

## **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 the winner will be determined by a draw to the button. Each team member will throw one stone without the aid of sweeping and the distance from the button will be measured. The teammate's measurements will be added together and the team with the lowest combined distance from the button will be the winners.**
- 3. You are not permitted to remove an opponent's stone from play regardless of position until the fifth stone is being delivered (ie. four stone free rock rule). You can remove your own stones at any time.**
- 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.**
- 8. 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.**
- 7. All other standard curling rules apply.**