

## **RULES for MIXED DOUBLES**

1. A team is composed of two players, one male, and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both players for the entire game.
2. Each team shall deliver five stones per end.  
One player shall deliver rocks 1 & 5, the other player shall deliver rocks 2, 3, 4.  
The player delivering the first stone can change from end to end.
3. Modified Free Guard Zone: no stone in play, including the “positioned stones” can be removed from play prior to the delivery of the fourth stone of an end (the fourth delivered stone is the first that can remove a stone from play).
4. Before the start of every end, two stones will be pre-positioned.

One team shall have their stone positioned so that it is bisecting the centre line and is in the back of the 4 foot circle - Position A. This team shall have the hammer. The other team shall have their stone positioned so that it is bisecting the centre line and is in front of the house directly in front (ie closer to the hog line) of one of the “spots” in the ice – Position B. This position will be determined by the official.

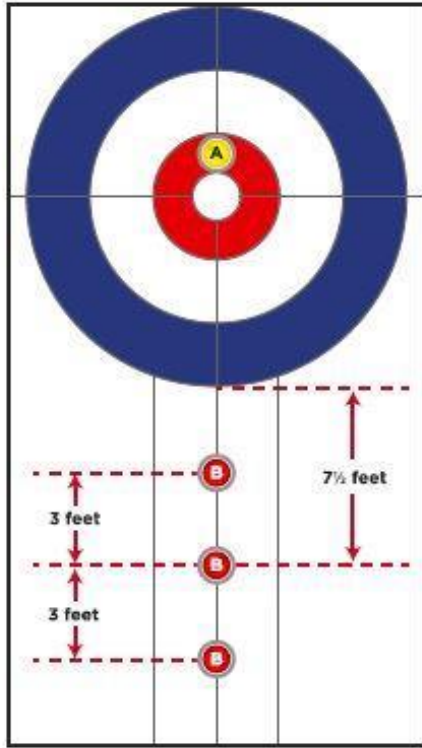
5. The Power Play: Once per game, each team with last stone, has the option to place the stones in a “power play” position. A “power play” cannot be called in an extra end.

The stone in the house is placed with the back edge of the stone on the tee line, splitting the 8 and 12 foot circle.

The guard is positioned in front of the house on a direct line to the hack so the rock in the house is directly behind the guard. The team calling the power play can decide which side of the house they would like the stones placed.

6. The team having the decision on the placement of the “positioned” stone shall be:
  - The team winning the draw to the button in the first end.
  - Following the first end, the team that did not score shall have the decision.
7. If the case of a blank end, a team does not maintain control of the hammer (decision). The team that delivered the first stone in that end shall have the decision of placement in the next end.

8. If a player delivers a stone out of proper rotation, the delivered stone is removed from play and any displaced stones are returned to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred; however, the player that delivered the first stone of the end can deliver a maximum of two stones in that end.
9. Games shall be 6 ends.
10. A warning bell will ring after 50 minutes – finish the end that you are on and play one more end.
11. Ties will be broken by an extra end.
12. No time outs are allowed.
13. In the case of ties after round robin play, the following criteria will be used to determine each team's ranking:
  - head to head record
  - cumulative score of all draws to the button



The Power Play

