

Eisstockschiessen (similar to Curling) – Rules

1. The Curling Sheet is available to members from 12.00 noon to 9.00 pm. We request you to show consideration to our neighbours by adhering to these times. We feel sure you will understand that the Curling Sheet may only be used by young people under the age of 14 when supervised by their parents.

In order to avoid damage to the sheet, please adhere to the rule that there may be no run-up to a shot. The curling stone is moved across the sheet by means of sliding across the sheet. It is set down on the sheet and then pushed. It must **not** be thrown.

2. Two teams play against each other, each comprising the same number of players. At official tournaments there are four people in each team. Each player is given a curling stone; the team members should all have the same colour handle. If there is an uneven number of players, the team with fewer stones is given an extra stone to even up the numbers.
3. The aim of the game (usually consisting of six “sets”) is to position your team’s stones as close as possible to the house centre (or “button”). The button is placed, yellow-side down, on the starting point. Each team starts on the opposite starting point, where the hack is placed (which provides something to push against).
4. The order in which the players of a team make their shots can be changed in each set. Which team begins can be decided mutually or by tossing a coin.
5. Fairness is the watchword in this game. If one player disturbs an opponent as he is making his shot (by making a joke or larking about), that player is barred for the rest of the game and that team has to play one stone down for the rest of the game.
6. The first player of the leading team endeavours to place his curling stone as close to the button as possible. If the stone does not reach the outer ring of the target, or shoots beyond it, the next player in that team foregoes his shot.

7. Then it is the turn of the opposing team's first player. He must attempt to place his stone nearer to the button than his opponent, by aiming close to the button or succeeding in pushing his opponent's stone further from it.
8. The skip or captain of each team, who play first, offer their team players help and tips on how to continue the set. They also monitor the position of the stones, if necessary with a tape measure.
9. **Attention:** From now on, it is the turn of the team whose best-placed stone is further from the button than the opponents' best-placed stone. If the next player succeeds in placing his stone closer to the button or by hitting the opponent's stone further from the button, thereby placing his own stone closer; then the opposing team takes over, otherwise the same team plays on. In such a case, it can be advantageous to move the button within the target area by means of a well-placed shot.
10. If the button is moved out of the target area, it is returned to the original central position (always yellow side down!). In this case, a fresh look at which stone is closest to the button must be undertaken.
11. A curling stone that travels outside the target area or fails to reach it is taken out of the game.
12. A set is at an end when **all** the players have dispatched their stones.
13. All of the players are allowed in the target area once the team captains have agreed on the result. The hacks are then re-positioned and the button placed in the opposite target area.
14. The teams **take it in turns** to lead the next set.
15. A game generally consists of 6 sets.