

Canadian Stick Curling Association

Mixed Doubles Rules



1. Rules of Play

- (1) The CSCA applies the Rules of Curling for General Play, as approved by Curling Canada, except where modified by Canadian Stick Curling Association Rules, or as modified below.

2. Game Duration

- (1) All games are **six** ends.

3. Teams

- (1) Each team is comprised of two curlers.
- (2) The two (2) delivering curlers alternately deliver six (6) stones each per end, while their teammates skip that end. Then the roles are reversed. The maximum score per end is 7 (including the placement rocks).
- (3) One member of each team stays at each end of the rink and must not cross center ice (except as provided for in Rule 7.2 related to timeouts).

4. Delivery

- (1) The two delivering curlers alternately deliver six stones each per end, while their teammates skip that end. The next end roles are reversed.
- (2) All games are scheduled for six ends.
- (3) Each stone must be delivered with a curling or delivery stick, from a standing or, in the case of a wheelchair, sitting position.
- (4) The delivery and release of a curling stone are intended to occur in a reasonably straight line towards the broom being held at the other end of the rink. Initial delivery progress cannot be a lateral motion.
- (5) All stones must be released before reaching the near hog line.
- (6) A stone is in play when it reaches the hog line at the delivering end. A stone that has not reached the hog line at the delivering end may be returned to the player and be redelivered. The player can only attempt the previously called shot using the previously called ice.

5. Sweeping

- (1) Sweeping / brushing is not allowed between the hog lines.
- (2) Sweeping/brushing is allowed by the delivering team only from the hog line to the back line at the skip end. Sweeping / brushing is allowed by the opposition team from the tee line to the back line at the skip end.

6. Displaced Stationary Stone – Four Rock Rule

- (1) The first three stones delivered in an end may not be removed from play before delivery of the fourth stone of that end. No stone in play, including those in the house, can be removed from play prior to the delivery of the fourth stone of an end (the fourth delivered stone is the first stone that can remove any stone from play).
- (2) If there is a violation, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced, as close as possible, to their original position by the non-offending team.

7. Timeouts

- (1) Each team may call a maximum of two (2) ninety (90) second time-outs during a game when it is their turn to deliver a stone. In the event of an extra end, each team may call one (1) timeout during EACH extra end.
- (2) During timeouts the team calling the time out may cross the center ice and meet by the house at the skip end. Players of the non delivering team may cross the center ice but cannot access the playing area between the hog line and the back boards.

8. Extra-Ends

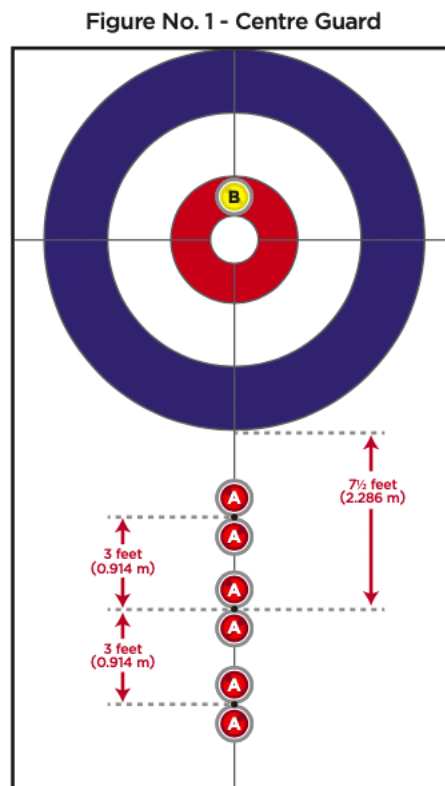
- (1) In case of a tie after six (6) ends, an extra end is played, with each player delivering 3 stones. Curlers exchange roles at the midpoint of an extra end to complete the end.
- (2) An extra end shall be played from far end (skip end) to the near end (closest to the glass).

(3) In the event that the extra end is a blank, another end is played using the extra end format. Each player will deliver their stones from the end of the rink where they finished the previous extra end.

9. Rock Positioning (as per Mixed Doubles Rules)

The team with the 'hammer' or last stone advantage now has the option. That option is which stones to position where. Teams can decide to put their stone in the back four foot and the other team's stone as the centre guard. If you choose this option, the opposition would deliver first in the end. If you choose to put your stone as the guard, then you would deliver first.

- 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:

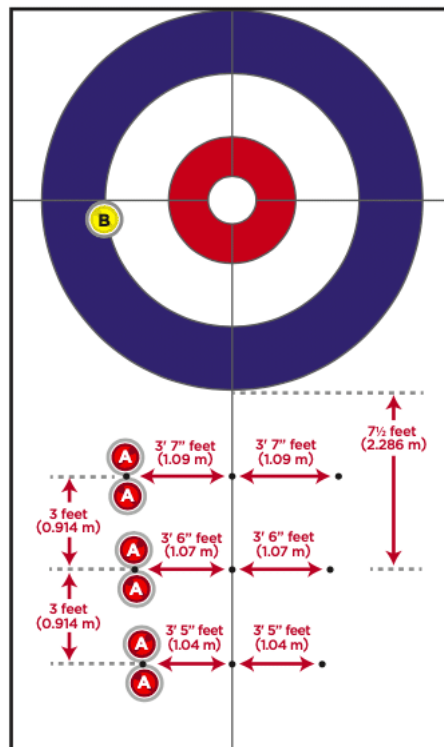


1. **Position A:** Placement so that the stone is bisected by the centre line and is either immediately in front of or immediately behind one of three (3) points in the ice. Teams will mutually agree on the location. The points are placed on the centre line:
 - At the mid-point between the hog line and 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 (i) closer to the house, or;
 - 914 m (3 feet) from the mid-point (i) closer to the hog line.
2. **Position B:** The Position B stone is placed 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 ("see diagram

Figure No. 1")

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.

Figure No. 2 - Power Play Option



- The in-house stone, which belongs to the team with last stone in that end, is placed with the back edge of the stone abutting 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 is positioned to the 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)
 - 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 (i) 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 (i) 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.
2. Teams will toss a coin for the decision in the first end.
 3. Following the first end, the team that did not score shall have the decision on the placement.
 4. 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.
 5. 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.