



— WORLD —
POLICE & FIRE
— GAMES —

Curling Abridged Rules



— WORLD —
POLICE & FIRE
— GAMES —

Table of Contents:

[General Information](#)

[Guiding Bodies](#)

[Venue](#)

[Entry Deadline](#)

[Event Information](#)

[Officials](#)

[Medical](#)

[Sport Equipment](#)

[Competition Format](#)

[Bracketing](#)

[Scheduling](#)

[Sport Rules](#)

[Position of Players](#)

[Delivery](#)

[Moving Stones](#)

[Sweeping](#)

[Free Guard Zone \(FGZ\)](#)

[Stones in Play](#)

[Game Postponement/Penalty](#)

[Players Conduct](#)



— WORLD —
POLICE & FIRE
— GAMES —

General Information

Guiding Bodies

World Police & Fire Games Federation (WPFGF)
7944 Convoy Ct., San Diego, CA 92111 USA
Tele (858) 571-9919; Email 4info@cpaf.org

World Curling Federation, 81 Great King Street
Edinburgh EH3 6RN, Scotland
www.worldcurling.org

Venue

St. Vital Curling Club

Entry Deadline

June 15, 2023

Event Information

4-person Unisex team

- Age Category: 18+

Active competitors from police and fire agencies may combine to form a team regardless of agency size **WITHIN A COUNTRY**.

Retired competitors may combine to form a team in any manner they wish with other eligible competitors whether police or fire. This includes across country lines.

Sport Equipment

Equipment is the sole responsibility of the competitor. Each competitor is responsible for bringing their own broom.

No horsehair brooms will be allowed. Only synthetic brooms will be allowed.

No outdoor shoes will be allowed on the ice.



— WORLD —
POLICE & FIRE
— GAMES —

Competition Format

Bracketing

Tournament will be a Round Robin format. Elimination round format will be communicated in the Confirmation Letter.

Awards

Medals are awarded First through Third Place (1st-3rd).

Scheduling

Scheduled for 5 days of competition. See [Sport Schedule](#) for details.

Sport Rules

Each game will consist of eight (8) ends. In the event of a tie, one (1) extra end will be played.

Coin toss determines which team delivers the first stone in the first end. The winner of the toss has the option of playing the first or second stone of the end. The team that plays the first stone chooses the handle color.

Each player delivers two (2) stones in consecutive order in each end alternating with the opposing team. In the second and subsequent ends, the winner of the previous end will play the first stone in the following end. If an end is blanked (no score), the team delivering the first stone in the blanked will deliver the first stone in the next.

Position of Players

Delivering Team: The skip directing play will be positioned between the backboards and the hog line of the playing end while their team is in the process of delivery. The players who are not in charge of the house or delivering a stone will take a position to sweep.

Non-Delivering Team: Only the skip may be positioned inside the hog line at the playing end. They will position themselves behind the back line when the delivering team is in the process of delivery.



— WORLD —
POLICE & FIRE
— GAMES —

Delivery

The delivery of a stone by the right hand will be initiated from the hack located to the left of the centerline. The delivery of a stone by the left hand will be initiated from the hack located to the right of the centerline.

A player whose team is in control of the house is considered in the process of delivery from the moment they take their position in the hack to the moment the stone is released.

A play may commence a forward progression from the hack only after the previously delivered stone and any stones set in motion have come to a rest or have crossed the back line and their team is in control of the house.

The stone must be released before it reaches the hog line at the delivery end.

Players must be ready to deliver when their turn comes. Delay of a game in progress by a player for any reason (excluding accident or illness) may not exceed three (3) minutes.

Moving Stones

A stone in motion may not be touched by any player, equipment or personal belongings of the team to which it belongs. If a moving stone is touched or is caused to be touched by the team to which it belongs between the tee line at the delivery end and the hog line at the playing end, that stone must be immediately removed from play. If a moving stone is touched or caused to be touched by a member of the opposite team or by their equipment one of the following will occur:

- A. If the touched stone was the delivered stone, it will be re-delivered.
- B. If the touched stone was not the delivered stone, it will be placed where the team to which it belongs reasonably considers it would have come to rest had it not been touched.

If a moving stone is touched or is caused to be touched by the team to which it belongs or their equipment inside the hog at the playing end, all stones are allowed to come to rest, and the non-offending team has the option to:

- A. Remove the touched stone and replace all stones that were displaced after the infraction to their original positions; or



— WORLD —
POLICE & FIRE
— GAMES —

- B. Leave all stones where they came to rest; or
- C. Place all stones where they reasonably consider the stones would have come to rest had the moving stone not been touched.

If a moving stone is touched by a stone deflecting off the sheet dividers, the non-delivering team will place the stone where they reasonably consider the touched stone would have come to rest had the moving stone not been touched.

Sweeping

Between the tee lines, all members of the delivering team may sweep and of their team's stones in motion. A stationary stone must be set in motion before any sweeping may occur. Only the skip of the non-delivering team may sweep their team's stone(s) after it is set in motion.

During the delivery of the first five (5) stones of any end, only the acting skip of the non-delivering team may sweep their stone when it is set in motion. Behind the tee line at the playing end, only one (1) player from each team may sweep at any one time. This may be any member of the delivering team, but only the skip of the non-delivering team.

Behind the tee line, a team has first privilege of sweeping its own stone, but it must not obstruct or prevent the opposing team from sweeping. An opponent's moving stone may not be swept until the front end of the stone reaches the farther tee line and sweeping is only permitted behind the tee line.

Free Guard Zone (FGZ)

The FGZ is the area between the hog line and the tee line, excluding the house. A stone which comes to rest biting or in front of the hog line after making contact with a stone in the FGZ is considered to be in the FGZ. A stone that comes to rest outside the house but biting the tee line is outside the FGZ.

Any stationary stone belonging to the opposing team located in the FGZ will not be removed from play by the delivering team prior to the delivery of the sixth stone of the end. When a stone from the opposing team is removed from play from the FGZ prior to the sixth stone of the end, directly or indirectly and without exception, the delivered stone must be removed



— WORLD —
POLICE & FIRE
— GAMES —

from play and any other displaced stones replaced as close as possible to their original position.

A delivered 3rd, 4th or 5th stone of an end may hit an opposing stone located in the FGZ on to a stone not in the FGZ providing that any opposition stone originally located in the FGZ remains in play.

A team may raise their stone located in the FGZ onto an opposition stone located in the house (not in the FGZ) and remove it from play.

After the delivery of each of the first four (4) stones of an end, it is the responsibility of the skip of the team who is about to deliver to ensure agreement with the opposing skip as to whether any of the stones in play have come to rest in the FGZ. If they cannot agree, they will make the determination by using the six-foot measuring stick. If the positioning of another stone hinders the use of the six-foot measure, they may reposition the stone, complete the measure and replace the stone to its original position.

A visual agreement by the opposing skips as to whether one of the first four stones of the end was in the FGZ does not preclude a measurement occurring at the conclusion of the end involving the same stone.

Stones in Play

A stone must be fully over the hog line at the playing end to be considered in play. A stone not fully over the hog line will be removed from play.

A delivered stone not fully over or staying outside of the hog line after striking a stone in play, will remain where it stopped and will be considered to be in play.

A delivered stone striking a stone outside of the hog line that is considered to be in play because earlier activity will be considered to be in play.

A stone that crosses the hog line, but spins in such a way that it comes to rest biting the hog line is considered out of play.



— WORLD —
POLICE & FIRE
— GAMES —

A stone which clearly crosses the back line is removed from play immediately.

A stone that touches a sideline, hits a divider or comes to rest biting a sideline will be immediately removed from play.

If a stone in motion hits a stationary stone and a sideline or divider at the same time, the stationary stone will be allowed to take its course as if it had been hit first.

Scoring

A game will be decided by a majority of points.

Each stone, any part of which is within 1.829 m (6 ft) of the tee, is eligible to be counted.

A team scores one (1) point for each eligible stone that is closer to the tee than any stone of the opposing team.

An end will be decided when the skips in charge of the house agree upon the score for the end. If two or more stones are tied, then none of the tied stones will count and only stones closer to the tee than the tied stones will be eligible to be counted. If the tied stones are to determine which team will count in that end, the end will be considered blank. A measuring stick will be used in case of tied stones.

If a stone, which may have affected the points scored in an end, is displaced prior to the skips deciding the score, the team causing the displacement will forfeit the points involved.

Game Postponement/Penalty

If for any reason a game in progress is postponed to another time, the game will continue from the last completed end.

If a team does not commence at the designated time:

- A. If the delay of the start of play is 5-15 minutes, then the non-offending team receives one (1) point and will have the last stone in the first end of actual play. One end is considered completed;



— WORLD —
POLICE & FIRE
— GAMES —

- B. If the delay of the start of play is 16-30 minutes, then the non-offending team receives one additional point and will have the last stone in the first end of actual play. Two ends are considered completed;
- C. If play has not started after 30 minutes, then the non-offending team is declared winner by forfeit. The final score will be recorded as "W" & "L" (win-loss)

Players Conduct

Any serious violation of conduct, such as fighting or violence toward players or officials will result in the player(s) immediate ejection from that game and his/her automatic suspension from his/her team's next scheduled game. The sport coordinator shall immediately notify the WPFGE, who will investigate each incident to determine if additional discipline will be imposed.