

2. All Matches to be of a certain number of heads, to be agreed on by the Clubs, or fixed by the Umpire, before commencement ; or otherwise, by time, by shots, if mutually agreed on ; and in the event of parties being equal at the conclusion of the Match, it shall be continued by all the rinks engaged for another head ; or if necessary to decide the Match, for such further period as the Umpire shall direct.
3. Every rink to be composed of four players a side, each using two stones. The rotation of play observed during the first head of a Match shall not be changed.
4. 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 winning party shall do so.
5. All Curling stones shall be of a circular shape. No stone shall be of a greater weight than 50 lb. imperial, or of greater circumference than 36 inches, or of less height than one-eighth part of its greatest circumference.
6. No stone, or side of a stone, shall be changed after a Match has been begun, or during its continuance, unless with consent of the opponents.
7. Should a Stone happen to be broken, the largest fragment shall be considered in the Game for that end—the player being entitled to use another Stone, or another pair, during the remainder of the Game.
8. If a played stone rolls over, or stops, on its side or top, it shall be put off the ice. 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.
9. Players, during the course of each end, to be arranged along the sides of the Rink, anywhere Skips may direct ; and no party, except when sweeping according to rule, shall go upon the middle of the Rink, or cross it, under any pretence whatever. Skips alone to stand at or about the Tee,—that of the playing party having the choice of place, and must not be obstructed by the other.
10. If a player should play out of turn, the stone so played may be stopped in its progress, and returned to

the pl  
the St  
opposit  
score, a  
end nu  
mistake  
as if it

11. T  
control  
ice any  
hind it  
behind  
when m  
full libe  
any tim  
Skip.  
call upo  
Rink, b  
control  
be to a  
or left i  
ing, eith

12. If  
marred  
in the o  
by any o  
Skip of  
marred  
Stone.  
head is r  
where it  
opposed  
party, ot  
upon the  
should t

13. Ev  
comes, a  
play. S  
may stop  
rest, the  
placed i  
Skip.