

2 on 2 Spiel Rules

- 1. Each team is comprised of two players. Players select which end they want to play from at the beginning of the game and stay in that end for the entire six end game. Players are NOT permitted to cross the center point of the sheet during the game.**
- 2. All games are six ends. Each team will deliver six stones per end. Players will deliver all six stones for their team from their designated end in any one end. In the event of a tie after six ends, an extra end will be played with each team member delivering three stones each, one player delivering the first three and the second player delivering the final three. All rocks will be delivered from the same end and team mates will alternate being skip while the other is throwing. If the game remains tied after the extra end, all players will draw one stone to the button. The winning team will be the team that has one of its rocks closest to the button. The team that held hammer in the extra end will throw last.**
- 3. No stone may be removed from play regardless of position until the fifth stone is being delivered (ie. four stone free rock rule).**
- 4. Sweeping/brushing of your team's stone is only permitted after the stone has crossed the hog line at the target end. Sweeping of an opponent's stone is only permitted after the T line as it is in regular curling.**
- 5. Teams will perform the standard coin toss (spin the wheel) prior to the start of the game with the winner having the choice of taking the hammer or choosing rocks. If the winner of the coin toss selects to hold the hammer, the loser gets to choose rocks. If the winner chooses rocks, the loser will have the choice of holding or declining the hammer.**
- 6. Please be on time. If a team is late by 10 minutes past when their game is ready to begin, the opposing team will be awarded the first end and a single point as well as maintain hammer in second end. For each additional 10 minute delay caused by a late team, the opposing team will be awarded the end and a single point. If a team is 30 minutes late, the game will be considered a forfeit.**
- 7. Spares are permitted to fill in if a team member cannot make a game. Spares must be Schooner CC members but do not have to be registered for this spiel.**
- 8. All other standard curling rules apply.**

Good Curling Everyone!