



Official Rules of Play

Effective February 2024

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Introduction to Floor Curling

Floor Curling originated from the sport of ice curling and is an excellent way of learning curling in the absence of ice. The rules of Floor Curling have many similarities to those of ice curling using techniques and strategies that mirror the game on ice.

Floor Curling's simple requirements of a hard, flat surface to play, does not require previous experience in the ice sport version and is suitable for people of different ages and abilities. The intention of all levels and styles of competition of Floor Curling is that it can be played as a mixed ability sport.

Commitment to Fair Play Statement

World Floor Curling™ is committed to upholding the principles of respect, fairness, and integrity in sport. Fair Play is respect for the rules and equal treatment of all involved in the sport. As part of the world floor curling community, it is fundamental that all athletes, coaches, officials, volunteers, parents, and spectators are able to enjoy our sport in a respectful and fair environment.

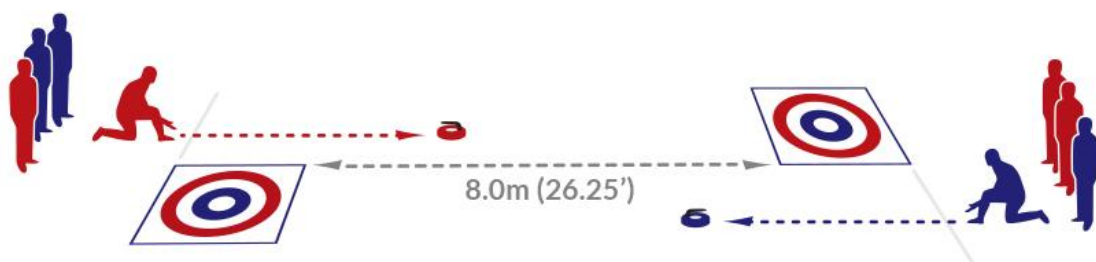
Fair Play begins with the strict observance of the written rules; however, in most cases, Fair Play involves something more than even unfailing observance of the written rule. The observance of the spirit of the rules, whether written or unwritten, is important.

Application of the World Floor Curling™ Official Rules of Play

1. These World Floor Curling™ Official Rules of Play apply to any competition made by a floor curling governing body having jurisdiction and should be considered to have an accompanying resource, World Floor Curling™ Rules Of Competition, that should be considered in their totality with the World Floor Curling™ Official Rules of Play. In the absence of a separate Rules of Competition then, the Official Rules of Play should be considered as complete.
2. If special rules are in effect and clearly available to all participants, they shall take precedence over the World Floor Curling™ Official Rules of Play and will be clearly stated prior to the start of a competition.
3. If a competitors' guide is issued for a specific event, the guide shall form an integral part of the rules of the event and be enforceable as part of the rules
4. These rules apply to all forms of play of the sport including but not limited to all able-bodied and wheelchair play. If any variation of the rules or addition to the rules apply, they will be described separately.

1. Setup and Playing Area

- 1.1. A hard, smooth, flat surface is required. Hardwood, linoleum, polished concrete, etc. are all acceptable options. Industrial carpet is also an acceptable playing surface. It is best to sweep or dry mop the floor prior to playing, so stones roll better and the bearings stay in good condition.
- 1.2. There are three methods to establish the playing area for competitive play:
 - 1.2.1. Using a World Floor Curling™ full-sheet mat that is 10 m long but has a delivery area so the rings are slightly closer.
 - 1.2.2. Using two individual World Floor Curling™ target mats set 8.0m between the front of each mat. The two separate target mats should be staggered or offset on different lines of delivery.
 - 1.2.3. Using one individual World Floor Curling™ target mat. A delivery line will need to be established 8.8 m from the back of the mat when this method is used.
 - 1.2.4. Participants should try to avoid stepping on mats where possible so they stay in good condition and avoid unnecessary wear increasing the length of use of the mats.
- 1.3. A hog line should be marked (with tape or hashmark) 1.5 m in front of each mat when using the two separate mats or one individual target mat. Hog lines should be marked on the full length mat.
- 1.4. Side lines should be marked and run one stone-width outside the edge of the target mat.
- 1.5. Back lines should be marked and run along the back edge of the World Floor Curling™ target mat. (Backlines are marked on full rink World Floor Curling™ mats).



2. Equipment

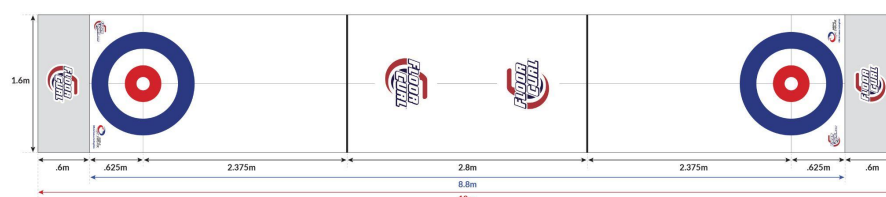
2.1. A game of World Floor Curling™ requires stones of two distinct colours, individually identified by visible markings that match the number of players and game style as defined in Rule 3, Teams and Substitutions.

2.1.1. A World Floor Curling™ stone is 197 mm (7.75") in diameter.

2.1.2. Regulation World Floor Curling™ stones weigh 1250 gm (2.75 lbs).

2.2. World Floor Curling™ requires for play either, a full rink mat that runs the length of the playing surface, or a target mat(s). A single individual target mat or two mats can be used to meet the playing area requirements.

2.2.1. A World Floor Curling™ full rink mat is 1.6 m wide x 10 m length (63" wide by 394" in length), including the throwing area.



2.2.2. An official World Floor Curling™ target mat is 1.22 m wide x 1.22 m in length (48" by 48").

2.3. World Floor Curling™ Pusher Sticks are optional but can be included if needed and are official accessories. The pusher stick should not have any mechanical advantage other than to function as an extension of the arm/hand. The pusher stick must be an approved pusher by the event organiser prior to the start of the competition.

2.4. A traditional ice curling broom may be used only for the purposes of establishing a target line of delivery for a stone to be thrown. It cannot be used to brush on the line of delivery of a thrown stone or after a stationary stone moves after being struck by a thrown stone.

2.5. Additional equipment also includes masking tape to mark lines and mat boundaries when not using a full rink World Floor Curling™ mat.

2.6. If a stone is damaged and becomes unsuitable for play, a replacement stone is used. If a replacement stone is not available, a stone previously delivered in the end is redelivered, where possible.

2.7. If a stone is broken in play, the teams can reasonably agree upon where the stone(s) should be placed. If agreement cannot be reached, the end will be replayed.

2.8. Should a handle completely separate from a stone during delivery, the delivering player has the option of either allowing the play to stand, or redelivering the stone after any moved stones have been replaced to their positions prior to the incident taking place.

2.9. A stone may be measured only visually until the last stone of the end has come to rest, except to determine if a stone is in play.

2.10. Teams are not to make alterations to, nor place any object on or over, their game stones.

3. Team Composition and Substitutions

3.1. Teams shall be composed of one, two, three or four players.

- 3.1.1. One player (Singles) - Each player delivers all four stones, alternating with their opponent.
- 3.1.2. Two players (Doubles) - Each player delivers 2 stones, alternating with their opponent.
 - 3.1.2.1. Teammates will alternate consecutive shots (i.e. player 1 delivers the first stone, player 2 delivers the second, player 1 delivers the third, and player 2 delivers the fourth). **Note:** This differs from traditional ice curling in that players alternate in the delivering order rather than delivering two consecutive stones.
 - 3.1.2.2. Teammates can change their throwing order at the beginning of any new end of play.
- 3.1.3. Three players (Triples) - Each player delivers 2 stones alternating with their opponent but sequentially in throwing order; thrower 1, thrower 2, thrower 3.
 - 3.1.3.1. Teammates are required to change their throwing order after each two ends, also known as a set, of play by one position forward ie. thrower 1 becomes thrower 2, thrower 2 becomes thrower 3. Thrower 3 becomes thrower 1 after each change forward.
- 3.1.4. Four players - There are two methods of play with four players, Two Pairs and four players, Combined.
 - 3.1.4.1. This first method, Two Pairs, is the same as the two player model, but with two pairs of players stationed at opposite ends of the mat. Pairs play alternating ends, with each player delivering two alternating stones, every other end.
 - 3.1.4.1.1. Teammates can change their throwing order at the beginning of any new end of play.
 - 3.1.4.2. The second method, Combined, has four throwers throwing two stones sequentially, thrower 1, 2, 3, & 4, alternating with their opponent, moving from one end of the mat to the other after each complete end (replicates traditional four person, ice curling).
 - 3.1.4.2.1. Teammates can only change their throwing order after a substitution as per the substitution rules (see rule 3.2.5).

3.2. Substitutions

- 3.2.1. Teams may use a substitute or substitutes if a team member cannot compete.
 - 3.2.1.1. For two-player teams, a team shall include a minimum of one player from the original team.
 - 3.2.1.2. For three-player teams, a team shall include a minimum of two

players from the original team.

- 3.2.1.3. For four-player teams, a team shall include a minimum of two players from the original team.
- 3.2.2. No substitutions are allowed in a one-player (singles) game. If a player cannot play, the player forfeits the game.
- 3.2.3. For all other versions of the game, games can continue playing with one person less than the required number of players with stones thrown adjusted to allow only two stones thrown by the last stone thrower and an equal distribution of stones by the remaining players.
- 3.2.4. If there are multiple games in a competition, the team must use the same substitute player(s) in all games and cannot use a player from a team participating in the competition.
- 3.2.5. A substitute player who joins a team prior to the start of a game may deliver stones in any position of the delivery rotation of the team. The team shall declare their delivery rotation at this time.
- 3.2.6. A substitute player who joins a team between ends may deliver stones in any position of the delivery rotation of the team. The team may re-declare their delivery rotation at this time.

4. Position of Players when Delivering the Stone

4.1. Team Delivering

4.1.1. When delivering a stone, the player must remain in the grey area at the back of the full rink Floor Curling mat. If using two separate target mats, the player must deliver their stone from beside the target mat on the delivery end.

4.2. Waiting Team

4.2.1. The next player to deliver should standby at the delivery end. Other players can either stand on the side of the mat or stand behind the delivery position and should not obstruct or disturb the opponent player.

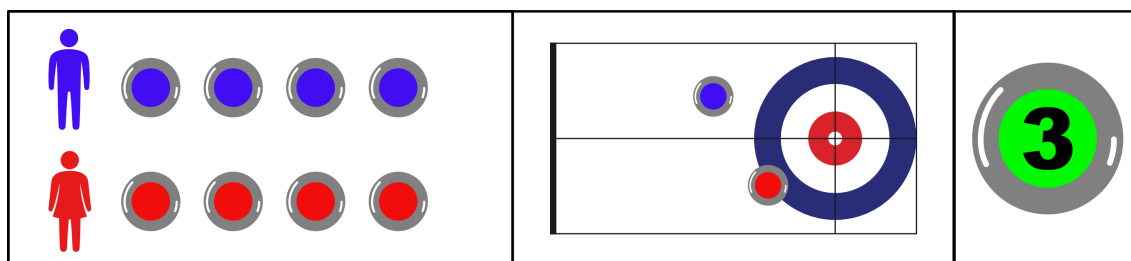
5. Rules for Delivery

- 5.1. When delivering the stone, it must always have the bottom of the stone touching the playing surface. No lifting of the stone is permitted during delivery.
- 5.2. Delivery of the stone can take one of the following positions:
 - 5.2.1. kneeling/crouching using one or both hands.
 - 5.2.2. standing using a pusher stick.
 - 5.2.3. seated using a pusher stick.
- 5.3. A delivered stone that does not completely cross the second hog line is removed from play. The only exception occurs if the thrown stone strikes another stone immediately over the hog line. The stone delivered stays in play where it comes to rest, even if it is not completely over the hog line.
- 5.4. The thrown stone must be released before the tee line with the throwing player's feet or stationery apparatus (wheelchair, chair, etc) in the delivery area during the release of the stone.
- 5.5. If a stone goes completely off the side of the mat or touches the boundary line, it is removed from play. If using two separate target mats and a stone touches one of the marked sidelines, it is removed.
- 5.6. If a stone being delivered comes to rest on its side, handle, or on another stone, it is removed from play. If it has moved another stone, the moved stone should be returned to its original position, as determined by the team that did not deliver the stone.
- 5.7. If a stone is delivered legally, but it is overturned after striking stones already in play, the delivered, overturned stone is removed. Any stones moved due to this will remain in play in their new positions.
- 5.8. An illegal delivery is when a stone that is delivered rolling or upside down; unless it rights itself before crossing the second hog line, this will allow it to remain in play.
- 5.9. A stone that completely crosses the outside edge of the marked backline at the playing end of the full rink Floor Curling mat must be removed. If using separate target mats, a stone that completely crosses the back edge of the target mat must be removed.

6. Free Stone Zone (FSZ)

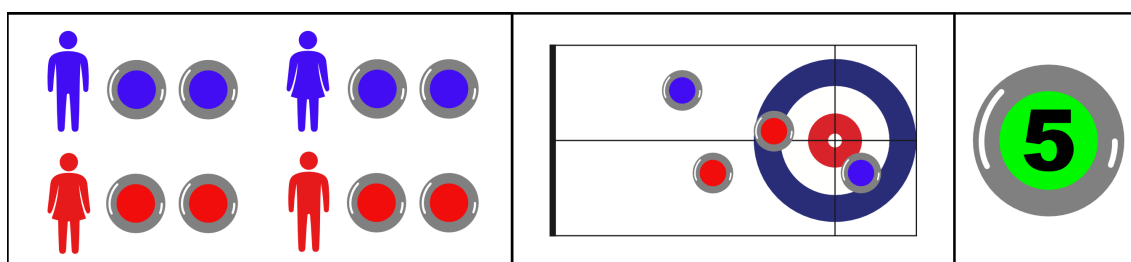
- 6.1. Each end of each game will have a number of thrown stones, based upon the number of players playing, where an opponent's stone cannot be removed from play until a set number of thrown stones in an end has occurred. For a stone to be considered to be in the Free Stone Zone it would have to be anywhere in the playing area fully past the second hog line and not past the back line of the house.
- 6.2. Any stone(s) removed from play by an opponent's stone prior to the set number of thrown stones having been thrown, will be replaced by the non-offending team to their position(s) prior to the violation taking place and the opponent's stone removed from play.
- 6.3. The number of thrown stones that will be in the FSZ for each number of players in the game and game styles can be found in the following graphics:

Singles



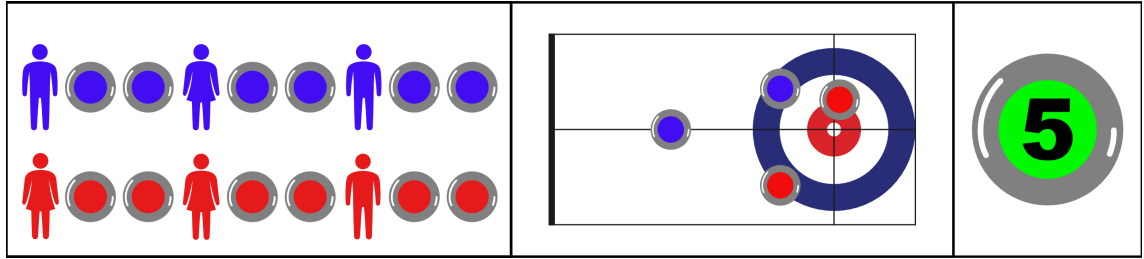
In **Singles** play there are two opposing players playing four stones each per end. Stones can be removed from the Free Stone Zone (FSZ) on the third thrown stone of the end.

Doubles



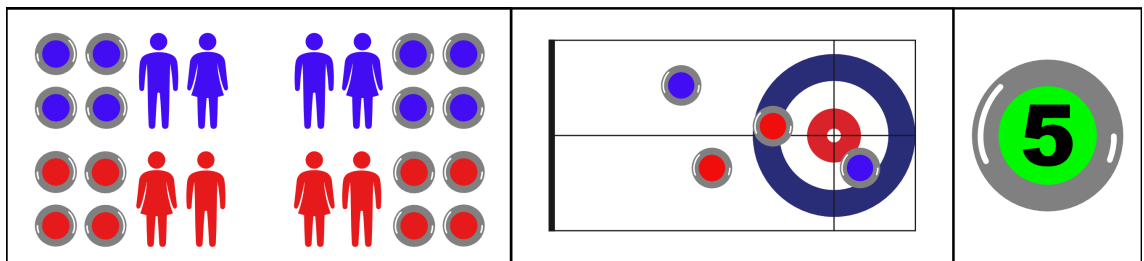
In **Doubles** play there are two players per team playing two stones each per end. Stones can be removed from the Free Stone Zone (FSZ) on the fifth thrown stone of the end.

Triples



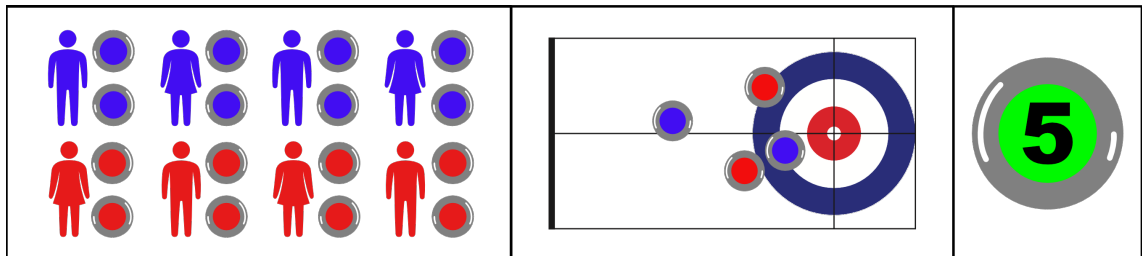
In **Triples** play there are three players per team playing two stones each per end. Stones can be removed from the Free Stone Zone (FSZ) on the fifth thrown stone of the end.

Four Person - Two Pairs



In **Four Person - Two Pairs** play there are four players on a team with two of the players per team playing four stones each per end. Stones can be removed from the Free Stone Zone (FSZ) on the fifth thrown stone of the end.

Four Person - Combined



In **Four Person - Combined** play there are four players per team playing two stones each per end alternating with their opposition. Stones can be removed from the Free Stone Zone (FSZ) on the fifth thrown stone of the end.

7. Altered Moving Stones

- 7.1. Between the tee line at the delivery end and the hog line at the playing end:
 - 7.1.1. If a moving stone is touched, or is caused to be touched, by the team to which it belongs, the touched stone is removed from play.
 - 7.1.2. If a moving stone is touched, or is caused to be touched, by an opposition team, or is affected by an external force:
 - 7.1.2.1. If the touched stone was the stone that was just delivered, the player must deliver the stone again.
 - 7.1.2.2. If the touched stone was not the delivered stone, the team to which the stone belongs will place it in a reasonable position where it would have come to rest had it not been touched.
- 7.2. Inside the hog line at the playing end:
 - 7.2.1. If a team touches their own moving stone, all stones are allowed to come to rest, after which the non-offending team has the option to:
 - 7.2.1.1. remove the touched stone, and replace all stones that were moved after the stone was touched back to their positions prior to the violation taking place; or
 - 7.2.1.2. leave all stones where they came to rest; or
 - 7.2.1.3. place all stones in reasonable positions where the stones would have come to rest had the moving stone not been touched.
 - 7.2.2. If a moving stone is touched, or is caused to be touched, by an opposition team, all stones are allowed to come to rest, after which the non-offending team places the stones where it reasonably considers the stones would have come to rest, had the moving stone not been touched.
 - 7.2.3. If a moving stone is touched, or is caused to be touched, by an external force, all stones are allowed to come to rest, and then placed where they would have come to rest if the incident had not occurred. If the teams cannot agree, the stone is re-delivered after all moved stones have been replaced to their positions prior to the violation taking place. If agreement on those positions cannot be reached, the end is replayed.
- 7.3. If a moving stone is touched by a stone that comes from another playing area past the second hog line, the non-delivering team shall place the stone where it reasonably considers the stone would have come to rest had the moving stone not been touched. If touched prior to passing the second hog line, then the thrown stone will be re-thrown.

8. Moved Inactive Stones

- 8.1. If a stationary stone in play is moved, or caused to be moved, by a player, it is returned, by the non-offending team, to their positions prior to the infraction.
- 8.2. If a stationary stone in play is moved, or caused to be moved, by an external force, it is returned, with agreement of the teams, to its position prior to the infraction. If no agreement is reached, replay the end.
- 8.3. If an inactive stone which would have altered the course of a moving stone is moved, or caused to be moved, by a player, all stones are allowed to come to rest and then the non-offending team has the option to:
 - 8.3.1. leave all stones where they came to rest and continue the game; or
 - 8.3.2. remove the stone whose course would have been altered, and replace any stones that were moved after the infraction to their positions prior to the infraction; or
 - 8.3.3. place all stones in reasonable positions where they would have come to rest had a stone not been moved.
- 8.4. If a stone which would have altered the course of a moving stone is moved, or caused to be moved, by an external force, all stones are allowed to come to rest, and are then placed in the positions in which they would have come to rest had a stone not been moved. If the teams cannot agree, the stone is re-delivered after all moved stones have been replaced to their previous positions. If agreement on those positions cannot be reached, the end is replayed.

9. Game Play & Pre-Game Practice

- 9.1. The number of ends to be played each game is determined by the competition organising committee and can be 6, 8 or 10 ends. An extra end is played to determine the winner if after all the ends have been played and the score is tied.
- 9.2. At least 5 ends must be completed in any game before a team can concede (unless arithmetically unable to win). This does not apply to the Triples method of play, the rules of which are specifically set out in section 10.8.
- 9.3. Unless determined by a Last Stone Draw (LSD) methodology, the players shall use a coin toss to determine which team delivers the first stone in the first end. Winner of the coin toss will choose whether they want to throw the last stone (hammer) of the first end or they can choose their colour of stone. This order of play will continue until the team with the hammer (last stone) scores, after which that team delivers the first stone in the next end. If the end is blanked (i.e. no team scores), the team delivering the first stone in the blanked end shall deliver the first in the next end.
- 9.4. Unless predetermined, the team playing the first stone of the first end has the choice of stone colour for the entire game.
- 9.5. All players must be ready to deliver their stones when their turns come to allow for game play to continue at a reasonable pace. If an official is present in the game, they may intervene if a game is moving too slowly and set a reasonable time limit for the next shot to be played and a new end to start, at their sole discretion.
- 9.6. If a player delivers the wrong colour stone, that stone is allowed to come to rest, and is then replaced by a stone of the proper colour.
- 9.7. In a game with teams of two or more players, if a player delivers a stone out of order, the end continues as is. The player who missed their turn will deliver the last stone of the end for that team. If it cannot be determined which player delivered out of order, the player who delivered the first stone in the end for that team will also deliver the last stone.
- 9.8. In a game with teams of 2 or more players, if a player accidentally delivers too many stones in one end, the end continues and the last player's turn shall be reduced accordingly. If the player delivering the last stones of an end is the player that accidentally delivers too many stones, the last delivered stone will be removed from play and any moved stones are replaced, by the non-offending team, to their previous positions.
- 9.9. If the same team delivers two stones in a row:
 - 9.9.1. The second stone is removed and any moved stones replaced, by the non-offending team, to their previous positions. The player who delivered the stone played by mistake, redelivers it after the other team delivers their stone.
 - 9.9.2. Should the error not be discovered until later in the end, the entire end is replayed.
- 9.10. If the wrong team delivers the first stone of an end:
 - 9.10.1. If the error is discovered right after the stone has been delivered, the end

shall be replayed.

9.10.2. If the error is discovered after the 2nd stone of the end has been delivered, play continues as if the error had not occurred.

9.11. If a player leaves during an end voluntarily:

9.11.1. The player may return to the game, provided they deliver all their allocated stones.

9.11.2. If the retired player's stone(s) need to be delivered in the current end, an alternate must be brought into the game and deliver their stones in the same order of the retired player. Failure to do so results in forfeiture of the game.

9.11.3. At the start of the next end, the team may make a one-time change to the delivery order. The retired player may not re-enter the game.

9.11.4. If all stones have been delivered by the retired player in the current end, at the start of the next end, the team may bring in an alternate or each remaining player may deliver more stones (the revised rotation of play will apply for the remainder of that game), and the replaced player may not re-enter the game.

10. Scoring

- 10.1. The result of a game is decided by:
 - 10.1.1. A majority of points at the completion of the scheduled ends of play, or
 - 10.1.2. When a team concedes victory to its opponent; or
 - 10.1.3. When one team is arithmetically eliminated. A team that has been arithmetically eliminated may finish the current end but no new end may be started. However, if a team is arithmetically eliminated in the last end of a game, they must concede.
 - 10.1.4. If the score is tied at the completion of the scheduled ends, play continues with extra end(s) and the team that scores first wins the game.
 - 10.1.5. The Triples method of scoring has a modified system of scoring, determining a winner and when the score is tied. These rules are found below at 10.8.
- 10.2. At the completion of an end (when all stones have been played), a team scores one point for each of its own stones located in or touching the rings that are closer to the button than any stone of the opposition. If they are also the second closest, they will score two points. If they are also the third closest, or fourth closest, they would score three, or four, respectively. Only one team can score per end. Any part of a stone which is overlapping the rings is eligible to be counted when looked at directly overhead of the stone.
- 10.3. The score of an end is decided when a member of each team agrees.
- 10.4. When determining the score of an end, if teams cannot visually decide which stones are closer to the button, or whether a stone is touching the rings, an official (if available) will make the final ruling. The official may use an assistive device (physical tape or laser measure) to make a measurement.
- 10.5. Teams may use an assistive device (physical tape or laser measure) to make a measurement in the absence of an official. If players cannot decide which stone is closer to the button after a measure and, an official is not available to make a final ruling:
 - 10.5.1. If the observation was to determine which team scored in the end, the end is blanked.
 - 10.5.2. If the observation was to determine additional points, only the stones closer to the button are counted.
- 10.6. Should an external force cause any stones to move prior to agreement of the score, the following applies:
 - 10.6.1. If the moved stones would have determined which team scored in an end, the end is replayed.
 - 10.6.2. If a team secured a point(s), and the moved stone(s) would have determined if an additional point(s) was scored, that team has the option of replaying the end or of keeping the point(s) already scored.
- 10.7. Only the delivering team can concede a game. When a team concedes the game before the completion of an end, the score of the end is determined at that time, in the following manner:

- 10.7.1. X's are placed on the scoreboard if:
1. Both teams still have stones to be delivered.
 2. The team that delivered all its stones has no stones that are counting.
 3. When only one team has delivered all of its stones.
- 10.7.2. If the team that did not deliver all its stones has stone(s) counting, these points are given and placed on the scoreboard.
- 10.8. The Triples version of game style has a modified scoring system to determine how points are scored, a game winner determined and how ties are addressed as follows:
- 10.8.1. The game consists of three (3) 'sets' of two ends each, with each team getting the last stone advantage (hammer) for one end within each set. The last stone advantage in the first set will be determined by coin flip and the team winning the coin flip will have the hammer in the first end of the first set. Regardless of the result of the first end of any set, the hammer will shift to the opposing team in the second end of that set. The team who does not have last stone advantage in first set, will have the hammer to start the second set. In the third set, the hammer in the first end of the third set goes to the team with the lower overall score through two sets or, in the case of a tie score, to the team who had the hammer in the first set.
- 10.8.2. Each set can be seen as a two-end 'mini-game', since the team scoring the most points over its two ends wins the set. However, if the score is tied after the set is complete, it is considered a 'split set' and the available set points are split equally. Calculation of how many points are awarded to team for stones in play in an end remains unchanged from conventional scoring.
- Example 1:** Team A scores 2 in end 1 of the set, then Team B scores 1 in end 2 of the set, Team A wins the set.
- Example 2:** Team A scores 2 in end 1 of the set, then Team B scores 2 in end 2 of the set, the set is 'split'.
- 10.8.3. Set Points available are as follows:
- Set 1:** 2 points available (or 1 point per team if set is split).
- Set 2:** 2 points available (or 1 point per team if set is split).
- Set 3:** 4 points available (or 2 points per team if set is split).
- 10.8.4. In the event that the game is tied after Set 3, a team draw-the-button tie-breaker will be used. The teams alternate throwing their draws as if this was the 'third end' of set 3 (e.g., team A lead player, team B lead player, team A middle player, team B middle player, Team A third player, Team B third player).
- 10.8.5. The cumulative point total of all three of its' players determines each team's tie-breaker score. The throwing order and positional responsibilities for the tie-breaker remain the same as they were in Set 3.

- 10.8.6. The scoring system for each shot of the tie-breaker is as follows:
- 5 Points** - stone stops in contact with button.
 - 4 Points** - stone stops in contact with 4-Foot.
 - 3 Points** - stone stops in contact with 8-Foot.
 - 2 Points** - stone stops in contact with 12-Foot.
 - 1 Point** - stone stops in play, but not in rings.
 - 0 Points** - stone stops out of play.
- 10.8.7. If both teams finish the tie-breaker with the same number of points, the two last third players throw a single, measured draw for the win.

11. Etiquette

- 11.1. Before each game, both teams are to shake hands and/or wish each other “Good Curling”.
- 11.2. When a player is delivering their stones, other players should be quiet and motionless.
- 11.3. Players must not block the line of vision of the delivering team, players who are not delivering must remain on the sidelines or behind the player delivering the stone.
- 11.4. Arrange stones by colour once the score is determined and the end is finished. No demeaning expressions or gestures to the opposing team.
- 11.5. At the end of the game, both teams shake hands and/or say “Good Game”.

12. Wheelchair Floor Curling

- 12.1. Wheelchair Floor Curling™ is for individuals who use a wheelchair for mobility. Stones are delivered from a stationary wheelchair using a pusher stick. All World Floor Curling™ Official Rules & Regulations apply to Wheelchair Floor Curling. World Floor Curling™ games and tournaments can include any combination of players using or not using a wheelchair.

Glossary of Terms

Alternate - A member of the team who is eligible to substitute for one of the competing players.

Back Line - A line at the back of the Full Rink Mat and imagined at the back of the rings of a Target Mat, extending across the full width of the mat that indicates the boundary of the playing area.

Biter - A stone that just touches the outer edge of the outside circle of the rings.

Blank End - An end resulting in no score for either team.

Button - The small circle at the centre of the rings.

Draw - A shot delivered with the right amount of force to slide into the rings and come to a stop. For example, you can deliver a draw to the button.

Delivery End - The end from which the stones are being delivered.

Delivering Team - The team that is currently in control of the playing area, and scheduled to deliver the next stone.

Delivery - The action of delivering or pushing a stone towards the intended target.

Double Take-out - A shot where the delivered stone removes two of the opponent's stones from play.

Draw - A delivered stone which stops inside or in front of the rings.

End - Similar to a frame in bowling or an inning in baseball, one round of Floor Curling is called an end. When all stones have been delivered, the end is complete. Most games consist of six, eight or ten ends.

Extra End - An additional end played to break a tie at the end of regulation play.

Free Stone Zone - Stone thrown in the area between the second hog line and the back line of the house that cannot be removed from play until a prescribed number of stones have been thrown in an end (determined by the number of players playing the game)

Freeze - A form of a draw shot that stops directly up against another stone.

Game - Two teams playing a specified number of ends to determine a winner.

Guard - A shot where the delivered stone is placed in a specific position so as to protect another stone.

Handle - The part of a curling stone that a player grips in order to deliver.

Hammer - The last stone of an end. The team delivering second will have "the hammer."

Hit - A shot that removes a stone from the playing area by hitting it with the delivered stone. Also called a take-out.

Hit and Roll - A shot that removes a stone from the playing area and the delivered stone rolls to another position in play.

Hog Line - A line 1.5 metres in front of the rings. A stone must completely cross the hog line to remain in play.

Hogged Stone - A stone that is removed from play because after being delivered, it did not come to rest completely beyond the inside edge of the hog line at the playing end.

House - The rings or circles toward which play is directed and described as a 12-foot ring, 8-foot ring, 4-foot ring and a button. The rings do not represent actual units of measure but the descriptions align with the ice version of curling.

Inactive Stone - A stone in play which is not in motion.

Moved Stone - An inactive stone that has been moved to a new location.

Peel - A shot that removes a stone from play and the delivered stone also rolls out of play.

Playing End - The end of the mat toward which the stones are being delivered.

Point - At the completion of an end, one point is awarded to a team for each of its own stones located in or touching the rings that are closer to the button than any stone of the opposition.

Pusher Stick - A specially designed device used as an alternative to delivering the stones by hand. Pusher Sticks are used by anyone with limited mobility who must play from a standing or seated position, such as a wheelchair athlete.

Raise - A type of draw shot which bumps another stone forward.

Raise Take-out - A shot where a delivered stone hits a stationary stone, which in turn hits a third stone and removes it from play.

Rings -.The three concentric circles towards which play is directed.

Scoring - A team scores one point for each of its stones that is touching or within the rings and closer to the tee than any stone of the opposing team.

Stone - World Floor Curl™ stones are made with thermoplastic rubber and roll on ball bearings. Each set will have eight stones: four red stones and four blue stones.

Sheet - The whole playing area. It may have a small target mat at each end or could be one full rink mat.

Shot Stone - At any time during an end, the stone closest to the button.

Side Line - A line placed at the side (perimeter) of each mat whether imaginary or visible.

Take-out - A shot that removes a stone from the playing area by hitting it with the delivered stone. Also known as a hit.

Tee Line - A line extending across the width of the sheet that passes through the centre of the house parallel to the hog line and backline.

Weight - The amount of force/speed given to the stone during the delivery.

Summary Rules Matrix

Game Style	Number of players in game	Number of stones thrown per player per end	Scoring system	Delivery order	Allowed to change order of delivery	Stones can be removed from the Free Stone Zone	Substitution Rules
Singles	2	4	Standard scoring calculation. Maximum 4 points available in an end	Alternating	Not applicable	On the third thrown stone	No substitution allowed.
Doubles	4	2	Standard scoring calculation. Maximum 4 points available in an end	Sequential & Alternating	At the beginning of a new end	On the fifth thrown stone	Permitted (see substitution rules for multi-game competition and timing of substitution)
Triples	6	2	Standard scoring of points with modified scoring system to determine game winner (set points)	Sequential & Alternating	No change of delivery allowed. Pre-set thrower rotation every two ends	On the fifth thrown stone	Permitted (see substitution rules for multi-game competition and timing of substitution)
Four Person - Two Pairs	8	2	Standard scoring calculation. Maximum 4 points available in an end	Sequential & Alternating (every other end)	At the beginning of a new end	On the fifth thrown stone	Permitted (see substitution rules for multi-game competition and timing of substitution)
Four Person - Combined	8	2	Standard scoring calculation. Maximum 8 points available in an end	Sequential & Alternating	At the beginning of a new end	On the fifth thrown stone	Permitted (see substitution rules for multi-game competition and timing of substitution)