

Code of Ethics

Curling has its rules governing play, but equally as important is the way you conduct yourself while curling. This is outlined in the *Curlers' Code of Ethics* that is part of the rulebook:

- I will play the game with a spirit of good sportsmanship.
- I will conduct myself in an honourable manner both on and off the ice.
- I will never knowingly break a rule, but if I do, I will divulge the breach.
- I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates or officials.
- I will interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to ensure that the game is played in an orderly and fair manner.
- I will humbly accept any penalty that the governing body at any level of curling deems appropriate, if I am found in violation of the Code of Ethics or rules of the game.

Etiquette

Here are some of the key items of proper curling etiquette:

- Curlers are expected to be on time for their game, and to ensure that they find a spare in the event that they cannot be there. Arrive at least 15 minutes before game time. If you can't find a spare, let the skip know.
- Start the game on time, even if it means beginning with three players
- Shake hands with your opponents before and after each game. Wish them "good curling" at the start of the game.
- Opposing players (generally the thirds) will toss a coin at the start of the game to determine last stone advantage.
- When your opponents are preparing for delivery, stand to the side of the sheet, single file and between the hog lines. Move only after the stone has been released.
- If you are throwing next you may stand on the backboard, but remain quiet and out of sight of the opposition thrower
- Only skips and thirds may congregate behind the tee line. They do not move or hold their brooms on the ice while the opposition is preparing to deliver a stone.
- When your team leads off on any particular end, the lead should gather his or her rock and get in the hack, clean the stone, and begin the pre-shot routine. The second and third should put the rocks away in a single line along the edge of the sheet. It is not necessary to put the rocks in order and doing so wastes time.
- Never cross in front of a player who is in the hack and about to deliver a stone.
- When you have finished sweeping your team's rock and are walking back down the sheet, keep to the edge, and walk in single-file. Remember that the other team will be throwing their rock and the sight lines down the sheet should be clear. You should avoid stepping onto or walking up and down the sheet of ice next to the one you are playing on if it is in use.

- Curling etiquette dictates that you cheer on successes, and use discretion when someone misses a shot, either on your own team or on the opposing one. Compliment players on both teams for a good shot. Do not show your frustration at an opponent's "lucky" shot or a teammate's poor shot. No swearing, trash-talking, or broom-slammings!
- Be ready to go when it's your turn to deliver a stone. A few lost seconds each time will add up!
- At the conclusion of an end, all players remain outside the rings until the opposing thirds have agreed on the score.
- It is the third's responsibility to put up the score for their own team immediately on completion of an end, and to update the results on the draw board at the completion of the match.
- You may see curlers "setting up" rocks for the other team after they have thrown theirs. This was something that was done as a courtesy years ago, but it is no longer encouraged. Rather than speeding up the game, it often slows it down, as they may pick the wrong rock. As well, it can be dangerous, if the curler is not expecting the rock to be there, and accidentally trips on it.
- If you do want to help speed up the game, a front end team member setting up a rock in front of the hack for their OWN teammates is a great idea. It will cut a few seconds off delivery time, as the player delivering doesn't have to get the rock.
- Do not leave your fingers, palm of your hand, or your knee on the ice, as this results in "flat" spots in the ice.
- It is customary for the winning team to offer to buy a drink for the member in the same position on the opposing team. If you were the recipient of the drink, it is a good idea to offer to return the favour in the second round.