

## RA Curling Club (RACC) – Rules for Doubles

*The following rules are based on Curling Canada’s rules for Mixed Doubles. Some minor modifications have been made to facilitate inclusive club play and to provide some flexibility in sparing.*

**\*\* Please read the RACC Conventions section at the bottom of the document.**

A team is composed of two players.

A team must forfeit any game(s) in which it fails to have both players playing for the entire game. \*\*

The scoring shall be the same as in a regular game of curling. The “positioned” stones that are placed before the beginning of each end are eligible to be counted in the scoring.

Each game will be scheduled for eight (8) ends. \*\*

Each team shall deliver five (5) stones per end. The player delivering the team’s first stone of the end must also deliver the team’s last stone of that end. The other team member shall deliver the team’s second, third and fourth stones for that end. The player delivering the first stone can change from end to end.

Modified Free Guard Zone: no stone in play, including the “positioned” stones and those in the house, can be moved to an out-of-play position **prior to the delivery of the fourth stone of an end**. If there is a violation, without exception, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.

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*Note: The modified free guard zone rule tends to cause confusion amongst players; therefore, the following clarifications are provided.*

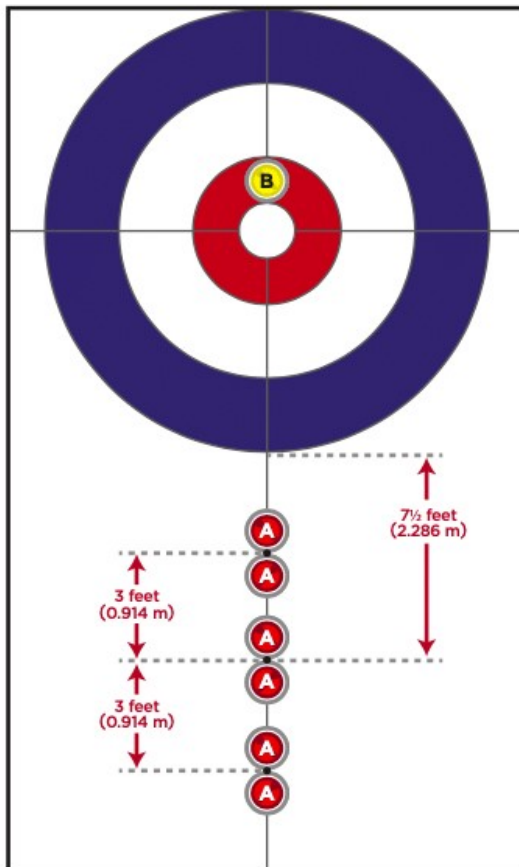
- The standard rules for sweeping apply (yes, you may sweep a stone out of play even for the first three stones of the end - thereby forcing a rule violation onto the team that delivered the stone.)
- The stone about to be delivered is **NOT** yet in play. Therefore, the stone being delivered **IS** allowed to go out-of-play in any end (even if it moved other stones). The rule is violated only if a stone already in play was moved out-of-play prior to the delivery of the fourth stone.
- The fourth delivered stone is always delivered by the second person on the team with hammer. This is the first person/stone allowed to remove a stone from play.

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Before the start of every end, one team shall place their team’s “positioned” stone at the playing end of the sheet in one of two positions, designated A and B. The opponent’s “positioned” stone shall

then be placed in whichever position (A or B) remains vacant. The location of these positions shall be as follows (see Figure No. 1):

Figure No. 1 - Centre Guard



**Position A:** Placement so that the stone is bisected by the centre line and is either immediately in front of or immediately behind one of three (3) points in the ice.\*\* Teams will mutually agree on the location.\*\* The points are placed on the centre line:

- At the mid-point between the hog line and the outermost edge of the top of the house 2.286 m. (7 feet 6 inches), or;
- 914 m (3 feet) from the mid-point closer to the house, or;
- 914 m (3 feet) from the mid-point closer to the hog line.

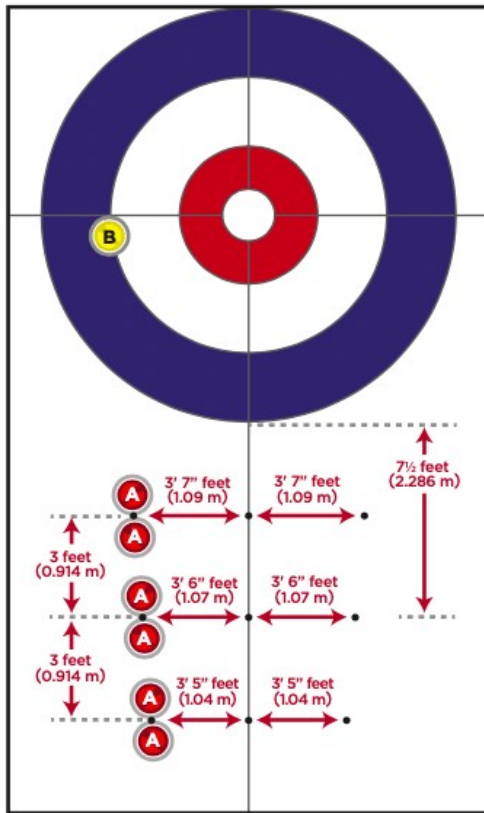
**Position B:** Placement so that the stone is bisected by the centre line and is in the back of the 4-foot circle. The back edge of the stone is aligned with the back edge of the 4-foot circle.

**Power Play Option:** Once per game, each team, when they have the decision on the placement of the “positioned” stones, can use the “Power Play” option to position the stones (see Figure No. 2).

- The in-house stone (B), which belongs to the team with last stone in that end, is placed on either side of the house with the back edge of the stone touching the front edge of the tee line, with half the stone in the 8-foot and half in the 12-foot circle.
- The guard stone (A) is positioned to the same side of the sheet, so it would be bisected by a direct line between the middle of the in-house stone to the middle of the hack where the hack intersects with the centre line. The distance of this corner guard from the house will be the same distance that was determined for the centre guards and is either immediately in front of or immediately behind one of three (3) points in the ice.\*\*

- The team with the stone positioned in the house (stone B), shall position the guard (Stone A):\*\*

Figure No. 2 - Power Play Option



- At the mid-point between the hog line and the outermost edge of the top of the house 2.286 m. (7 feet 6 inches); then 1.07 m. (3 feet 6 inches) to the left or right of the centre line and the same side as the in-house stone, or;
- 914 m (3 feet) from the mid-point closer to the house; then 1.09 m. (3 feet 7 inches) to the left or right of the centre line and the same side as the in-house stone, or;
- 914 m (3 feet) from the mid-point closer to the hog line; then 1.04 m. (3 feet 5 inches) to the left or right of the centre line and the same side as the in-house stone, or;
- The corner guard can be placed on either side of the 'spot' (closer to the house or closer to the hog line) determined prior to the game.\*\*
- The "Power Play" option cannot be used in extra ends.

Teams will toss a coin for the decision in the first end. \*\*

Following the first end, the team that did not score shall have the decision on the placement.

If neither team scores in an end, the team that delivered the first stone in that end shall have the decision on placement in the next end. In the case of a blanked end due to an equal measure, the team that had the decision on the placement of the "positioned" stones shall not change for the next end.

If the "positioned" stones are placed in the wrong position:

- If the error is discovered after only the first stone has been delivered, the end shall be replayed.
- If the error is discovered after the second stone of the end has been delivered, play continues as if the error had not occurred.

The team whose "positioned" stone is placed in Position A in both Figure No. 1 & No. 2 shall deliver the first stone in that end.

While a team is in the process of delivery, that team's non-delivering player may be anywhere on the ice surface.

After delivery, either or both players may sweep their delivered stone and any stones set in motion belonging to their team anywhere in front of the tee line at the playing end. Either or both players of the non-delivering team may sweep any stones set in motion belonging to their team in front of the tee line at the playing end.

Behind the tee line at the playing end, only one player from each team may sweep at any one time. A team has first privilege of sweeping its own stone, but must not obstruct or prevent its opponent from sweeping.

If a player delivers a stone out of proper rotation, the delivered stone is removed from play and any displaced stones are returned to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred; however, the player that delivered the first stone of the end can deliver a maximum of two stones in that end.

## **\*\* RACC Doubles Conventions**

For consistency, the following conventions apply across all Doubles leagues at the RA Curling Club.

- The team that wins the toss has the *option* to take hammer or not in the first end.
- Stones 7 and 8 are to be used as the "positioned" stones.
- Games are scheduled for 8 ends to a maximum of 90 minutes (yes, this is feasible and fun!). Do not start an end in the last 10 minutes of play.
- Keep the game moving at a fast pace; don't over think the shots.
- The team to throw the first stone of the end should be ready to throw as soon as the other team has placed both stones.
- Convenors of leagues that track standings during rounds of play will convey the scoring scheme to their league members at the start of the season.
- The row of dots to be used for positioning stone 'A' will be determined by the club and conveyed to members by the league convenor. The edge of the stone should be aligned with the edge of the dot. The dot should be fully visible. Note: There may be one to three rows of dots (for stone "A") embedded in the ice. The row to be used will be determined by the club based on the amount of curl in the ice.

- Sparing must abide by the club rules/protocols. Please consult the RACC member webpages for the details on the club's sparing rules.
- Teams are encouraged to reschedule games to avoid a forfeit.
  - For leagues that do *not* track team standings, a game may be played for fun with a team of only one person or with two spares.
  - For leagues that track team standings, the game is considered forfeited by a team that:
    - Only has one player for any given game (thereby giving the win to the team with two players).
    - Has two spares for any given game. There must be one original team member.