

7. The Skips opposing each other shall settle by lot, or in any other way they may agree upon, which party shall lead at the first head, after which the winners of the preceding head shall do so.

8. All curling stones shall be of a circular shape. No stone, including handle and bolts, shall be of a greater weight than 44 lbs. imperial, or of greater circumference than 36 inches, or of a less height than one-eighth part of its greatest circumference.

9. No stone shall be substituted for another (except under Sections 10 and 14) after a match has been begun, but the sole of a stone may be reversed at any time during a match, provided the player is ready to play when his turn comes.

10. Should a stone be broken the largest fragment shall be considered in the game for that head, the player being entitled to use another stone or another pair, during the remainder of the game.

11. All stones which roll over, or come to rest on their sides or tops, shall be removed from the ice.

12. Should the handle quit the stone in delivery, the player must keep hold of it; otherwise he shall not be entitled to replay the shot.

13. Players, during the course of each head, shall be arranged along the sides, but well off the centre of the rink, as the skips may direct; and no one, except when sweeping according to rule, shall go upon the centre of the rink, or cross it, under any pretence whatever. Skips only shall be entitled to stand within the seven-foot circle. The Skip of the playing party shall have the choice of place and shall not be obstructed by the other Skip in front of the tee, while behind it the privileges of both in regard to sweeping shall be equal.

14. Each player must be ready to play when his turn comes and must not take more than a reasonable time to play. Should a player play a wrong stone, any of the players may stop it while running; but if the mistake is not noticed until the stone is at rest, the stone which ought to have been played shall be put in its place, to the satisfaction of the opposing Skip.

15. If a player should play out of his turn, the stone so played may be stopped in its progress, and returned to the player. Should the mistake not be discovered till the stone is at rest, or has struck another stone, the opposing Skip shall have the option of adding one to his score and allowing the game to proceed, or of declaring the head null and void. If another stone be played before the mistake is discovered the head must be finished as if it had been properly played from the beginning.