 minutes of playing time regardless of the time remaining at the conclusion of 10 ends.

Interpretation: This allowance will apply to all extra-end situations. Normally 3 minutes of dead-time will be given between the tenth and eleventh ends. This may vary due to television interviews or other extenuating circumstances. There will be the normal 1-minute dead-time after the eleventh and every successive extra end.

(f) Each team shall complete their part of the game within the time framework given.

Interpretation:

(i) A game is completed when one team is mathematically eliminated (ie fewer stones remain in play and/or left to deliver than are needed to tie or win).

(ii) If time runs out on a team during their final shot of the game (ie the stone is at the top of the backswing before the clock reaches 00:00) the stone will be allowed to complete its path and the result will count.

Penalty: If the time runs out on a team before the completion of a game, the team will forfeit the game.

ROUND-ROBIN DRAW

(23) The draw and the schedule of games shall be determined by the Championships Committee in consultation with the Host Committee as may be appropriate to each event

TIE-BREAKER CHARTS

(24). Copies of charts to be used for tie-breaking games are shown.

TIE-BREAK CHART FOR FOUR QUALIFIERS

Ranking										Tie-Break Chart for four Qualifiers				
1	2	3	4	5	6	7	8	9	10	1	2	3	4	
QX	QX	QX	X	X						4 v 5	1			
QX	QX	X	X	X	X					3 v 6 : 4 v 5	2			
QX	X	X	X	X	X	X				2 v 7 : 3 v 6 : 4 v 5	3			
X	X	X	X	X	X	X	X			1 v 8 : 2 v 7 : 3 v 6 : 4 v 5	4			
X	X	X	X	X	X	X	X	X		8 v 9 : Winner v 1 2 v 7 3 v 6 4 v 5	1	4		
Q	QX	QX	X	X						4 v 5	1			
Q	QX	X	X	X	X					3 v 6 : 4 v 5	2			
Q	X	X	X	X	X	X				2 v 7 : 3 v 6 : 4 v 5	3			
Q	QX	X	X	X	X	X	X			5 v 8 : Winner v 4 6 v 7 : Winner v 3	2	2		
Q	X	X	X	X	X	X	X	X		6 v 9 : Winner v 3 7 v 8 : Winner v 2 4 v 5 : Winner Qualifies	3	2		
Q	QX	X	X	X	X	X	X	X	X	3 v 10 } Winners play 6 v 7 } 4 v 9 } Winners play 5 v 8 }	4	2		
Q	Q	QX	X	X						4 v 5	1			
Q	Q	X	X	X	X					3 v 6 : 4 v 5	2			
Q	Q	X	X	X	X	X				6 v 7 : Winner v 3 4 v 5 : Winner qualifies	2	1		
Q	Q	X	X	X	X	X	X			5 v 8 : Winner v 4 6 v 7 : Winner v 3	2	2		
Q	Q	X	X	X	X	X	X	X		4 v 9 } Winners play 5 v 8 } 6 v 7 : Winner v 3	3	2		
Q	Q	X	X	X	X	X	X	X	X	3 v 10 } Winners play 6 v 7 } 5 v 8 } Winners play 4 v 9 }	4	2		
Q	Q	Q	X	X						4 v 5	1			
Q	Q	Q	X	X	X					5 v 6 : Winner v 4	1	1		
Q	Q	Q	X	X	X	X				4 v 7 } Winners play 5 v 6 }	2	1		
Q	Q	Q	X	X	X	X	X			7 v 8 : Winner v 4 } 5 v 6 }	1	2	1	
Q	Q	Q	X	X	X	X	X	X		7 v 8 : Winner v 4 } 6 v 9 : Winner v 5 }	2	2	1	
Q	Q	Q	X	X	X	X	X	X	X	7 v 8 : Winner v 4 } 6 v 9 } : Winners play } 5 v 10 }	3	2	1	

Q = Qualified QX = Tied but still Qualified X = Tied - Tiebreak Games Required

ZONAL QUALIFYING SYSTEM FOR THE WORLD CURLING CHAMPIONSHIPS

(1) The system determines the composition of the 10 competing associations in the World Curling Championships as follows:

- (a) 1 Place for the Host
- (b) 1 Place for the Pacific Zone
- (c) 8 Places for Rest of the World

(2)

(a)	If the Host is Canada or USA and the one which is not the Host finished in the top 8 places, excluding the Pacific Zone, in the previous World Curling Championships, 7 associations from the European Zone shall qualify for the next World Curling Championships. There shall be no challenge.	Host Pacific Europe Canada or USA whichever is not Host but finished in top 8 in previous WCC	1 Place 1 Place 7 Places 1 Place
(b)	If the Host is Canada or USA, and the one which is not the Host has not finished in the top 8 places, excluding the Pacific Zone, in the previous World Curling Championships, then that association shall be open to challenge by the association placed 8th in the European Zone. Any challenge shall be played in the country being challenged at a venue acceptable to the WCF	Host Pacific Europe Qualifier from Challenge, if played	1 Place 1 Place 7 Places 1 Place
(c)	If the Host is European, the top 6 in the European Zone, plus the Host Nation, shall qualify for the World Curling Championships. However, if either Canada or USA has not finished in the top 8 places, excluding the Pacific Zone, in the previous World Curling Championships, then they shall be open to challenge by the association placed 7th, excluding the Host, in the European Zone. Any challenge shall be played in the country being challenged at a venue acceptable to the WCF.	Host Pacific Europe Canada or USA Qualifier from Challenge, if played	1 Place 1 Place 6 Places 1 Place 1 Place
(d)	If the Host is European and neither Canada nor USA have finished in the top 8, excluding the Pacific Zone, in the previous World Curling Championships, the higher placed of the two shall qualify for the World Curling Championships to satisfy the 3-continent requirement. The lower placed shall be open to challenge by the association placed 7th, excluding the Host, in the European Zone. The top 6 in the European Zone, plus the Host, shall qualify for the World Curling Championships. Any challenge shall be played in the country being challenged at a venue acceptable to the WCF.	Host Pacific Europe Canada or USA Qualifier from Challenge, if played	1 Place 1 Place 6 Places 1 Place 1 Place

If no challenge is made and played, the association from the previous World Curling Championships shall fill the vacant place.

(3) **Participating Teams:** the respective national associations shall nominate the team(s) to represent them in a challenge

(4) **Challenge Deadlines:** a challenge shall be played at a time agreed mutually by competing countries but not later than 31 days prior to the Championship. Challenge plans and challengers' willingness to participate shall be completed by 15 December.

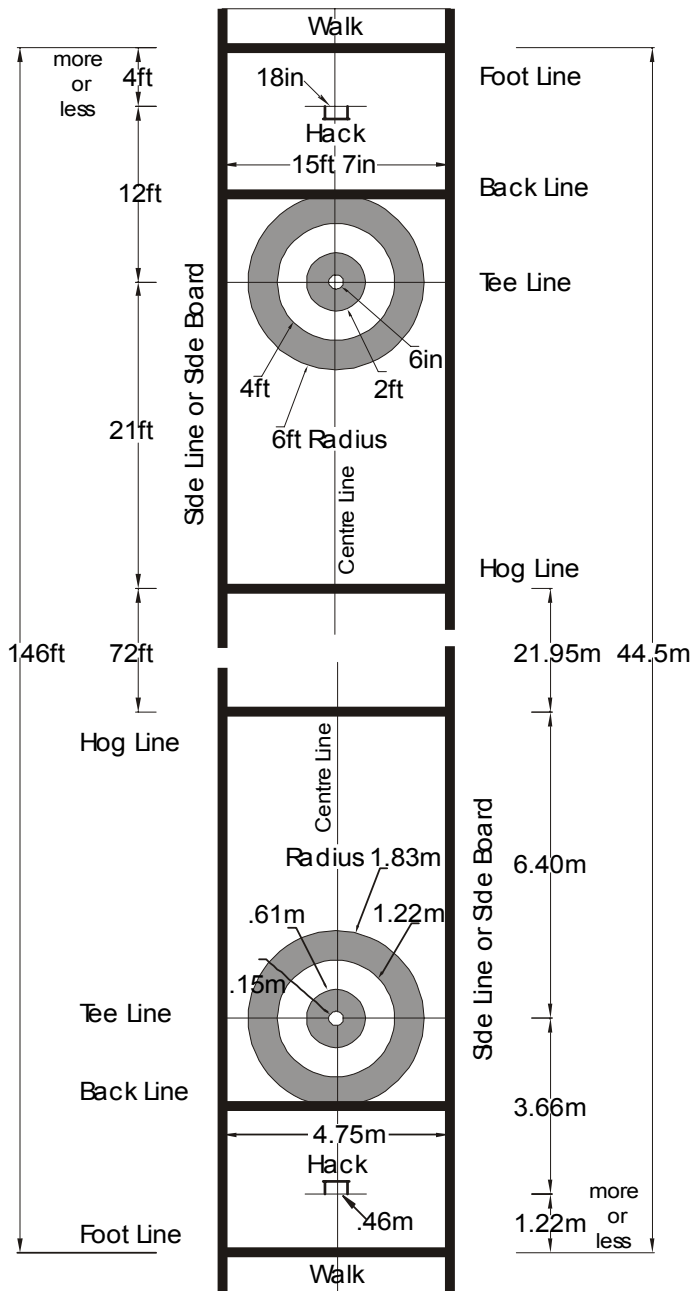
(5) **Challenge Details:** a challenge shall be played according to the Rules of Play and Rules of Competition and each competing country shall play at least three games

(6) **Chief Umpire:** a Chief Umpire for a challenge match shall, subject to the approval of the WCF, be appointed by the host country, who shall pay his/her expenses.

(7) **Finances:** each country involved in a challenge shall pay its own expenses for travel and accommodation and a proportionate element of the cost of ice or any other arrangements.

(8) **Administration:** the host country shall be responsible for the organisation and administration of the challenge games.

ICE DIMENSIONS



MINIMUM STANDARDS REQUIRED BY COUNTRIES
FOR ENTRY TO WORLD CURLING CHAMPIONSHIPS

- (1) **Curling Season:** a minimum of three months.
- (2) **Eligibility:** Eligibility is based on curlers who are qualified nationally to represent their country either by birth, children of parents born in that country, or by permanent residence in that country for a consecutive period of at least two years before the first of April in the year of the world championships. A person is qualified to play for his/her spouse's country if resident in that country. It should be noted that this eligibility and qualification will not apply to playing in the Winter Olympic Games, which will be governed by the regulations of the International Olympic Committee.
- (3) **Standard of Play:** The WCF may judge if the standard of play of that country is adequate to enter the World Curling Championships.
- (4) **Qualification:** No National Association whose Annual Subscription and arrears to the WCF are not paid by 30 September of each year, is eligible to enter the World Curling Championships the following year.

THE SPIRIT OF CURLING

Curling is a game of skill and of traditions. A shot well executed is a delight to see and so, too, it is a fine thing to observe the time-honoured traditions of curling being applied in the true spirit of the game. Curlers play to win but never to humble their opponents. A true curler would prefer to lose rather than win unfairly.

A good curler never attempts to distract an opponent or otherwise prevent him from playing his best.

No curler ever deliberately breaks a rule of the game or any of its traditions. But, if he should do so inadvertently and be aware of it, he is the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of the game demands good sportsmanship, kindly feeling and honourable conduct. This spirit should influence both the interpretation and application of the rules of the game and also the conduct of all participants on and off the ice.