

## 2-Person Curling Rules

The *Rules of Curling for General Play* as approved by Curl Canada apply with the following exceptions:

**1. Each team is comprised of two curlers.**

*With no sweeping or brushing between the hog lines (Rule 6), each curler is always occupied, either delivering or skipping. Teams are easier to form and coordinate.*

**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 8).**

*This reduces movement up and down the ice and increases the pace of the game. It also means responsibilities are equally shared by the two team members and provides variety for each player.*

**3. The two delivering curlers alternately deliver six stones each per end, while their teammates skip that end. Then roles are reversed. All games are six ends.**

*Each player is always occupied, doing something interesting. 36 stones are delivered per person each 6-end game compared to 16 in a 4-person team game with 8 ends.*

**4. Stones may be delivered from the traditional sliding position or with a curling/delivery stick.**

*This provides equity for those physically unable to attain the sliding position. Skill is still required to attain alignment and weight. As well the substantial mental aspects of the game are retained.*

**5. 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 redelivered. The player will redeliver the same called shot and ice.**

*Sometimes it is hard to catch a wayward rock played with a curling/delivery stick before the tee line and sometimes the delivery from the sliding position is not as expected.*

**6. Sweeping/brushing is not allowed between the hog lines.**

*This provides fairness to those unable to sweep/brush. It also increases the challenge, not having the advantage of sweeping/brushing to affect either line or weight in the initial travel of the stone.*

**7. The first 3 stones delivered in 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 game tends to be more defensive than the regular game. This rule helps make the game more offensive. The "in play area" is the area from the hog line to the back line.*

**8. Each team may call a maximum of two 90 second time-outs (and meet at center ice) during a game. During an extra end, one time-out per team is allowed. Whenever a time-out is called, the opposing team may consult near center ice at the same time.**

*This allows for team member consultation during a game in a timely manner.*

**9. In case of a tie, an extra end is played, with each player delivering 3 stones. The curlers then exchange roles at the midpoint of an extra end to complete the end.**

*In the event the extra end is a blank, another end is played using the extra end format with each player continuing from the end of the rink where they finished the previous extra end.*