

Love the game again...
6 Rocks, 6 Ends & Making Friends!



SIMPLIFIED RULES FOR 2 PERSON STICK CURLING

(1) Teams:

Each team is comprised of two players regardless of gender.

- a) One member of each team stays at each end of the rink and must not cross centre ice - except as provided for in section 5 (extra ends) and section 8 (time-outs)
- b) The two delivering curlers alternate delivering six stones each per end, while their teammates skip that end. Then the roles are reversed.

(2) Duration of the Game:

All games are six ends.

(3) Play of the Game:

- a) Each stone must be delivered with a delivery stick, from a standing or sitting (in a wheelchair) position.
- b) A stone is in play when it reaches the hog line at the delivering end.
- c) A stone that has not reached the hogline at the delivering end may be returned to the player and redelivered. The player will redeliver the same called shot and ice.
- d) Sweeping/brushing is not allowed between the hog lines.
- e) The first three stones delivered in any end may not be removed from play before delivery of the fourth stone of that end. When any stone is removed from play prior to the fourth stone of the end, directly or indirectly and without exception, the delivered stone is removed from play and any other displaced stones replaced as close as possible to their original position(s).
- f) There is no application of the centre-line no-tick rule in 2-person stick play – stones touching the centreline may be moved off the centre-line by the second or third shot played in each end (but may not be removed from play).

(4) Extra Ends:

- a) In case of a tie, an extra end is played, with each player delivering three stones.
- b) The curlers exchange roles at the mid-point of an extra end to complete the end.

(8) Time-outs: a) Each team may call a maximum of two, 90 second, time-outs during a game.

- b) During an extra end, one time out per team is allowed.
- c) Whenever a timeout is called, the team calling the timeout may consult anywhere on the ice surface, including in the playing area inside the hog line of the receiving end.
- d) Whenever a time out is called, the opposing team may consult outside the hog line of the receiving end or on the boards but not in the playing area inside the hog line of the receiving end.

(6) Other:

All other CSCA Rules apply

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