

RULES OF THE STICK CURLING LEAGUE AT THE GARRISON CURLING CLUB

Rule	Justification
1. Each team comprises two Curlers.	With no sweeping between hog lines, a four-member team would often have two people inactive. This way, everyone is occupied delivering or skipping. Teams are easier to manage.
2. One member of each team stays at each end of the rink, and must not cross center ice (except as provided for in Rule 9).	This: reduces movement up and down the ice; improves pace of play; shares responsibilities between team members; and provides variety for each player.
3. Sweeping is allowed by the delivering team only from the hog line to the back line or by the opposition from the tee line to the back line.	This provides fairness to those unable to sweep/brush and increases the challenge of not being able to affect either line or weight in the initial travel of the stone.
4. Each stone must be delivered with a curling / delivery stick, from a standing or sitting (in a wheelchair) position. The stone must be released before the stone reaches the hog line.	This provides equity for those physically unable to slide while still requiring the skill to maintain alignment and weight. It's also easier for newcomers, since the complex technique of the slide delivery doesn't exist; yet the substantial mental aspects of the game are retained.
5. Except for wheelchair curlers, each delivery must begin with the right foot in the left hack, for RH curlers, or with the left foot in the right hack, for LH curlers. All stones must be released before reaching the hog line, and within 2 feet of the center line.	Since drastically changing the course of a stone prior to release is possible with a stick, this prevents releasing stones from near the sides of the sheet.
6. The two delivering Curlers alternately deliver six stones each per end, while their teammates skip that end. Then roles are reversed.	Each player is always occupied, doing something interesting. 18 stones are delivered per person each game, compared to 16 (8 ends) or 20 (10 ends) in regular curling.
7. The first three stones of an end may not be removed from play before delivery of the fourth stone of that end. If that happens, the delivered stone is removed from play and all other stones are returned to their original position.	With fewer stones used, and fewer ends, the stick game tends to be more defensive than the regular game. This rule makes the game offensive, thus more interesting for competitors and fans. The "in play area" is the area from the hog line to the back line.
8. Each team may call up to two, 1-minute time outs during a game, with one additional time out during an extra end. During a time out, the opposing team may also consult. All meetings occur near center ice.	This allows for team member consultation during a game.
9. All games are 6 ends. If tied, an extra end is played, with each player delivering 3 stones (skips and deliverers exchange roles at the midpoint of an extra end without moving the delivered stones).	In the event the extra end is blanked, another end is played using the extra end format.
10. Other rules and etiquette of regular curling apply.	The good parts of the regular game are retained!

It is not a rule but participants should be advised that one hour is sufficient to play the game. In addition it should be confirmed whether the allocated time of one hour will include the time taken for time outs.