

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) One member of each team stays at each end of the rink and must not cross center ice (except as provided for in Rule 6.2 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.