

# THE RULES OF CURLING 冰壺規則

These rules apply to any game or competition to which they are made applicable by the curling organization having jurisdiction.

本規則適用於所有冰壺組織轄下所主辦之比賽

## R1. SHEET 冰壺道

- (a) The length of the ice sheet from the inside edges of the back boards is 45.720 meters (150 feet). The width of the sheet from the inside edges of the side lines is a maximum of 5.000 m. (16 ft. 5 inches). This area is delineated by lines drawn, or by dividers placed on the perimeter. If the size of an existing facility will not permit these measurements, then the length may be reduced to a minimum of 44.501 m. (146 ft.), and the width to a minimum of 4.420 m. (14 ft. 6 in.).

冰壺道的長度為自背板內緣起 45.720 公尺(150 呎)；寬度為自邊線起最多 5.000 公尺(16 呎 5 吋)。此區域可由畫線或於邊界線放置分界器以界定。若現有場地無法達到此要求，則長度可減至最低 44.501 公尺(146 呎)，寬度最少 4.420 公尺(14 呎 6 吋)。

- (b) At each end of the sheet there are clearly visible parallel lines in the ice from side line to side line as follows:

在冰壺道的二端，自一側邊線至另一側邊線之冰內，需有清晰可見之平行線，如下圖所示：

- (i) the tee line, 1.27 cm. (1/2 in.) maximum width, placed so that the centre of the line is 17.375 m. (57 ft.) from the middle of the sheet.  
T 線：最寬 1.27 公分(1/2 吋)，其中心需位於距冰壺道中心 17.375 公尺(57 呎)處。
- (ii) the back line, 1.27 cm. (1/2 in.) maximum width, placed so that the outside edge is 1.829 m. (6 ft.) from the centre of the tee line.  
底線：最寬 1.27 公分(1/2 吋)，需置於其外緣距 T 線中心 1.829 公尺(6 呎)處。
- (iii) the hog line, 10.16 cm. (4 in.) in width, placed so that the inside edge is 6.401 m. (21 ft.) from the centre of the tee line.

hog 線：寬度 10.16 公分(4 吋)，其位置為其內緣距 T 線中心 6.401 公尺(21 呎)處

- (iv) the center line, 1.27 cm. (1/2 in.) maximum width, joins the midpoints of the tee lines and extends 3.658 m. (12 ft.) beyond the center of each tee line.

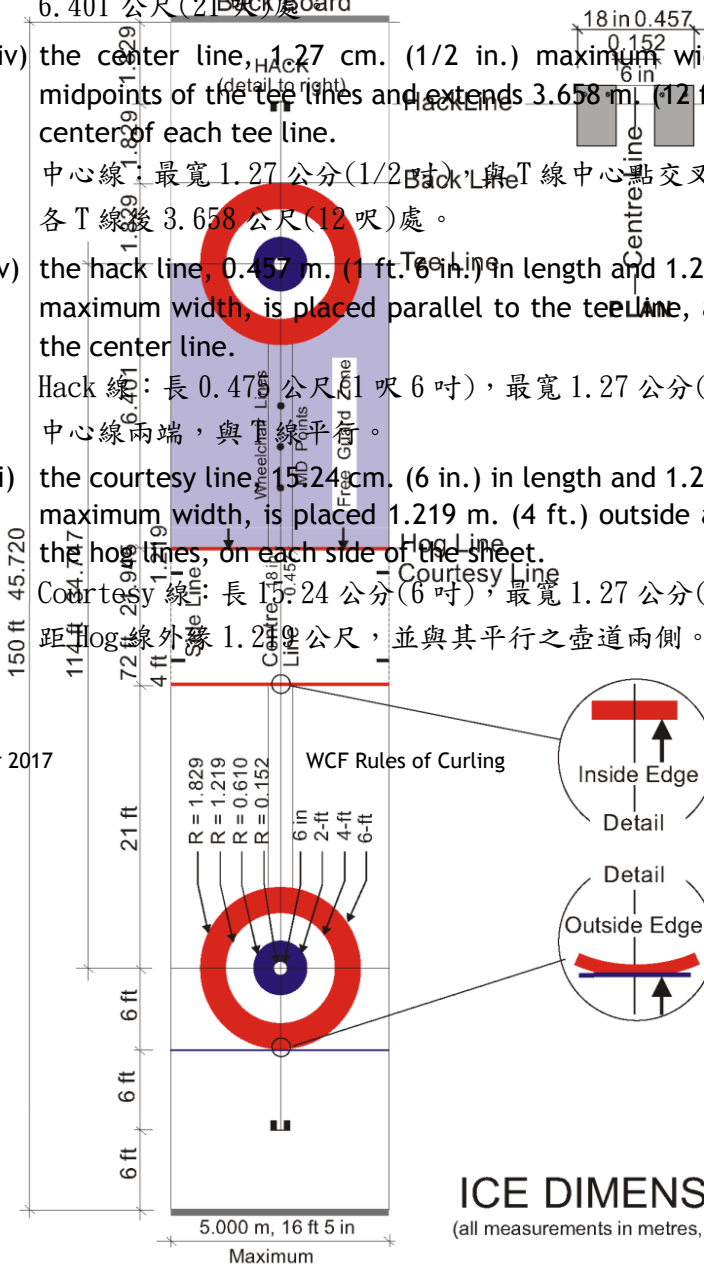
中心線：最寬 1.27 公分(1/2 吋)與 T 線中心點交叉並向外伸至各 T 線後 3.658 公尺(12 呎)處。

- (v) the hack line, 0.457 m. (1 ft. 6 in.) in length and 1.27 cm. (1/2 in.) maximum width, is placed parallel to the tee line, at each end of the center line.

Hack 線：長 0.457 公尺(1 呎 6 吋)，最寬 1.27 公分(1/2 吋)，置於中心線兩端，與 T 線平行。

- (i) the courtesy line, 15.24 cm. (6 in.) in length and 1.27 cm. (1/2 in.) maximum width, is placed 1.219 m. (4 ft.) outside and parallel to the hog lines, on each side of the sheet.

Courtesy 線：長 15.24 公分(6 吋)，最寬 1.27 公分(1/2 吋)，置於距 Hog 線外緣 1.219 公尺，並與其平行之壺道兩側。



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## ICE DIMENSIONS

(all measurements in metres, feet and inches)

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- (c) For wheelchair events, at each end of the sheet, 2 thin (i.e. - wool) wheelchair lines are placed parallel to and on opposite sides of the center line, extending from the hog line to the outermost edge of the nearest circle, with the outside edge of each line being 0.457 m. (18 in.) from the center line.

輪椅賽事，在冰壺道的兩端，自 Hog 線延伸至最近圓圈的最外緣，置有二條平行於中心線兩側的薄(例如：羊毛製)輪椅線，其外緣距中心線 0.475 公尺(18 吋)。

- (d) A centre hole (tee) is placed at the intersection of each tee line and centre line. With the tee as centre, there are four concentric circles placed at each end of the sheet, with the outer edge of the outer circle having a radius of 1.829 m. (6 ft.), the next circle a radius of 1.219 m. (4 ft.), the next circle a radius of 0.610 m. (2 ft.), and the innermost circle having a minimum radius of 15.24 cm. (6 in.).

中心孔(T)位於每條 T 線與中心線交會處。於冰道二端，以中心孔為圓心，各有四個同心圓；其最外一個圓的外緣半徑為 1.829 公尺(6 呎)；

下一個圓的半徑為 1.219 公尺(4 呎)；再下一個圓的半徑為 0.610 公尺(2 呎)；最裡層的圓半徑最小為 15.24 公分(6 吋)。

- (e) Two hacks are placed on the hack line, on opposite sides of the centre line, with the inside edge of each hack 7.62 cm. (3 in.) from the midpoint of the centre line. The width of each hack shall not exceed 15.24 cm. (6 in.). The hack is attached to suitable material, and the inside edge of that material is placed on the inside edge of the hack line so that the hack does not extend more than 20.32 cm. (8 in.) in front of the hack line. If the hack is recessed into the ice, this is not to be more than 3.81 cm. (1.5 in.) in depth.

在中心線兩側的踏板(hack)線上各置有一個踏板(hack)，自中心線的中心至每個踏板內緣為 7.62 公分(3 吋)。每個踏板的寬度不得超過 15.24 公分(6 吋)，踏板應固定於合適之器材上，該器材之內緣固定於踏板線之內緣時，踏板不得超過踏板線前方 20.32 公分(8 吋)。若踏板定入冰中，則深度不得超過 3.81 公分(1.5 吋)。

## R2. STONES 石壺

- (a) A curling stone is of circular shape, having a circumference no greater than 91.44 cm. (36 in.), a height no less than 11.43 cm. (4.5 in.), and a weight, including handle and bolt, no greater than 19.96 kg. (44 lbs.) and no less than 17.24 kg. (38 lbs.).

石壺為圓餅狀，其圓周長不超過 91.44 公分(36 吋)，高度不低於 11.43 公分(4.5 吋)，其重量(包括把手及螺栓)不超過 19.96 公斤(44 磅)且不輕於 17.24 公斤(38 磅)。

- (b) Each team uses a set of eight stones having the same handle colour and individually identified by visible markings. If a stone is damaged and becomes unsuitable for play, a replacement stone is used. If a replacement stone is not available, a stone previously delivered in the end is redelivered.

每隊使用一組八個把手顏色相同，且有可個別明顯辨識標誌之石壺。

若石壺的石頭毀損而無法繼續使用，則可替換；若無可替換之石壺，則在該局中已投擲之石壺最後可被再度投擲。

- (c) If a stone is broken in play, the teams use the “Spirit of Curling” to decide where the stone(s) should be placed. If agreement cannot be reached, the end will be replayed.

若在比賽中石壺破裂毀損，則隊伍應本著「冰壺精神」決定石壺應置於何處；若無法達成協議，該局應重賽。

- (d) If a stone rolls over while in motion, or comes to rest on its side or top, it is removed from play immediately.

若石壺於運行中翻轉，或停止時為側翻或倒置，則須立刻移除。

- (e) Should a handle completely separate from a stone during delivery, the delivering player has the option of either allowing the play to stand, or of redelivering the stone after any displaced stones have been replaced to their positions prior to the incident taking place.  
若於投壺時，手把完全與壺石分離，則投壺者可選擇繼續比賽或於所有移位過的石壺皆重行歸位後，重新投擲。
- (f) A stone that does not come to rest completely beyond the inside edge of the hog line at the playing end is removed from play immediately, except when it strikes another stone, in which case it remains in play.  
若石壺無法在超越得分端之 Hog 線內緣後於場內完全靜止，則須立即被移除，除非它曾擊中另一石壺，則它仍可繼續比賽。
- (g) A stone that completely crosses the outside edge of the back line at the playing end is removed from play immediately.  
一個完全超越底線外緣的石壺將立刻被移除。
- (h) A stone that touches a divider or a side line is removed from play immediately and is prevented from entering adjacent sheets.  
石壺碰到分界或邊線時將立刻移除，以預防其進入鄰道。
- (i) A stone may be measured only visually until the last stone of the end has come to rest, except to determine if a stone is in play, or, prior to playing the second, third, or fourth stone of an end, to determine if a stone is in the Free Guard Zone.  
在一局最後一個石壺達到靜止前，只可目視測量，除非要決定一個石壺是否可比賽，或於一局中，在繼續第二、三、四個石壺前，需先認定石壺是否在自由防守區。
- (j) Teams are not to make alterations to, nor place any object on or over, their game stones.  
隊伍不得改變、置放或覆蓋任何物件於其比賽用之石壺上。
- (k) A team is composed of four players. Each player delivers two stones, in consecutive order in each end, while alternating with an opponent.  
一隊由四位隊員組成；每局每位隊員投擲二個石壺，按順序與對手輪流至終。
- (l) A team declares its delivery rotation, and the skip and vice-skip positions, prior to the start of a game and maintains that rotation and those positions throughout that game subject to (d) (ii). A team that deliberately changes its delivery rotation, or positions, during a game will forfeit the game, unless it was done when bringing in an alternate player.  
隊伍需於賽前公佈其排序及隊長、副隊長之位置，並保持此排序至結束(除(d)(ii)外)。除換人時，若隊伍故意在比賽中改變其排序或位置，該隊將被判出局。
- (m) If a player is missing at the start of a game, the team may either:

在比賽開始時，若有選手缺席，則該隊可以：

(i) start the game with three players, the first two players delivering three stones each, and the third player delivering two stones, in which case the missing player may enter the game in the declared delivery rotation and position at the start of an end; or

以三名選手開始，前二位選手每人投擲三壺，第三人二壺；在此狀況下，缺席選手可於新局開始時，回到其原排定位置，或

(ii) start the game using a qualified alternate.

以合格的替補選手代替而開賽。

(o) Where a player is unable to continue to play in a game, the team may either: 當一位選手無法繼續比賽時，其隊伍可以：

(i) continue play with the remaining three players, in which case the player who left the game may re-enter only at the start of an end. A player may leave and return to a game only one time in any game; or

以剩餘的三位選手繼續比賽；在此狀況下，離開的那位選手可於新局開始時回來，但每位選手在一場比賽中只可離開和回去一次。

或是

(ii) bring in a qualified alternate at the beginning of an end, in which case the delivery rotation and the skip and vice-skip positions may be changed (the revised rotation of play applying for the remainder of that game), and the replaced player may not re-enter the game.

在一局開始時以合格的候補選手入替，在此狀況下，排序及隊長和副隊長的位置可以改變(更改後的排序須維持至比賽結束)，而被替補之選手不得回到比賽。

(p) A team may not play with fewer than three players, all players delivering all their allocated stones in each end.

任何隊伍不得少於三名選手，所有選手須投擲他們每局所分配到之石壺數。

(q) In competitions where alternates are allowed, only one alternate can be registered and used in that competition. If there is a violation, the offending team will forfeit the game.

在准許有候補之比賽中，只可登記並使用一位候補；若違反此規定，則違規隊伍將被判出局。

- (r) If a player delivers the first allocated stone of an end and is unable to deliver the second allocated stone, the following is the procedure for the remainder of that end. If the player is the:
- 若選手於一局中投擲一石壺後，無法再投第二壺，則剩餘之局以以下程序完成。若選手為：
- (i) first player, the second player delivers the stone.  
第一棒：則第二棒投擲石壺。
  - (ii) second player, the first player delivers the stone.  
第二棒：由第一棒投擲石壺。
  - (iii) third player, the second player delivers the stone.  
第三棒：由第二棒投擲石壺。
  - (iv) fourth player, the third player delivers the stone.  
第四棒：由第三棒投擲石壺。
- (s) If a player whose turn it is to deliver is unable to deliver both of the allocated stones during an end, the following is the procedure for the remainder of that end. If the player is the:
- 若在一局中，輪到的選手兩個石壺皆無法投擲，則以以下程序完成該局。若該選手為：
- (i) first player, the second player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones.  
第一棒選手：由第二棒投擲三個石壺，第三棒投擲三個石壺，第四棒投擲剩餘二個石壺。
  - (ii) second player, the first player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones.  
第二棒選手：由第一棒投擲三個石壺，第三棒投擲三個石壺，第四棒投擲剩餘二個石壺。
  - (iii) third player, the first player delivers the first stone of the third player, then the second player delivers the second stone of the third player, then the fourth player delivers the last two stones.  
第三棒選手：由第一棒為第三棒投擲第一個石壺，第二棒為第三棒投擲第二個石壺，第四棒投擲剩餘二個石壺。

- (iv) fourth player, the second player delivers the first stone of the fourth player, then the third player delivers the second stone of the fourth player.

第四棒選手：由第二棒為第四棒投擲第一個石壺，第三棒為第四棒投擲第二個石壺。

## **R4. POSITION OF PLAYERS 選手位置**

### **(a) Non-Delivering Team:**

非投擲隊：

- (i) During the process of delivery, the players take stationary positions along the side lines between the courtesy lines. However:

在投擲過程中，非投擲隊隊員們沿邊線站在兩條 courtesy 線之間。但是：

the skip and/or vice-skip may take stationary positions behind the back line at the playing end, but must not interfere with the choice of place of the skip or vice-skip of the delivering team.

隊長 和/或 副隊長可在得分端的底線後方之固定位置，但不得干擾投擲隊隊長或副隊長所選之位置。

the player who is to deliver next may take a stationary position to the side of the sheet, behind the hacks, at the delivery end.

下一位投擲者可站在投擲端踏板後面的冰壺道旁的固定位置。

- (ii) The non-delivering team players must not take any position, nor cause any motion, which could obstruct, interfere with, distract or intimidate the delivering team. If such an action occurs, or an external force distracts a player during delivery, that player has the option of allowing the play to stand, or of redelivering the stone after all displaced stones have been replaced to their positions prior to the violation taking place.

非投擲隊隊員不得以選位或舉動造成干擾妨礙或擾亂威脅到投擲隊。若有此狀況發生，或在隊員投擲時有外力干擾，則該隊員可選擇繼續比賽或在所有移位的石壺回復到事發前原位後，重新再擲。

### **(b) Delivering Team:**

投擲隊：



- (i) The skip, or the vice-skip when it is the skip's turn to deliver, or when the skip is not on the ice, is in charge of the house.  
隊長負責大本營，但當隊長投擲或不在冰上時，則由副隊長負責大本營。
- (ii) The player in charge of the house is positioned inside the hog line, with at least one foot/wheel on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery.  
負責大本營的隊員位於 hog 線之內，當其隊伍在投擲時，至少有一隻腳/輪子 在隊伍所在冰道的得分端的冰面上
- (ii) The players who are not in charge of the house or delivering a stone take positions to sweep.  
不負責大本營或投擲的隊員擔任刷冰。
- (iii) Any improper position of players will result in the delivered stone being removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.  
任何位置不當的隊員所投擲的石壺將被移除，而任何移位的石壺會由未犯規的隊伍移至其未違規前的位置。

## **R5.DELIVERY 投擲**

- (a) Unless predetermined or decided by the Last Stone Draw (LSD), the teams opposing each other in a game shall use a coin toss to determine which team delivers the first stone in the first end. This order of play

shall be maintained until one team scores, after which the team that most recently scored delivers the first stone in any subsequent end.

競賽的二隊除非是有預設或由 Last Stone Draw 決定的，否則以擲銅板決定第一局由哪隊首擲，在隨後的局中則由最近得分的隊開擲。

- (b) Unless predetermined, the team playing the first stone of the first end has the choice of stone handle color for that game.  
除非預設，否則在第一局首擲的隊伍有權選擇石壺把手的顏色。
- (c) Right-handed deliveries are delivered from the hack on the left of the center line and left-handed deliveries are delivered from the hack on the right of the center line. A stone delivered from the wrong hack is removed from play, and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.  
右手投擲者須自中線左側之踏板擲出；而左手投擲者則由中線右側之踏板擲出。任何自錯誤邊踏板投出之石壺必須被移除，而每個移位壺必須由未犯規之隊伍將其移至犯規前之位置。
- (d) A stone must be clearly released from the hand before it reaches the hog line at the delivery end. If the player fails to do so, the stone is immediately removed from play by the delivering team.  
每個石壺必須在抵達擲壺端的 hog 線前確實地離手。若隊員未辦到，則石壺將立刻被投擲隊移出場。
- (e) If a hog line violation stone is not immediately removed and strikes another stone, the delivered stone is removed from play by the delivering team, and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.  
若 hog 線違規的石壺未被立即移除，並撞到另一石壺，則由投擲隊移除所投之石壺，而任何移位壺則由未犯規的一隊移回在犯規前的位置。
- (f) A stone is in play, and considered delivered, when it reaches the tee line (hog line for wheelchair curling) at the delivery end. A stone that has not reached the relevant line may be returned to the player and redelivered.  
石壺於比賽中，當它抵達擲壺端 T 線(輪椅冰壺為 hog 線)時，被認定已擲出。而未抵達相關線之石壺則退回給選手重擲。
- (g) All players must be ready to deliver their stones when their turns come, and not take an unreasonable amount of time to play.  
所有選手在輪到他們投擲時必須已完成準備，而不應不合理的浪費比賽時間。
- (h) If a player delivers a stone belonging to the opposing team, that stone is allowed to come to rest, and is then replaced by a stone belonging to the delivering team.  
若一位選手誤擲對手之石壺，則該壺可等其停止後換回該投擲隊之石壺。
- (i) If a player delivers a stone out of proper rotation, the end continues as if the mistake had not occurred. The player who missed a turn delivers the last stone for that team in that end. If it cannot be determined which

player delivered out of proper rotation, the player who delivered the first stone in the end for that team delivers the last stone for that team in that end.

若選手在適當旋轉(proper rotation)下擲出石壺，則該局繼續如常。若選手錯失其投擲輪，則由該選手為其隊投擲該局最後一壺。若不能確定哪位選手為適當旋轉(proper rotation)投壺者，則由該局該隊第一位投擲者為該隊投擲最後一壺

- (j) If a player inadvertently delivers too many stones in one end, the end continues as if the mistake had not occurred and the number of stones allocated to the last player of the offending team shall be reduced accordingly.

若有一位隊員非故意在一局中擲出太多壺，該局應繼續，但該犯規隊最後一位擲壺員所可擲之壺數需據此遞減。

- (k) If a team delivers two stones in succession in the same end:

若一隊在同一局中連擲二壺，則：

- (i) the second stone is removed and any displaced stones replaced, by the non-offending team, to their positions prior to the violation taking place. The player who delivered the stone played by mistake, redelivers it as the last stone for the team in that end.

第二個石壺須被移除，其他石壺由未犯規的隊伍歸回未犯規前位置；犯規隊員於該局最後重擲該壺以做為該隊該局最後一壺。

- (ii) should the infraction not be discovered until after the delivery of a subsequent stone, the end is replayed.

若在下一位已擲出石壺後才發現錯誤，則該局需重賽。

- (l) If the wrong team delivers the first stone of an end:

若在一局中錯的隊伍擲出第一個石壺，則：

- (i) if the error is discovered after only the first stone has been delivered, the end shall be replayed.

若在第一個石壺擲出後，已發現錯誤，該局重賽。

- (ii) if the error is discovered after the 2<sup>nd</sup> stone of the end has been delivered, play continues as if the error had not occurred.

若在第二個石壺已投出後發現錯誤，則該局繼續如常。

## R6. FREE GUARD ZONE (FGZ)

### 保護區

- (a) A stone that comes to rest between the tee line and the hog line at the playing end, excluding the house, is deemed to be within an area designated as the FGZ. Also, stones that are in play, on or before the hog line, after striking stones in the FGZ, are deemed to be in the FGZ.

除大本營外，石壺若停止於得分端之 T 線和 hog 線之間，除大本營區外，認為在保護區內。使用中之石壺，在保護區內碰撞後停於 hog 線上或之前，亦被視為在保護區內。

- (b) If, prior to the delivery of the fifth stone of an end, a delivered stone causes, either directly or indirectly, an opposition stone to be moved from the FGZ to an out-of-play position, then the delivered stone is removed from play, and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place. *(effective 1 October 2018 the 5 stone FGZ will be implemented)*

在一局中投出第五個石壺之前，所投出的石壺若直接或間接地撞擊到隊手之石壺，並使其滑出保護區至界外，則所投擲之石壺應被移除，而所有因此位移之石壺則由未違規的隊伍放回違規發生前之位置。

(2018 十月 1 日起，第五石壺保護區 將開始實施)

## R7. SWEEPING 刷冰

- (a) The sweeping motion can be in any direction (it need not cover the entire width of the stone), must deposit no debris in front of a moving stone, and must finish to either side of the stone.

刷冰可朝任意方向(不須涵蓋整個石壺之寬度)，但不得在運行中的石壺前留下殘渣，並須在石壺的兩邊進行。

(b) A stationary stone must be set in motion before it can be swept. A stone set in motion by a delivered stone, either directly or indirectly, may be swept by any one or more of the team to which it belongs anywhere in front of the tee line at the playing end.

(c) 一個靜止的石壺必須先使其滑動，才能開始刷冰。一個石壺經被擲之石壺，直接或間接造成移動，則其所屬隊伍之一位或多位隊員皆可在得分端 T 線前任一處為其刷冰。A delivered stone may be swept by any one or more of the delivering team anywhere in front of the tee line at the playing end.

投擲石壺的隊員可在被投擲的石壺達到得分端 T 線前任何一處刷冰。

(d) No player may ever sweep an opponent's stone except behind the tee line at the playing end, and may not start to sweep an opponent's stone until it has reached the tee line at the playing end.

除非在 T 線後，否則任一隊員不得替其對手石壺刷冰；且在石壺未達得分端 T 線前，不得開始為其刷冰。

(e) Behind the tee line at the playing end, only one player from each team may sweep at any one time. This may be any player of the delivering team, but only the skip or vice-skip of the non-delivering team.

在得分端之 T 線後，每隊各有一位隊員可以刷冰；投擲隊任何人皆可，但非投擲隊只有隊長或副隊長可以。

(f) Behind the tee line, a team has first privilege of sweeping its own stone, but it must not obstruct or prevent its opponent from sweeping.

在 T 線之後，各隊有優先權為其本隊之石壺刷冰，但不得干擾或阻礙其對手刷冰。

(g) If a sweeping violation occurs, the non-offending team has the option of allowing the play to stand, or of placing the stone, and all stones it would have affected, where they would have come to rest had the violation not occurred.

若發生刷冰違規時，未違規隊伍有權選擇：比賽有效，或將石壺及所有受影響之石壺放回未違規前之位置。

## **R8. TOUCHED MOVING STONES** **觸碰移動中之石壺**

(a) Between the tee line at the delivery end and the hog line at the playing end:

在投擲端 T 線和得分端 hog 線之間：

- (i) If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by their equipment, the touched stone is removed from play immediately by that team. A double-touch by the person delivering the stone, prior to the hog line at the delivering end, is not considered a violation.

一個移動中的石壺，若被他所屬的隊伍的選手或其工具碰觸，則該隊須將該壺立刻移出；但若投擲者在投擲端 hog 線之前兩次碰觸石壺不算違規。

(a) If a moving stone is touched, or is caused to be touched, by an opposition team, or by its equipment, or is affected by an external force:

移動的石壺若被對手隊之隊員、或其工具、或外力碰觸，則：

- 1) If the stone was the delivered stone, it is redelivered.

若是被投擲的石壺，則重投。

- 2) If the stone was not the delivered stone, it is placed where the team to which it belongs reasonably considers it would have come to rest had it not been touched.

若不是被投擲的石壺，則由其所屬隊伍置於其若未經碰觸應可抵達之處。

(b) Inside the hog line at the playing end:

在得分端之 hog 線內：

- (i) If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by its equipment, all stones are allowed to come to rest, after which the non-offending team has the option to:

若石壺被它所屬隊伍之隊員或其工具所碰觸，或造成碰觸，則所有石壺可以待其靜止後，未違規一隊可有以下選擇：

- 1) remove the touched stone, and replace all stones that were displaced after the infraction to their positions prior to the violation taking place; or

將被碰觸過的石壺移走，並將其他移位過的石壺放回原處。

- 2) leave all stones where they came to rest; or

讓所有石壺留於們所在之處

- (a) place all stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.

將所有石壺置於若未經移動石壺碰撞，合理推測之停滯點。

- (ii) If a moving stone is touched, or is caused to be touched, by an opposition team, or by its equipment, all stones are allowed to come to rest, after which the non-offending team places the stones where it reasonably considers the stones would have come to rest, had the moving stone not been touched.

若移動之石壺是被對手隊之隊員或其工具碰觸到或造成碰觸，則待所有石壺靜止後，由未違規隊將之置於經合理推測，若未經碰撞之停滯位置。

- (iii) If a moving stone is touched, or is caused to be touched, by an external force, all stones are allowed to come to rest, and then placed where they would have come to rest if the incident had not occurred. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their positions prior to the violation taking place. If agreement on those positions cannot be reached, the end is replayed.

若一石壺被外力碰觸，或造成碰觸，則可等至所有石壺靜止後，然後將其改置於若無意外發生，其可能之停滯點。若隊伍無法達成共識，則在將所有石壺放回意外發生前之位置後重擲。若對這些位置無法達成共識，則該局重賽。

**(c) Last Stone Draw (LSD) stones:**

Last Stone Draw(LSD)石壺

- (i) If a member of the delivering team touches a moving stone, or causes it to be touched, the stone will be removed and recorded as 199.6 cm (6 ft. 6.5 in.).

若擲壺隊之隊員觸碰或導致觸碰移動中之石壺，則該石壺將被移出，而記錄其距離為 199.6 公分(6 呎 6.5 吋)。

- (ii) If a member of the non-delivering team touches a moving stone, or causes it to be touched, the stone will be redelivered.

若為非擲壺隊之隊員碰觸或導致碰觸移動中之石壺，則重新再擲。

- (iii) If an external force touches a moving stone, or causes it to be touched, the stone will be redelivered.

若為外力碰觸或造成碰觸移動中之石壺，則該壺重擲。

- (d) If a moving stone is touched by a stone deflecting off the sheet dividers, the non-delivering team shall place the stone where it reasonably considers the stone would have come to rest had the moving stone not been touched.

若移動中的石壺被另一經壺道分隔板反彈而偏移的石壺撞到時，則由非投擲隊將石壺置於經合理推測，若其未經碰撞時，應停止之位置。

## R9. DISPLACED STATIONARY STONES

### 靜止石壺的移位

- (a) If a stationary stone which would have had no effect on the outcome of a moving stone is displaced, or caused to be displaced, by a player, it is replaced, by the non-offending team, to their positions prior to the violation taking place. 若一靜止且對移動的石壺無影響之石壺移位，或由於選手導致位移，則由非違規隊伍將其放回在違規發生前之位置。
- (a) If a stationary stone which would have had no effect on the outcome of a moving stone is displaced, or caused to be displaced, by an external force, it is replaced, with agreement of the teams, to its position prior to the violation taking place.  
若一靜止且對移動的石壺的結果無影響之石壺，由於外力造成其移位，則經由雙方同意，將其置回事發前之位置。
- (c) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced, by a player, all stones are allowed to come to rest and then the non-offending team has the option to:  
若一可改變移動石壺之路線的石壺移位，或由隊員造成其移位，則待所有石壺皆靜止後，非違規隊員可有以下選擇：
- (i) leave all stones where they came to rest; or 讓所有石壺停留於所在位置，或
  - (ii) remove from play the stone whose course would have been altered, and replace any stones that were displaced after the violation to their positions prior to the violation taking place; or  
移除造成改變之石壺，將其他移位之石壺放回在違規發生前之位置；或
  - (iii) place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.  
將石壺置於經合理推測，若未發生移位所應在之位置
- (d) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced, by an external force, all stones are allowed to come to rest, and are then placed in the positions in which they would have come to rest had a stone not been displaced. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their positions prior to the violation taking place. If agreement on those positions cannot be reached, the end is played.



若一可改變移動石壺之動線的石壺移位，或因外力造成其移位，則待所有石壺皆靜止後，將它們置於若未發生移位事故所應達到之位置。若隊伍無法達成共識，則將所有石壺放回事故發生前之位置後重擲。若對這些位置無法達成共識，則該局重賽。

- (e) If a displacement is caused by stones deflecting off the sheet dividers, the stones are replaced, by the non-delivering team, to their positions prior to the violation taking place. 若移位是由於石壺擦撞分隔板偏轉而造成的，則由非投擲隊將其置回事發前之位置。
- (f) Last Stone Draw (LSD) Stones: 擲石壺籤之石壺
  - (i) If a member of the delivering team displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone will be removed and recorded as 199.6 cm (6 ft. 6.5 in.).  
若投擲隊之隊員在正式測量完成前移動或造成一靜止石壺之移動，則石壺將被移除，並紀錄距離為 199.6 公分(6 呎 6.5 吋)。
  - (ii) If a member of the non-delivering team displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone is replaced, by the delivering team, to its position prior to the violation taking place.  
若是非投擲隊之隊員在正式測量完成前移動或導致靜止之石壺移位，則石壺將由投擲隊移回事發前之位置。
  - (iii) If an external force displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone is replaced, by the delivering team, to its position prior to the violation taking place.

若靜止之石壺在正式測量前被外力移動，或經外力導致其移動，則該石壺由投擲隊將其放回至違規發生前之位置。

## **R10. EQUIPMENT 裝備**

(a) No player shall cause damage to the ice surface by means of equipment, hand prints, or body prints. The procedure will be:

1<sup>st</sup> incident = 1<sup>st</sup> official on-ice warning, repair damage.

2<sup>nd</sup> incident = 2<sup>nd</sup> official on-ice warning, repair damage.

3<sup>rd</sup> incident = repair damage and remove player from the game.

任何隊員不得以任何方式造成冰面損壞，包括裝備、手印或 body prints。

其程序為：

第一次事件：第一次冰上正式警告，修補毀損。

第二次事件：第二次冰上正式警告，修補毀損。

第三次事件：修補毀損並驅離選手

(a) No equipment shall be left unattended anywhere on the ice surface.

不得有任何無人照管之裝備遺留於冰上。

(b) Teams must not use electronic communication equipment, or any device to modify the voice, during a game. With the exception of stopwatches that are limited to providing 'time' data only, the use of electronic devices during the games, which provide information to players on the field of play, are forbidden.

在比賽中，隊伍不得使用任何電子通訊設備或裝置以變更語音。除碼錶 — 僅限於提供時間資料 — 外，禁止於比賽中使用任何可提供現場選手資訊之電子設備。

(c) When a properly functioning electronic hog line device is being used:  
當使用正常運作的電子 hog 線時：

(i) The handle must be properly activated so that it is functioning during the delivery, or it will be considered a hog line violation stone.  
石壺把柄端裝置必須正確地開啟，投擲時能正確運作，否則將視為 hog 線違規。

(ii) A glove or mitt must not be worn on the delivery hand during the delivery of a stone. If there is a violation, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

投擲時，擲壺的手不可戴手套；若有違犯，則所擲出之石壺將被移除，而所有移位之石壺將由未違規隊放回違規發生前之位置。

(d) The use of a delivery stick shall be restricted as follows:  
使用壺桿之限制如下：

(iii) The delivery stick may not be used in any WCF competition or qualifying event, except wheelchair events.  
除輪椅賽事外，任何世界冰壺協會之比賽皆不得使用壺桿。

(ii) Players choosing to deliver with a delivery stick must use that device for the delivery of all their stones during the entire game.  
使用壺桿擲壺者，在整個比賽中皆須使用同一裝備投擲其所有石壺。

(iii) The stone must be delivered along a straight line from the hack to the intended target.  
石壺必須沿從 hack 線至預定目標之直線投擲。

(iv) The stone must be clearly released from the delivery stick before either foot of the player delivering the stone has reached the tee line at the delivery end. A stone is in play, and considered delivered, when it reaches the hog line at the delivery end.

在選手任一隻腳抵達投擲端 T 線之前，石壺必須明確地離開壺桿。使用中的石壺，當其抵達投擲端的 hog 線時，視為已被投擲。

(v) A delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand.  
壺桿除作為手臂/手之延伸外，不得有其他機械利益。

- (vi) If a stick delivery violation occurs, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

若壺桿使用犯規，則所投之石壺須被移除，而所有移位之石壺將由未違規隊放回違規發生前之位置。

## R11. SCORING 計分

- (a) The result of a game is decided by a majority of points at the completion of the scheduled ends of play, or when a team concedes victory to its opponent, or when one team is arithmetically eliminated, provided the minimum number of ends has been completed. A team that has been arithmetically eliminated may finish the current end but no new end may be started. However, if a team is arithmetically eliminated in the last end of a game, the game should stop when this occurs and the end will not be finished. If the score is tied at the completion of the scheduled ends, play continues with extra end(s) and the team that scores first wins the game.

若完成預定比賽局數，則比賽結果以主要得分數決定，或一隊認輸，或當最低局數比完後，一隊已經計算得分數而被淘汰。因得分數不足而被淘汰之隊伍，可繼續完成該局比賽，但不再開新局。但是若因分數不足而淘汰是發生在最後一局，則比賽應在此狀況發生時立刻停止，而該局不必比完。但若該局為破除局，比賽加局繼續，而先得分的隊為贏。

- (b) At the completion of an end (when all stones have been played), a team scores one point for each of its own stones located in or touching the house that are closer to the tee than any stone of the opposition.

當一局結束時(所有石壺皆已投擲完)，一隊每個位於大本營內或觸碰到其邊，且較其對手最靠近圓心之石壺更接近圓心之石壺，各得一分。

- (c) The score of an end is decided when the skips or vice-skips in charge of the house agree upon the score. If stones that may have affected the points scored in an end are displaced prior to that decision, the non-offending team receives the benefit that might have accrued from a measurement.

一局之得分由負責大本營之隊長或副隊長同意決定。若一局中在決定得分前，有可能影響得分的石壺被移動了，則未違規的隊伍得到由測量所得之分數

- (d) When determining the score of an end, if teams cannot visually decide which stones are closer to the tee, or whether a stone is touching the house, a measuring device is used. Measurements are taken from the tee to the nearest part of the stone. The person in charge of the house from each team is allowed to observe any measurement that is made by a measuring device.

在一局決定分數時，若隊伍無法以目測決定哪個石壺較靠近圓心或是否碰觸大本營，則使用儀器測量。測定方法為測量自圓心至石壺最接近的部分。二隊負責大本營者可以監看任何儀器測量。

(c) If two or more stones are so close to the tee that it is impossible to use a measuring device, the determination is made visually.

若二或更多個石壺皆非常接近圓心，但無法以儀器測量其距離，則以目測決定。

(d) If a decision cannot be reached, either visually or with a measuring device, the stones are considered equal, and:

若目測和儀器皆無法決定，則視為相同，及：

(i) If the measure was to determine which team scored in the end, the end is blanked.

若測量是為決定該局哪隊得分，則該局為空白(雙方皆未得分)。

(ii) If the measure was to determine additional points, only the stones closer to the tee are counted.

若該測量是為決定額外的分數，則只有更接近圓心的石壺才計分。

(e) Should an external force cause the displacement of stones that would have affected the score prior to agreement of the score, the following applies:

若在達成得分共識前發生由外力造成的石壺移位，且對成績造成影響，則以下規則適用：

(i) If the displaced stones would have determined which team scored in an end, the end is replayed.

若移位的石壺為決定該局何隊得分者，則該局重賽。

(ii) If a team secured a point(s), and the displaced stone(s) would have determined if an additional point(s) was scored, that team has the option of replaying the end or of keeping the point(s) already secured.

若一隊已保有一些分數，該石壺只是決定是否有額外分數，則該隊可選擇重賽該局或保有其原有點數。

(h) A team concedes a game only when it is the delivering team. When a team concedes the game before the completion of an end, the score of the end is determined at that time, in the following manner:

隊伍只有當其為投擲隊時，可以棄賽。若隊伍在一局比完前棄賽，則該局分數以當時成績計算，其方式如下。

(i) If both teams still have stones to be delivered, "X"s are placed on the scoreboard.

若雙方都還有剩餘的石壺，則在計分板顯示 X。

(ii) When only one team has delivered all of its stones:

當只有一隊擲完其全部之石壺：

- 1) If the team that delivered all its stones has stone(s) counting, no points are given, “X”s are placed on the scoreboard unless the points are required to determine the outcome.

若擲完全部石壺之隊已經計算壺數，但未給分，則除非要求計分以決定結果，否則在計分板顯示 X。

- 2) If the team that did not deliver all its stones has stone(s) counting, these points are given and placed on the scoreboard.

若未擲完石壺之隊已計算壺數，則這些分數仍給予該隊，並顯示於計分板上。

- 3) If no stones are counting, “X”s are placed on the scoreboard.

若尚未計算壺數，則 X 將顯示於成績板上。

- (i) If a team is not available to start a game at the designated time, the following takes place:

若一隊未在指定時間開賽，則：

- (i) If the delay of the start of play is 1-15 minutes, then the non-offending team receives one point, and will have choice of first or second stone in the first end of actual play; one end is considered completed.

若延遲在 1~15 分鐘之內，則未違規隊得一分，並可在實際比賽第一局時選擇第一石壺或第二石壺(先擲或後擲)；並視為一局已完成。

- (ii) If the delay of the start of play is 15-30 minutes, then the non-offending team receives one additional point, and choice of first or second stone in the first end of actual play; two ends are considered completed.

若延遲為 15~30 分鐘，則未違規隊伍獲得額外一分，並在實際比賽第一局中有選擇第一石壺或第二時壺之權利；並視為兩局已結束。

- (iii) If play has not started after 30 minutes, then the non-offending team is declared the winner by forfeit.

若 30 分鐘後仍未開賽，則宣布未違規隊為贏家。

- (j) The final score of a forfeited game is recorded as “W - L” (win - loss).

被沒收的比賽成績記錄為” W - L ” (贏 - 輸)。

## **R12. INTERRUPTED GAMES 中斷的比賽**

If for any reason, a game is interrupted, the game recommences where play was stopped.

比賽不論任何原因中斷，自其停止處重新開始。

## **R13. WHEELCHAIR CURLING 輪椅冰壺**

(a) Stones are delivered from a stationary wheelchair.

石壺自靜止的輪椅擲出。

(b) When the stone is delivered between the hack and the outermost edge of the top of the house at the delivery end, the chair must be positioned so that at the start of the delivery the stone is positioned on the centre line. When the stone is delivered between the outermost edge of the top of the house and the hog line at the delivery end, the chair must be positioned so that at the start of the delivery the entire width of the stone is within the wheelchair lines.

當石壺在 hack 和大本營頂端最外緣之間擲出時，輪椅的位置必須在當投擲時，石壺位於中心線之位置。當石壺於投擲端的大本營頂端最外緣至 hog 線之間擲出時，輪椅必須位於當石壺擲出時，石壺之全寬在在兩輪椅線之間。

(c) During delivery, the feet of the player delivering the stone must not touch the ice surface and the wheels of the chair must be in direct contact with the ice.

在投擲時，投擲者的腳不得碰觸冰面，而輪椅的輪子必須直接接觸冰面

(d) The delivery of the stone is undertaken by the conventional arm/hand release or by the use of an approved delivery stick. Only head assemblies used during the 2017 World Wheelchair Curling Championship will be allowed to be used during the 2017/18 season in WCF controlled Wheelchair Curling events, including the 2018 Paralympic Winter Games.

石壺的投擲可由正常的手臂/手的釋放動作，或使用經批准的推壺桿。只有在2017世界輪椅冰壺錦標賽中使用的頭部配件可用於2017/18賽季中，由世界冰壺總會管轄的輪椅冰壺賽事，包括2018殘障冬運。

Stones must be clearly released from the hand or stick before the stone reaches the hog line at the delivery end.

石壺必須在抵達投擲端的hog線之前明確地離開手或投壺桿。

(e) A stone is in play when it reaches the hog line at the delivery end. A stone that has not reached the hog line at the delivery end may be returned to the player and redelivered.

當石壺抵達投擲端之hog線時，即視為在比賽中。一個未達投擲端hog線的石壺可以歸還選手並重投。

(f) Sweeping is not permitted.

不允許刷冰

(g) If a delivery violation occurs, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

若投擲時違規，則投出的石壺將被移除，而所有移位之石壺應由未違規隊伍放回違規發生前之位置

(h) For WCF wheelchair competitions, each on-ice team must have four players delivering stones and must be comprised of both genders at all times during games. A team violating this rule will forfeit the game.

WCF輪椅比賽中，每個在冰上的隊伍都須有四位隊員投擲石壺，且在全部賽程中包括兩種性別。隊伍若違反此規則，將喪失資格。

(i) All games will be scheduled for 8 ends.

每場比賽有8局。

## **R14. MIXED CURLING 混合冰壺**

(a) Each team shall have two male and two female players and the male and female players must deliver stones alternately (M, F, M, F - or - F, M, F, M). No alternate players are permitted.

每隊須包括二位男性與二位女性選手；男性與女性選手輪流投擲(男-女-男-女或 女-男-女-男)。不允許替補選手。

(b) If a team plays with three players, the alternate gender order of delivery must be maintained (M, F, M - or - F, M, F). If this occurs while a game is in progress, the delivery rotation can be changed to meet this criterion.

若一隊只有三位選手，則投擲的備用性別次序必須保持(男-女-男 或 女-男-女)。若此狀況發生於比賽進行中，則排序可調整以符合此規則。

(c) The skip and vice-skip can be anyone in the team, but they must be from opposite genders.

隊長和副隊長可以是隊伍中任何人，但性別必須相反。

(d) All Mixed games are scheduled for 8 ends.

所有混合賽皆為八局。

(e) The team is allowed one coach and one other team official. Only those two persons may sit on the designated coach bench.

一隊可設一位教練和一位官員，只有此二人可坐在場邊教練席。

## **R15. MIXED DOUBLES CURLING 混合雙人冰壺**

(a) 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 playing for the entire game. One coach and one other team official will be allowed for each team.

一個隊伍由一男一女二位隊員組成，不可有候補。隊伍必須棄權比賽如果二位隊員無法參與整場比賽。每隊可有一位教練和一位隨隊職員。

(b) The scoring shall be the same as in a regular game of curling. The “positioned” stones that are placed prior to the beginning of each end are eligible to be counted in the scoring.



計分方法與一般比賽相同。在每局開始前放置的“定位”石壺(定位壺)，在計分時亦可計入。

(c) Each game will be scheduled for 8 ends.

每場比賽為八局。

(d) Each team shall deliver 5 stones per end. The player delivering the team's first stone of the end must also deliver the team's last stone of that end. The other team member shall deliver the team's second, third and fourth stones for that end. The player delivering the first stone can change from end to end.

每隊每局可投擲五個石壺；每局各隊投擲第一個石壺的隊員必須也為該隊投擲最後一個石壺，而另一隊員則投擲該局第二、三、四個石壺。每局投擲第一個石壺的隊員可以更換。

(e) No stone in play, including the “positioned” stones and those in the house, can be moved to an out-of-play position prior to the delivery of the fourth stone of an end (the fourth delivered stone is the first stone that can remove any stone from play). If there is a violation, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

各局中在第四個石壺擲出前，包過定位壺在內，所有使用中的石壺皆不可移至出局位置(即第四個擲出的石壺為第一個可移動比賽中任何石壺者)。若有違規，則擲出的壺將被判出局，而任何已移位之石壺將由未違規的隊伍放回違規前的位置。

(f) Prior to the start of every end, one team shall place its “positioned” stone at the playing end of the sheet in one of two positions, designated A and B. The opponent's “positioned” stone shall then be placed in whichever position (A or B) remains vacant. The location of these positions shall be as follows:

在每局開始前，一隊將其“定位壺”置於冰道得分端之二指定位置(定點A和B)之一，而對手隊則將其“定位壺”置於剩下的指定位置(A或B)。此二定點位置如下：

(i) Position A: Placement so that the stone is bisected by the centre line and is either immediately in front of or immediately behind one of 3 points in the ice. The points are placed on the centre line (see diagram):

定點 A：石壺需置於中心線可將石壺等分為二之正中央，直接於冰上三點之一的前面或後面。此三點位於中心線上，其位置如圖 1：

- 1) at the mid-point between the hog line and the outermost edge of the top of the house.

位於 hog 線和大本營最外緣頂點之中點。

- 2) 0.915 m. (3 feet) from the mid-point closer to the house.

自中點往大本營 0.915 公尺(3 呎)。

- 3) 0.915 m. (3 feet) from the mid-point closer to the hog line.

(g) 自中點往 hog 線 0.915 公尺(3 呎)。

(h) Based on the ice conditions, when no event official is available to make the decision, the teams shall determine the specific placement for each sheet for Position A to be used prior to the start of the pre-game practice and that same placement must be used for the entire game.

(i) 基於冰的狀況，若現場無可做決定之賽事官員，則比賽隊伍需在預習開始前，對於每個冰道的定點 A 做出決定，而此位置必須使用於全部賽程。

(j)  
(k) Position B: Placement so that the stone is bisected by the centre line and is in the back of the 4-foot circle. The back edge of the stone is aligned with the back edge of the 4-foot circle (see diagram)

定點 B：石壺置於中心線可將其中分，4 呎圓之後部。石壺之後緣對齊 4 呎圓之後緣(見圖示)。

(ii) Power Play: Once per game, each team, when it has the decision on the placement of the “positioned” stones, can use the “Power Play” option to position those two stones. The in-house stone (B), which belongs to the team with last stone in that end, is placed on either side of the house with the back edge of the stone touching the tee line, at the point where the 8-foot and 12-foot circles meet. The guard stone (A) is positioned to the same side of the sheet, the same distance that was determined for the centre guards (see diagram). The “Power Play” option cannot be used in extra ends.

Power Play:每場比賽中，每隊有一次機會，當其可決定定位壺之位置時，可使用”Power Play” 選項決定這二個石壺之位置。大本營內石壺(B),屬於在該局投最後一壺之隊，需置於大本營二邊之任一邊，其後緣接觸 Tee 線，8 呎圓環與 12 呎圓環交會處。守備石壺(A)置於冰道同側，其距離與已決定的 centre guards 相同(見圖 2)。



(g) The team having the decision on the placement of the “positioned” stones shall be:

有定位壺位置決定權之隊伍要：

(i) Teams opposing each other in the game shall use the Last Stone Draw (LSD) to determine which team has the decision in the first end. The team with the lesser LSD distance shall have the decision on the placement.

對抗雙方以” Last Stone Draw(LSD)” 決定哪隊有第一局之決定權；隊伍的 LSD 距離短者有決定權。

(ii) Following the first end, the team that did not score shall have the decision on the placement.

第一局結束後，未得分之隊伍有定位壺位置決定權。

- (iii) If neither team scores in an end, the team that delivered the first stone in that end shall have the decision on placement in the next end.

若雙方在一局中皆未得分，則在該局中第一個投擲的隊伍在下一局中有位置決定權。

- (h) The team whose “positioned” stone is placed in Position A (in front of the house) shall deliver the first stone in that end, and the team whose “positioned” stone is placed in Position B (in the house) shall deliver the second stone in that end.

隊伍的定位壺位於定位點 A(在大本營前)者，為該局第一壺投擲者；而定位壺位於定位點 B(在大本營內)者，為該局內第二位投擲者。

- (i) While the team is in the process of delivery, the non-delivering player may be anywhere on the ice surface of the team’s sheet. After delivery, either or both players may sweep their delivered stone and any stones set in motion that belong to their team anywhere in front of the tee line at the playing end. This applies during all of the team’s delivered stones, including the LSD.

當一隊在投擲時，非投擲隊隊員可在其隊伍邊冰道之任何位置。投擲後，兩邊隊員皆可對投擲之石壺，及在得分端 Tee 線前一屬於其隊伍，移動中之石壺刷冰。此規則適用於包括 LSD 在內的所有隊伍投擲之時。

- (j) If a delivery violation occurs, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place. 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.

若投擲時違規，則投擲的石壺將被移除，而移位之石壺將被未違規之隊伍放回違規發生前之位置。若違規未在下一個投擲完成前發現，則比賽繼續，但前一位隊員在該局最多只可投擲二個石壺。

## **R16. PROHIBITED SUBSTANCES 禁用藥品**

The use of all performance-enhancing drugs, without therapeutic exemption, whether taken knowingly or otherwise, is unethical and prohibited. If such use occurs the player(s) will be disqualified from the competition, their Member Association will be notified, and it could lead to further suspension.

所有提高表現的藥物，沒有豁免例外，不論是有意或無意，皆為不道德並禁止使用。若隊員因此造成喪失比賽資格，其所屬會員協會亦將被通知，並可能有後續之懲處。

## **R17. INAPPROPRIATE BEHAVIOUR 不當行為**

Improper conduct, foul or offensive language, equipment abuse, or wilful damage on the part of any team member is prohibited. Any violation may result in suspension of the offending person(s) by the curling organisation having jurisdiction.

嚴禁任何不當的言行舉止、濫用裝備或故意傷害任何團隊成員。對任何違規行為，有管轄權之冰壺協會可對違規者處以停權之處分。

## COMPETITIONS – THE PLAYDOWN SYSTEMS

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### 比賽 — Playdown 賽制

#### **Olympic Winter Games (OWG) – Men & Women**

#### **冬季奧林匹克運動會 (OWG) – 男子組與女子組**

10 teams for each gender... 1 team from the Host National Olympic Committee (NOC) + 7 teams from the NOCs which gained the most qualification points from the two previous Men's and Women's World Curling Championships + 2 teams from the Olympic Qualification Event (OQE) which is open to teams which played in any of the four previous Men's or Women's World Curling Championships and did not gain sufficient qualification points to directly qualify for the OWG. Also, the third-place teams from the PACC events held during the Olympic cycle will be allocated a spot in the Olympic Qualification Event, if they have not already qualified by their participation in the WCCs.

男女各十隊：

1 隊：主辦國之奧委會（NOC）

7 隊：前兩屆男子與女子世界冰壺錦標賽中，積分最多之國家奧委會

2 隊：奧林匹克資格賽 (OQE) — 開放給所有曾參加任何前四屆男子或女子世界冰壺錦標賽，但未獲得足夠的積分以直接進入冬奧 OWG 之隊伍。

同時，在奧林匹克週期中所舉辦的 PACC 賽事第三名的隊伍，若尚未在所參加的 WCCs 中取得參賽資格，亦可在奧林匹克資格賽中有一個名額。

— Teams placed in one group, playing a round robin to establish the top four ranked teams.

全部隊伍於同一組中以循環賽產生前四名。

Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

淘汰制：準決賽 — 第一名對抗第四名，第二名對抗第三名；贏者進入決賽(爭奪金牌和銀牌)，輸者爭奪銅牌。

#### **Olympic Winter Games (OWG) – Mixed Doubles**

#### **冬季奧林匹克(OWG) — 混合雙人**

8 teams... 1 team from the Host National Olympic Committee (NOC) + 7 teams from the NOCs which gained the most qualification points from the two previous World Mixed Doubles Curling Championships.

八隊參賽：

1 隊：主辦國之奧委會（NOC）

7 隊：前兩屆世界混雙冰壺錦標賽中，積分最多之國家奧委會

Teams placed in one group, playing a round robin to establish the top four ranked teams.

全部隊伍於同一組中以循環賽產生前四名。

Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

淘汰制：準決賽 — 第一名對抗第四名，第二名對抗第三名；贏者進入決賽(爭奪金牌和銀牌)，輸者爭奪銅牌。

### **Paralympic Winter Games (PWG) – Mixed Gender Teams**

#### **殘障冬季奧林匹克運動會 (PWG) — 男女混合隊**

12 teams... 1 team from the Host National Paralympic Committee (NPC) + 11 teams from the NPCs which gained the most qualification points from the three previous World Wheelchair Curling Championships.

十二隊參賽：

1 隊：主辦國之殘障奧委會 (NPC)

11 隊：前三屆世界輪椅冰壺錦標賽中，積分最多之國家奧委會

Teams placed in one group, playing a round robin to establish the top four ranked teams.

全部隊伍於同一組中以循環賽產生前四名。

Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

淘汰制：準決賽 — 第一名對抗第四名，第二名對抗第三名；贏者進入決賽(爭奪金牌和銀牌)，輸者爭奪銅牌。

### **Winter Youth Olympic Games (YOG)**

#### **冬季青年奧林匹克運動會 (YOG)**

The National Olympic Committees (NOCs) will collect points from the two previous World Curling Federation's World Junior Curling Championships (WJCC) and World Junior-B Curling Championships (WJBCC). In the event that a specific Challenge event is needed for the Americas, it will be added to the qualification timeline.

國家奧會 (NOCs) 由前二屆世界冰壺聯盟之世界青年冰壺錦標賽 (WJCC) 及世界青年 - B 冰壺錦標賽 (WJBCC) 獲得積分。美洲區特有的挑戰賽會列入資格賽行事曆中。

The first 16 Mixed teams will be selected (based on the highest number of points accumulated) in the manner shown below, and the last 8 teams will be selected using the WCF Junior World Rankings and alternating between genders:

前十六名混合隊(基於比賽所得積分)，以下列方法選出，而最後八隊以 WCF 青年世界排名及男女交替選出：

1 team guaranteed to the host National Olympic Committee (NOC)

1 隊保留給主辦國之奧委會 (NOC)

2 teams from North America

北美洲 2 隊

1 team from South America

南美洲 1 隊

3 teams from Asia

亞洲 3 隊



1 team from Oceania  
 大洋洲 1 隊  
 8 teams from Europe  
 歐洲 8 隊

The points shall be awarded on the following basis:  
 積分獎勵如下表：

WJCC	WJBCC
1 <sup>st</sup> = 20 points	1 <sup>st</sup> = awarded at WJCC
2 <sup>nd</sup> = 18 points	2 <sup>nd</sup> = awarded at WJCC
3 <sup>rd</sup> = 17 points	3 <sup>rd</sup> = awarded at WJCC
4 <sup>th</sup> = 16 points	4 <sup>th</sup> = 5 points
5 <sup>th</sup> = 15 points	5 <sup>th</sup> = 4 points
6 <sup>th</sup> = 14 points	6 <sup>th</sup> = 3 points
7 <sup>th</sup> = 13 points	7 <sup>th</sup> = 2 points
8 <sup>th</sup> = 12 points	8 <sup>th</sup> = 1 points
9 <sup>th</sup> = 11 points	
10 <sup>th</sup> = 10 points	

### **World Curling Championships – Men (WMCC) & Women (WWCC)**

#### **世界冰壺錦標賽 — 男子 (WMCC) 和女子 (WWCC)**

13 teams (qualification process explained on Page 49).  
 13 隊 (晉級程序之解釋見第 49 頁)

Teams placed in one group, playing a round robin to establish the top six ranked teams.  
 全部隊伍於同一組中以循環賽產生前六名。

Play-off System: The teams ranked 1<sup>st</sup> and 2<sup>nd</sup> get a bye to the semi-finals. The teams ranked 3<sup>rd</sup> to 6<sup>th</sup> play in qualification games (3 v 6 and 4 v 5). The winners of those qualification games advance to the semi-finals, with the 1<sup>st</sup> ranked team playing the lowest ranked winner (e.g. – 6<sup>th</sup>) and the 2<sup>nd</sup> ranked team playing the other team. The winners of the semi-finals play in the gold medal game, the losers of the semi-final play in the bronze medal game.

淘汰制：第一名和第二名的隊伍直接進入準決賽。第三至第六名進入資格賽（第三名對抗第六名，第四名對抗第五名），資格賽之勝利者進入準決賽；準決賽中第一名隊伍對抗最低排名隊伍（即第六名），第二名對抗另一隊。準決賽贏者進入決賽爭奪金牌，輸者爭奪銅牌。

### **World Junior Curling Championships (WJCC) – Junior Men & Junior Women**

#### **世界青年冰壺錦標賽 (WJCC) – 青年男子組與青年女子組**

10 teams for each gender... 1 team from the Host Association/Federation, top 6 highest ranked Association/Federation from the previous year's WJCC and top 3 teams from the previous WJBCC.

男女各十隊

1 隊：主辦之協會／聯盟

6 隊：前一年 WJCC 中，排名前六名之協會／聯盟

3 隊：前一年 WJBCC 前三名之隊伍

Teams placed in one group, playing a round robin to establish the top four ranked teams.

全部隊伍於同一組中以循環賽產生前四名。

Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

淘汰制：準決賽 — 第一名對抗第四名，第二名對抗第三名；贏者進入決賽(爭奪金牌和銀牌)，輸者爭奪銅牌。

### **World Junior-B Curling Championships (WJBCC) – Junior Men & Junior Women**

#### **世界青年 – B 冰壺錦標賽 (WJBCC) – 青年男子組與青年女子組**

Open to junior teams from all WCF Member Associations that have not already qualified for the next WJCC. Three teams will qualify from this event.

開放給所有尚未取得下一次 WJCC 參賽資格的 WCF 會員協會的青年隊；三隊將會由此賽取得參加 WJCC 的資格。

If 1-10 teams enter they will be placed in one group, playing a round robin to establish the top four ranked teams.

若參賽隊伍在 1-10 隊，則全部隊伍於同一組進行循環賽，以產生前四名。

Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

淘汰制：準決賽-第一名對抗第四名，第二名對抗第三名；贏者進入決賽(爭奪金牌和銀牌)，輸者爭奪銅牌。

If more than 10 teams enter they will be placed into groups which meet the schedule requirements. The groups play a round robin to establish the teams required for the quarter-final play-offs.

若參賽隊伍多於十隊，則將配合賽程規定分組；各組分別進行循環賽，以決定可參與淘汰制半準決賽之隊伍。

Play-off System: At the end of the round robin series there must be a ranking for 1st, 2nd, 3rd and 4th (if two groups); 1st, 2nd and 3rd (if three groups); 1st and 2nd (if four groups).

淘汰制：在循環賽結束時，必須產生排名第 1、2、3、4 (若有二組)；第 1、2、3 名 (若有三組)；第 1、2 名 (若有四組) 之隊伍。

Where there are three groups the 1st and 2nd ranked teams qualify directly for the quarter-finals, as well as the 3rd ranked team with the best Draw Shot Challenge (DSC) result. The other two 3rd ranked teams play a qualification game to decide the last team entered into the quarter-finals.

當有三組時，各組第一、二名及最佳 DSC 隊直接進入半準決賽 (八強賽)；而另二隊第三名則再賽一場以決定何者可進入半準決賽 (八強賽)。

The winners of the quarter-finals play in the semi-finals.

半準決賽的贏隊進入準決賽。

The losers of the semi-finals play in the Bronze Medal game.

準決賽輸者爭奪銅牌。

The winners of the semi-finals play in the Gold Medal game.  
準決賽贏者爭奪金牌。

### **Winter University Games (WUG) – Men & Women University Students** **冬季大學運動會 (WUG) – 男子與女子大學生**

10 teams for each gender... 1 team from the Host Association + 9 teams according to FISU entry regulations.

男女各十隊：一隊保留給主辦協會；九隊根據 FISU 報名規定。

Teams placed in one group, playing a round robin to establish the top four ranked teams.  
全部隊伍於同一組進行循環賽，以產生前四名。

Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

淘汰制：準決賽-第一名對抗第四名，第二名對抗第三名；贏者進入決賽(爭奪金牌和銀牌)，輸者爭奪銅牌。

### **World Wheelchair Curling Championship (WWhCC) – Mixed Gender Teams** **世界輪椅冰壺錦標賽 (WWhCC) – 男女混合隊**

12 teams ... 1 team from the Host Association + 8 teams from the Associations which qualified from the previous WWhCC + 3 teams from the Associations which qualified through the World Wheelchair-B Curling Championship (WWhBCC).

共十二隊：一隊保留給主辦協會；八隊為前一年於 WWhCC 取得資格的協會；三隊為經由世界輪椅-B 冰壺錦標賽 (WWhBCC) 取得參賽資格的協會。

Teams placed in one group, playing a round robin to establish the top six ranked teams.  
全部隊伍於同一組進行循環賽，以產生前六名。

Play-off System: The top two teams will progress to the semi-final stages with the four next highest ranked teams playing in qualification games (3v6 and 4v5). The winners of these games then progress to the semi-finals. The semi-finals will be played as follows: the team ranked 1st will play the lowest ranked team left following the qualification games, the team ranked 2nd will play the highest ranked team left following the qualification games.

淘汰制：第一、二名直接進入準決賽，第三至六名進行資格賽(第三名對抗第六名，第四名對抗第五名)，贏者進入準決賽。

準決賽進行方式如下：

第一名的隊伍對抗資格賽中名次最低的隊伍，第二名對抗資格賽中名次最高的隊伍。

### **World Wheelchair-B Curling Championship (WWhBCC) – Mixed Gender Teams** **世界輪椅-B 冰壺錦標賽 (WWhBCC) – 男女混合隊**

Open to teams from Associations that have not already qualified for the next WWhCC. Three teams will qualify from this event.

開放給所有尚未取得下一屆 WWhCC 參賽資格的會員協會的隊伍；三隊將會由此賽取得參加 WWhCC 的資格。

If 1-10 teams enter they will be placed in one group; if more than ten teams enter they will be placed in two groups. The group(s) play a round robin to establish the teams required for the play-offs.

若參賽隊伍為 1-10 隊，則僅一組；若報名隊伍超過十隊，則分為二組。各組分別進行循環賽以產生進行淘汰賽所需之隊伍。

Play-off System: a) if one group: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game. The medal winning teams qualify for the next WWhCC.

若為一組：準決賽為第一名對抗第四名，第二名對抗第三名；贏者進入決賽(爭奪金牌和銀牌)，輸者爭奪銅牌。

贏得獎牌之隊伍取得參加下一次 WWhCC 之資格。

if two groups: 1st place in both groups qualify for the semi-finals; qualification games A2 v B3 and A3 v B2 winners qualify for semi-finals; Semi-finals: If 2 teams from each group then A1 plays the B qualifier and B1 plays the A qualifier. If 3 teams from one group then the 1st ranked team of that group plays the 3rd ranked team from the same group, and the 1st ranked team of the other group plays the 2nd ranked team from the group that qualified 3 teams.

The medal winning teams qualify for the next WWhCC.

若為二組：兩組第一名之隊伍進入準決賽，第二和第三名進行資格賽 (A2 vs B3 ; A3 vs B2)，贏者進入準決賽。

準決賽：若兩組各有二隊，則兩組中之 A1 對抗 B 組取得資格者，而 B 1 對抗 A 組取得資格者。若有三隊屬同一組，則該組第一名對抗該組第三名，而另一組的第一名對抗有三隊組的第二名。

贏得獎牌之隊伍取得下一屆 WWhCC 參賽資格。

### **World Mixed Doubles Curling Championship (WMDCC)**

#### **世界混合雙人冰壺錦標賽 (WMDCC)**

Open number of entries (qualification process and play-off system explained Page 50-51)

無報名隊伍數限制 (其晉級程序與淘汰制之解釋見第 50—51 頁)

### **World Mixed Curling Championship (WMxCC)**

#### **世界混合冰壺錦標賽 (WMxCC)**

Open number of entries (qualification process and play-off system explained Page 51)

無報名隊伍數限制 (其晉級程序與淘汰制之解釋見第 51 頁)

### **World Senior Curling Championships (WSCC) – Men & Women**

#### **世界成人冰壺錦標賽(WSCC) – 男子組與女子組**

Open number of entries (qualification process and play-off system explained Page 51)

開放報名(晉級程序及淘汰制見第 51 頁)

### **Pacific-Asia Curling Championships (PACC) – Men & Women**

#### **亞太區冰壺錦標賽(PACC) – 男子組與女子組**

Open to teams from the Pacific-Asia Curling Zone (qualification process and play-off system explained on Page 52).

開放給所有亞太冰壺區之隊伍(晉級程序及淘汰制見第 52 頁)

## QUALIFICATION - WORLD CHAMPIONSHIPS MEN & WOMEN 資格賽 – 男子與女子世界錦標賽

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For the 2018 World Men's and Women's Championships there are 13 teams, selected in this manner:

2018 世界男子與女子錦標賽有 13 隊，其甄選方式如下：

2 American Zone (including host)

美國區：2 隊(包括地主隊)

3 Pacific-Asia Zone

亞太區：3 隊

8 European Zone

歐洲區：8 隊

Effective for the 2019 World Men's and Women's Championships there are 13 teams, selected in this manner:

有效於 2019 世界男子與女子錦標賽：有 13 隊參賽，其選擇方法如下：

2 American Zone (including host) \*

美洲區：2 隊(包括地主隊)

2 Pacific-Asia Zone (including host) \*

亞太區：2 隊(包括地主隊)

8 European Zone (including host) \*

歐洲區：8 隊(包括地主隊)

2 World Qualification Event

世界資格賽：2 隊

\*Zone with last place team at the previous WCC loses one guaranteed spot

\*在上一屆 WCC 最後一名的區域隊伍喪失其保留席位

Effective for the 2019 World Men's and Women's Championships there will be a World Qualification Event (WQE):

有效於 2019 世界男子與女子錦標賽：將舉辦世界資格賽(WQE)

8 teams entered and two (2) qualify for the next World Championship

8 隊可以參賽，其中 2 隊取得下屆世界盃參賽資格

Teams - 1 Host + 1 Americas + 2 Pacific-Asia + 4 Europe

隊伍分配：

地主隊：1 隊

美洲區：1 隊

亞太區：2 隊

歐洲區：4 隊

October 2017

Qualification – World Championships Men & Women

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# QUALIFICATION - WORLD JUNIOR CHAMPIONSHIPS (WJCC)

## 資格賽 – 世界青年錦標賽(WJCC)

All Zones 全部區域	1 team 1 隊	To the Host Association / Federation. 保留給主辦協會/聯盟
	6 teams 6 隊	The top six (6) teams, excluding the host, from the previous WJCC. 前一屆 WJCC 前六(6)名，不包括地主隊
	3 teams 3 隊	The top three (3) teams from the previous WJBCC. 前一屆 WJBCC 前三(3)名

# WORLD MIXED DOUBLES (WMDCC)

## 世界混合雙人賽(WMDCC)

An Association's team is made up of curlers who are bona fide members of that Association and who fulfil the eligibility criteria for playing for that Association.

一個協會的隊伍應由該協會真正的、完全符合該協會會員資格的冰壺選手組成。

The World Curling Federation reserves the right to adjust the system of play.

世界冰壺聯盟保留調整比賽制度的權力。

### ENTRIES

#### 報名

#### 1-10 Entries

1-10 隊報名

#### 11- 20 Entries

#### 11-20 隊報名

#### Group-A

1,4,5,8,9,12,13,  
16,17,20

#### Group-B

2,3,6,7,10,11,14,  
15,18,19

Rankings from the  
previous 3 years. MAs  
that did not play in

### PLAYING SYSTEM

#### 賽制

**ONE** Group 一組  
Round robin 循環賽  
+  
Play-offs 淘汰賽

#### **TWO** Groups 二組

Group round robins  
to determine top 3  
teams in each group  
各組循環賽以決定各組前  
三名  
+  
Qualification games,

semi-finals and medal  
games  
資格賽，準決賽及決賽

### PLAY-OFFS

#### 淘汰

Olympic play-off system  
with top four teams as  
shown in the chart on  
page 59  
奧會淘汰制，取前四名，如  
第 59 頁圖示

Top teams qualify for  
the semi-finals;  
qualification games A2  
v B3 and A3 v B2 to

determine last teams in  
the semi-finals  
各組第一名進入準決賽，其  
餘四隊以資格賽 A2 vs.B3, A3  
vs B2 決定最後晉級準決賽  
支隊伍。

### FINAL RANKINGS

#### 最後排名

Teams ranked 1- 10 as per  
WCF ranking procedure  
1 至 10 名，按 WCF 排名程序辦  
理。

Teams in each group will be  
ranked as per WCF ranking  
procedure  
各組按 WCF 排名程序法決定排名

DSC results are used for  
the final ranking of the  
teams that did not qualify

for the play-offs, when

comparing teams with the  
same rank but from a  
different group  
未取得參加淘汰賽資格的隊伍，  
當不同組的隊伍有相同排名時，  
DSC 的結果將用於決定最後排  
名。

those events will be ranked (at the end of the list) according to the WCF World

#### Ranking

以前 3 年排名為準；會員協會未參加那些比賽者，則根據 WCF 世界排名置於名單底部。

Final ranking will be established from 1 - 20 最後排名為自 1 至 20 名。

### 21-30 Entries

#### 21-30 隊報名

##### Group-A

1,6,7,12,13,18,

19,24,25,30

##### Group-B

2,5,8,11,14,17,  
20,23,26,29

##### Group-C

3,4,9,10,15,16,  
21,22,27,28

Rankings from the

#### THREE Groups 三組

Group round robins

to determine the top 3 teams in each group

各組循環賽以決定各組前三名

+

One qualification game to determine the last team in the quarter-

#### Finals

資格賽以決定進入半準決賽之隊伍

+

Quarter-finals, semi-

finals and medal games

半準決賽、準決賽及獎牌賽

Quarter-finals as shown in the chart on page 60 半準決賽，如第 60 頁圖示

When qualification

games are played, the losers will be ranked equal and listed alphabetically by 3-letter country code.

資格賽比完後，失利的隊伍排名相同，並按 3-字母國碼之字母順序排列。

When quarter-final

games are played, the

Teams in each group will be ranked as per WCF ranking procedure

各組隊伍依 WCF 排名程序排名

DSC results are used for the final ranking of the teams that did not qualify for the play-offs or the

qualification games, when comparing teams with the same rank but from a different group

當隊伍未取得參加淘汰賽或資格賽之資格，且分屬不同組別而排名相同時，以其 DSC 結果作為最後排名之依據。

<p>previous 3 years. MAs that did not play in those events will be ranked (at the end of the list) according to the WCF World Ranking.</p> <p>以前三年排名為準。會員協會未參加那些賽事者，將以其 WCF 世界排名為準，置於名單底部。</p> <p><b>31+ Entries</b> <b>31 隊以上報名</b> (For example)舉例</p> <p><b>Group-A</b> 1,8,9,16,17,24,25,32,33,40</p> <p><b>Group-B</b> 2,7,10,15,18,23,26,31,34,39</p> <p><b>Group-C</b> 3,6,11,14,19,22,27,30,35,38</p> <p><b>Group-D</b> 4,5,12,13,20,21,28,29,36,37</p> <p>Rankings from the previous 3 years. MAs that did not play in those events will be ranked (at the end of the list) according to the WCF World Ranking.</p> <p>以前三年排名為準。會員協會未參加那些比賽者，將按 WCF 世界排名置於名單底部。</p>	<p><b>FOUR or FIVE Groups</b> <b>四至五組</b></p> <p>Group round robins to determine the top 4 teams in each group 各組循環賽以決定各組前四名</p> <p>If 4 groups, the top 4 teams advance to the 1/8 finals. If 5 groups, the top three teams qualify directly for the 1/8 finals, as well as the 4th ranked team with the best DSC result.</p> <p>若有四組，各組前 4 名晉級 1/8 決賽(16 強賽)；若有五組，各組前三名及 DSC 最佳成績之第 4 名直接晉級 1/8(16 強)決賽。</p> <p>+ 1/8 finals, 1/4 finals, semi-finals and medal Games</p> <p>1/8 決賽(十六強)、八強、半準決賽(四強)及獎牌賽</p>	<p>losers will be ranked equal (5th) and listed alphabetically by 3-letter country code.</p> <p>半準決賽失利者，排名相同(第五名)，並以 3 字母國名按字母順序排列。</p> <p>The playoff system is based on 16 teams and ranking is clearly established by games for 12 teams; after losing games the other 4 teams will be ranked equal (13th) and listed alphabetically by 3-letter country code.</p> <p>淘汰制是基於 16 隊而排名則是明確地為 12 隊設計的。失利的 4 隊將同列第 13 名，並以 3-字母國碼按字母順序排列。</p>	<p>Final ranking will be established from 1 – 30 最後排名為 1 至 30 名</p> <p>Teams in each group will be ranked as per WCF ranking procedure 各組各隊排名皆依 WCF 排名程序處理</p> <p>DSC results are used for the final ranking of the teams that did not qualify for the play-offs, when comparing teams with the same rank but from a different group 隊伍未取得參加淘汰賽資格者，若與其他組隊伍排名相同而需比較時，以 DSC 成績決定最後排名。</p> <p>Final ranking will be established from 1 – 31+ 最後排名為 1 至 31 名。</p>
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## WORLDSENIORS (WSCC) & WORLD MIXED CURLING CHAMPIONSHIP (WMxCC) 世界成人(WSCC) & 世界混合冰壺錦標賽(WMXCC)

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An Association's team is made up of curlers who are bona fide members of that Association and who fulfil the eligibility criteria for playing for that Association.  
協會隊伍是由該協會真正成員並完全符合其資格要求的冰壺運動員所組成。

The format of these "open" enter championships are worked out to give every team the chance to win the Championship and to play as many games as possible. Teams will be advised of the playing system in the Team Meeting Documents, prior to the start of play.

「開放」式錦標賽的目的是為了給所有隊伍機會贏得錦標賽，並讓各隊可以盡可能多比賽。在開賽前，會在隊伍會議文件中公告所採用的制度。

The World Curling Federation reserves the right to adjust the system of play depending on the number of entries and the sheets of ice available.

世界冰壺聯盟保留依報名隊數及可用冰壺道而調整制度的權利。

# PACIFIC-ASIA CURLING CHAMPIONSHIPS (PACC)

## 亞太區冰壺錦標賽(PACC)

Qualification – World Curling Championships (WCC)

資格賽 — 世界冰壺錦標賽(WCC)

World Curling Federation (WCF) determines the System of Play

世界冰壺聯盟決定比賽制度

**One to Four teams qualifying:**

一至四隊資格

ENTRIES 報名	PLAYING SYSTEM 賽制	PLAY-OFFS 淘汰制	QUALIFICATION 資格賽
<p><b>6 or fewer Entries</b> 6 或少於 6 隊報名</p>	<p>One group Double round robin</p> <p>to determine top 4 Teams 一組 雙循環賽以產生前四名隊伍。 + Play-offs 淘汰制</p> <p>One group 一組 Single round robin</p>	<p>Olympic play-off system with top four teams as shown in the chart on page 59 前四名隊採奧林匹克淘汰制，如第 59 頁圖示。</p>	<p>Depending on the number of teams qualifying for the WCCs, the teams are selected in this order: Gold, Silver, Bronze and 4<sup>th</sup> place. 依據要取得 WCC 資格之隊伍數，依以下順序選擇隊伍：金牌，銀牌，銅牌及第四名。</p> <p>Teams ranked as per WCF ranking Procedure 隊伍依 WCF 排名規則排名</p>
<p><b>7 or more Entries</b> 7 或多於 7 隊報名</p>	<p>to determine top 4 Teams 單循環以決定前四名隊伍 + Play-offs 淘汰制</p>		

# EUROPEAN CURLING CHAMPIONSHIPS (ECC)

## 歐洲冰壺錦標賽(ECC)

The European Curling Championship qualifies European teams to the World Curling Championships. 歐洲冰壺錦標賽給予歐洲隊參加世界冰壺錦標賽的資格。

For the 2018 World Men's and Women's Championships: Europe receives 8 places. 2018 世界男子與女子錦標賽：歐洲有八個名額

Effective for the 2019 World Men's and Women's Championship: 8 guaranteed European Zone places (including host), however, if the Zone has the last place team at the previous WCC it loses one guaranteed spot.

針對 2019 世界男子與女子錦標賽：歐洲區有 8 個保障名額(包括地主隊)，但是若前一屆 WCC 最後一名隊伍為本區隊伍，則喪失一席保留名額。

"ECC World Challenge" - the last team from A-Division to qualify plays a best-of-three challenge against the winner of the B-Division (if either of those teams are the host of the next WCC the next team in line will play the challenge). The winner qualifies for the WCC.

"ECC 世界挑戰賽" — A 部最後一隊取得最佳三的資格，挑戰 B 部勝利者(若其中任一隊為 WCC 下一屆之主辦，則由下一隊替補挑戰)，勝利者取得 WCC 參賽資格。

The World Curling Federation reserves the right to adjust the system of play. In the event of no entries for the C-Division, B9 + B10 Women and B15 + B16 Men remain in the B-Division.

世界冰壺聯盟保留調整比賽制度之權利。在沒有 C 部的賽事中，女子組 B9+B10 和男子組 B15+B16 仍留在 B 部中。

ENTRIES 報名	PLAYING SYSTEM 賽制	PLAY-OFFS 淘汰制	FINAL RANKINGS 最後排名
<b>A Division</b> <b>A 部</b> <b>Men and Women</b> <b>男子組與女子組</b> <b>10 Teams</b> <b>10 隊</b>  <b>A1 - A8</b>  <b>+ B1 + B2</b> Rankings taken from the previous ECC 以前一屆 ECC 排名為準	One Group: 一組  Round robin to determine top 4 teams 循環賽以決定前四名隊伍  + Play-offs 淘汰賽	Olympic play-off system  with top four teams as  shown in the chart on page 59 採奧林匹克淘汰制，取前四名隊伍，如 59 頁圖示。	Teams ranked A1- A10 as per WCF ranking procedure.  <b>A9 + A10 are relegated to B Division for next ECC</b>  The last team from A-Division to qualify plays winner B1 in World Challenge - best of three Games 隊伍按 WCF 排名程序從 A1 至 A10 A9+A10 在下一屆 ECC 降級至 B 部 A 部最後一隊取得在世界挑戰賽中最佳三賽挑戰 B1 的資格。
<b>B Division</b> <b>B 部</b>  <b>Women</b> <b>女子組</b> <b>10 Teams</b> <b>10 隊</b>	One Group: 一組  Round robin to determine top 4 teams 以循環賽決定前 4 名	Olympic play-off system  with top four teams as  shown in the chart on page	Teams ranked B1- B10 as per WCF ranking procedure. 各隊按 WCF 排名程序自 B1 至 B10 排名  <b>B1 + B2 are promoted to</b>

<p><b>A9 + A10</b></p> <p><b>+ B3 - B8</b></p> <p><b>+ C1 + C2</b></p> <p>Rankings taken from the previous ECC 以前一屆之 ECC 排名為準</p>	<p>+</p> <p>Play-offs 淘汰賽</p>	<p>59</p> <p>採奧林匹克淘汰制，取前四名隊伍，如 59 頁圖示。</p>	<p><b>A Division for next ECC</b> <b>B1+B2 於下一屆 ECC 晉級制 A 部</b></p> <p><b>B9+B10 are relegated to C Division</b> <b>B9+B10 降級至 C 部</b></p> <p>Winner B1 plays the last team from A-Division to qualify in World Challenge - best of three games 勝利者 B1 與 A 部最後一名隊爭奪參加世界挑戰賽-最佳三賽之資格</p>
<p><b>B Division</b> <b>B 部</b></p> <p><b>Men</b> <b>男子組</b> 16 teams 16 隊</p> <p><b>A9 + A10</b></p> <p><b>+ B3 - B14</b></p> <p><b>+ C1 + C2</b></p> <p>Rankings taken from the previous ECC 以前一屆 ECC 排名為準</p>	<p>Two Groups of 8 teams: 分二組，各八隊：</p> <p>Group round robins to determine top 3 teams 以循環賽決定各組前三名</p> <p>+</p> <p>Play-offs 淘汰賽</p>	<p>1<sup>st</sup> ranked teams advance directly to the semi-finals; 第一名直接進入準決賽</p> <p>A2 v B3 and A3 v B2 to determine last teams in semi-finals. A2 vs B3, A3 vs B2 以決定最後進入準決賽的隊伍</p> <p>For the semi-finals: 準決賽： If 2 teams from each group then A1 plays the B qualifier and B1 plays the A qualifier. 若每組各有二隊晉級，則 A1 對抗 B 組晉級者；B1 對抗 A 組晉級者。 If 3 teams from one group then the 1<sup>st</sup> ranked team of that group plays the 3<sup>rd</sup> ranked team from the same group, and the 1<sup>st</sup> ranked team of the other group plays the 2<sup>nd</sup> ranked team from the</p>	<p>Teams ranked B1- B16 as per WCF ranking procedure. 隊伍排名按 WCF 排名規則自 B1 至 B16。</p> <p><b>B1 + B2 are promoted to A Division for next ECC</b> <b>B1 和 B2 於下屆 ECC 晉級至 A 部</b></p> <p><b>B15 + B16 are relegated to C Division</b> <b>B15 和 B16 降級至 C 部</b></p> <p>Winner B1 plays the last team from A-Division to qualify in World Challenge - best of three games 勝利者 B1 對抗 A 部最後一名以爭取世界挑戰賽-最佳三賽之資格。</p>

		<p>group that qualified 3 teams.</p> <p>若有三隊屬同一組，則該組第一名對抗該組第三名，第二名對抗另一組第一名。</p> <p>The relegation for the ECC B-Division men is determined in the following manner:</p> <p>ECC 男子組 B 部降級辦法：</p> <p>MA7 v MB7 - winner is not relegated and MA8 v MB8 - loser is relegated</p> <p>MA7 vs MB7 – 贏者不降級 MA8 vs MB8 – 輸者降級</p> <p>Loser (MA7 v MB7) v winner (MA8 v MB8) - winner is not relegated, loser is relegated (MA7 vs MB7)輸者 vs (MA8 vs MB8)贏者 – 贏者不降級，輸者降級。</p> <p>There is no tie-breaker game(s) before those relegation games and the ranking is solely done by the results of the round robin.</p> <p>降級賽前沒有破平手賽，且排名完全取決於循環賽之結果。</p>	
<p><b>C Division</b> <b>C 部</b></p> <p><b>Men 男子組</b></p> <p><b>B15+B16+ other entries</b> <b>B15+16+其他報名隊伍</b></p> <p><b>C Division</b> <b>C 部</b> <b>Women</b> <b>女子組</b></p> <p><b>B9+B10+ other entries</b> <b>B9+B10+其他報名隊伍</b></p>	<p><b>ONE</b> Group if 11 or less teams and <b>TWO</b> groups if 12 or more teams.</p> <p>若有 11 或少於 11 隊，則為一組；若有 12 或超過 12 隊，則分為二組。</p> <p>Group round robin 各組循環賽</p> <p>+ Play-offs 淘汰賽</p>	<p>Ranking determined for 1st to 4th place 排名由第一到第四名 1 v 2 winner gold medal and qualifies for ECC-B 第一名對抗第二名，贏者為金牌得主，並取得 ECC-B 之資格。and 3 v 4 game. 第三名對抗第四名賽 Loser 1 v 2 plays winner 3v 4, winner silver medal and qualifies for ECC-B loser bronze medal. 第一名和第二名比賽之輸者對抗第三和第四名比賽之贏者，贏隊得到銀牌並取得 ECC-B 之資格；輸隊得銅牌。</p>	<p>Teams ranked as per WCF ranking procedure. 隊伍按 WCF 排名規則排名</p> <p><b>C1 + C2</b></p> <p><b>are promoted to B-Division for next ECC</b> <b>C1 和 C2 於下屆 ECC 晉級 B 部</b></p>

### CHALLENGE EVENT

#### 挑戰賽

The 2nd ranked Americas Zone Association from the previous WCC, provided they are not hosting the next Championship, will be subject to any “challenges” that might come from other Associations in the Americas Zone.

前一屆 WCC 美洲區第二名的協會，若不主辦下一屆錦標賽，則將可能受到任何其他美洲區協會“挑戰”。

If the 2nd ranked Association is hosting the next Championship, then the other Americas Zone Association from the previous Championship will be subject to any “challenges” which might come from other Associations in the Americas Zone.

若第二名的協會主辦下一屆錦標賽，則另一個前一屆錦標賽之美洲區協會可能受到其他美洲區協會“挑戰”。

#### The Challenge Event will have the following criteria:

##### 挑戰賽標準如下：

1. The Association that is subject to the challenge will be determined at the conclusion of each WCC based upon the final rankings, and also considering which Association has been awarded the right to host the next WCC.

挑戰賽的主辦協會取決於每次 WCC 基於最後排名，並考慮哪個協會已被獎勵偶全主辦下一屆 WCC。

2. Other Associations in the Americas Zone that wish to challenge for a place in the WCC must submit a registration form to the WCF Secretariat by the deadline date of 31 July of the year preceding the next WCC. By the same date the Association that is subject to the challenge must also submit a registration form to the WCF Secretariat to show they are willing to host and participate in the challenge event. The registration forms will be sent by the WCF to the Americas Zone Associations prior to 1 May.

其他美洲區內希望在 WCC 內挑戰到一個位置的協會，需在下一屆 WCC 前一年七月三十一日之前，將報名表提交 WCF 秘書處。在同一天之前，要挑戰的協會也必須將報名表提交 WCF 秘書處以表現其主辦及參與挑戰賽的誠意。WCF 將在五月一日前將報名表寄至美洲區各協會。

3. If there is only one Association that registered by the deadline date, then that Association is automatically qualified for the next WCC. If no teams register, the vacant spot will be given to the European or Pacific Zone in a manner determined by the WCF Executive Board.

若在截止日前只有一個協會登記，則該協會自動取得下一屆 WCC 主辦權。若無隊伍登記，則空出之席位將經由 WCF 執行委員會決定方式，撥給歐洲或亞太區。

4. The Association that is being challenged will host the challenge event. The venue and the dates of the event must be approved by the WCF prior to 31 October of the year preceding the next WCC.

被挑戰的協會將主辦挑戰賽。賽事的日期和場地須經 WCF 於下一屆 WCC 前一年之十月三十一日前批准。

5. The challenge event must be played during the month of January preceding the next WCC, unless another suitable date is agreed between the WCF, host and challengers.

挑戰賽必須在下一屆 WCC 前之一月舉行，除非經 WCF、主辦和挑戰者同意另一個合適的日期。

6. Any Association that must host more than one challenge is not required to have those challenges at the same venue and same dates.

任一主辦一個以上挑戰賽的協會，那些挑戰賽不需在同一天和同一場地舉行。

7. The Chief Umpire and Chief Ice Technician are appointed by the Host Association, subject to the approval of the WCF. The Host Association is responsible for their expenses.

裁判長和首席製冰師由主辦協會指定，經 WCF 核准；其費用由主辦協會負擔。

8. Each Association involved in a WCC challenge is responsible for the Per Diem and accommodation expenses for its own teams and officials.

每個參與 WCC 挑戰賽的協會，其隊職員日常開銷及住宿費用自行負責。

9. The WCF will not reimburse any travel expenses for the WCC challenge.

WCF 不補助任何 WCC 挑戰賽之旅費

### **Playing System:**

#### **賽制：**

**Two teams registered – a “best-of-five” series**

#### **二隊登記 – “最佳-五”系列**

Day One – Team Meeting + Official Training + 1 game

第一天：團隊會議 + 正式練習 + 1 場比賽

Day Two – 2 games

第二天：2 場比賽

Day Three – 2 games (if required)

第三天：2 場比賽(若有需要)

**Three teams registered – a “double round robin”**

#### **三隊登記 – 雙循環賽**

Day One – Team Meeting + Official Training + Games 1 v 2 and 1 v 3

第一天：團隊會議 + 正式練習 + 比賽 1 vs 2 和 1 vs 3

Day Two – Games 2 v 3 and 1 v 2 and 1 v 3

第二天：比賽 2 vs 3； 1 vs 2 及 1 vs 3

Day Three – Game 2 v 3

第三天：比賽 2 vs 3

**Four teams registered - a “double round robin”**

**四隊登記 – 雙循環賽**

Day One – Team Meeting + Official Training + Draws 1 and 2

第一天：團隊會議 + 正式練習 + 抽籤 1 和 2

Day Two – Draws 3 and 4 and 5

第二天：抽籤 3、4 和 5

Day Three – Draw 6

第三天：抽籤 6

**Five or six teams registered – a “single round robin” and a 1 v 2 play-off**

**五或六隊登記：一輪循環賽和 1 vs 2 淘汰賽**

Day One – Team Meeting + Official Training + Draws 1 and 2

第一天：團隊會議 + 正式練習 + 抽籤 1 和 2

Day Two – Draws 3 and 4 and 5

第二天：抽籤 3、4 和 5

Day Three – the 1 v 2 play-off

第三天：1 vs 2 淘汰賽

**Time table:**

**行事曆：**

**Conclusion of WCCs – challenged Associations declared**

**WCCs 結論：宣布被挑戰的協會**

1 May – prior to this date registration forms sent out by WCF Secretariat

五月 1 日：在此日之前 WCF 秘書處寄出報名表

31 July – deadline date for registration (forms returned to the WCF Secretariat)

七月 31 日：報名截止(報名表寄回 WCF 秘書處)

1 October – prior to this date the hosting venue and dates approved by WCF

十月 31 日：主辦場地及日期須於此日前經 WCF 批准

January (or agreed date) – the Challenge

一月(或議定的日期)：挑戰賽



## MINIMUM STANDARDS

### 最低標準

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Required by Member Associations for Entry into World Curling Championships

會員協會申請參加世界冰壺錦標賽

1. **Curling Season:** A minimum of three months.

冰壺季：至少三個月

2. **Standard of Play:** The World Curling Federation may judge if the standard of play of a Member Association is adequate to enter the World Curling Championships.

競賽標準：世界冰壺聯盟可以判定其會員協會是否夠水準參加世界冰壺錦標賽。

3. **Qualification:** No Member Association, whose Annual Subscription and arrears to the World Curling Federation are not paid by 1 September of any year, is eligible to enter the World Curling Championships the following year.

資格：會員協會在任一年的九月一日前未付清其世界冰壺聯盟之年費及欠款者，不得參加次年的世界冰壺錦標賽。

### ELIGIBILITY 資格

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1. Athletes are a national of the country they are representing – their residence can be anywhere.

運動員為其所代表國家之國籍：他們可住在任何地方。

#### Or 或

Athletes are a resident of the country they are representing for a period of at least two consecutive years immediately prior to the start of the competition.

運動員緊接在開始比賽前，於其所代表國已至少連續住滿兩年以上。

2. If an athlete has represented a country in any WCF competition, or played in an international qualifier for a WCF competition, that athlete may not represent another country in any WCF competition or WCF international qualifier until the athlete fulfils one of the above criteria **AND** a period of two consecutive years has elapsed.

若運動員已於任一 WCF 比賽中，或於參加 WCF 賽的國際資格賽時，代表一個國家，則該運動員在其達到上述標準，並且連續兩年未參賽前，不得在任何 WCF 比賽或 WCF 國際資格賽中代表另一國家。

3. This eligibility does not apply to competing in the Olympic / Paralympic Winter Games, which are governed by the regulations of the International Olympic / Paralympic Committee.

此一資格規定不適用於由國際 奧林匹克/殘障奧林匹克委員會所管轄之 奧林匹克/殘障奧林匹克 冬季運動會。

4. The WCF Executive Board shall resolve any dispute relating to the determination of the WCF Member Association that an athlete may represent in a WCF competition. 任何有關於運動員可否代表一 WCF 會員協會參加 WCF 比賽之爭議，皆由 WCF 執行委員會決定。

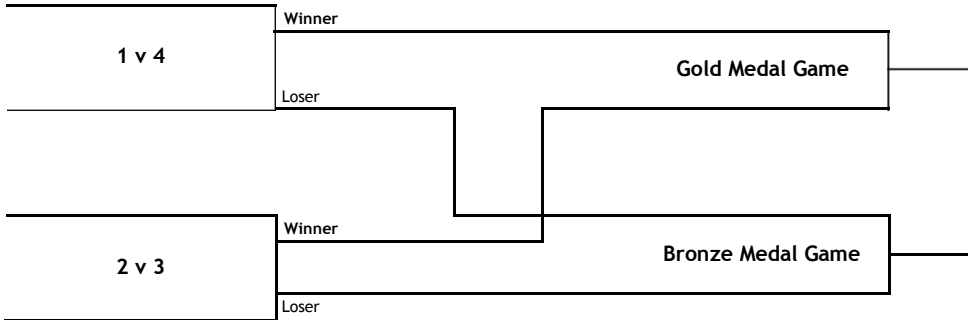
# PLAY-OFF SYSTEMS

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## OLYMPIC PLAY-OFF SYSTEM

SEMI-FINALS

FINALS

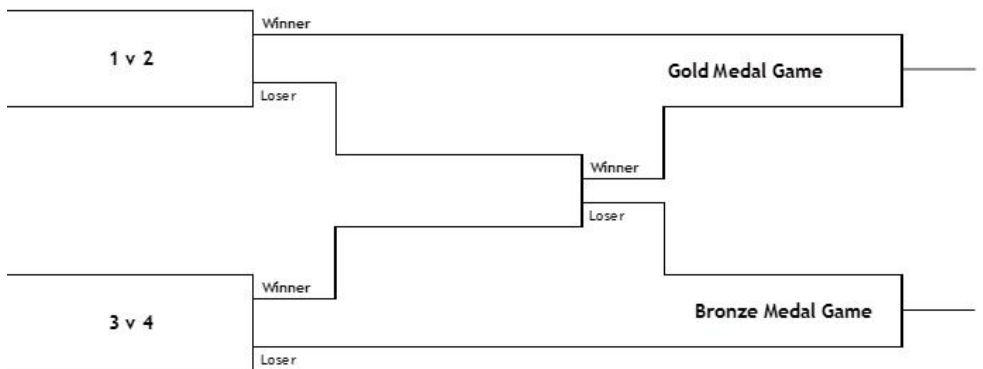


## PAGE PLAY-OFF SYSTEM

PLAY-OFFS

SEMI-FINAL

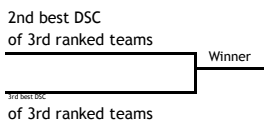
FINALS



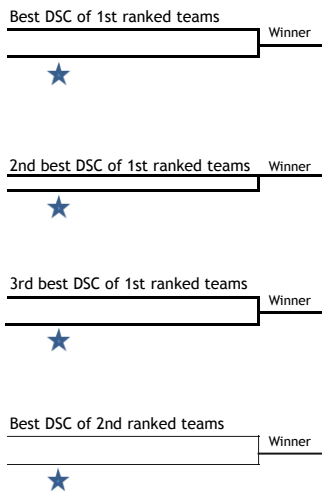
# QUARTER-FINALS PLAY-OFF SYSTEM

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## QUALIFICATION GAME (if required)

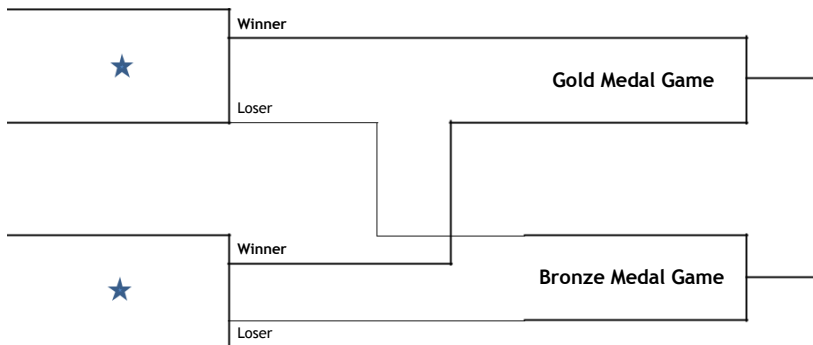


## QUARTER-FINALS



## SEMI-FINALS

## FINALS



★ 在可能的情况下，比赛对手将会由不同分组赛的队伍选择。如果必要，对手将在循环赛的队伍会议上随机抽签来确定。

## DRESS CODE

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Items 項目	Policy 標準
Shoes 鞋子	沒有限制，依照個人喜好。
Socks 襪子	如果穿在長褲底下則沒有限制。
Leg Warmers 暖腿套	包含超過長褲的襪子，整個隊伍需一致。
Trousers 長褲	標誌/樣式/顏色需一致，但不限制牌子。
Shorts 短褲	WCF 比賽中不被允許。
Belts 腰帶	如果會外露則需一致。
Skirts 裙子	顏色一致，緊身褲顏色一致，可以是裙褲混合的服飾。
Undershirts 內衣	可以被看到（長袖在短袖下），但裝備的顏色必須協調。
Shirts 上衣	可繫可不繫。
Vests 背心	可以，但顏色必須有協調性。
Jackets 夾克	根據 WCF 指導方針，需有協會名稱、選手名字等等。基本上為單色，但可使用強調色。
Hooded Jackets 連帽夾克	連帽部分不能露出來。
Hats 帽子	樣式需一樣，不能反戴。Logo 需有協會名稱或是賽事名稱。適用於隊伍及教練席人員。
Scarves 圍巾	樣式需一樣。
Head & Wrist Bands 頭帶及護腕	樣式需一樣。Logo 需有協會名稱或是賽事名稱。
Jewelry 飾品	沒有限制，依照個人喜好。
Gloves 手套	沒有限制，依照個人喜好。
Braces 護具	不能被看見，需穿在衣服或夾克底下。
Crests 徽章	每場賽事的贊助廠商徽章都需重新申請核准。

# GLOSSARY OF TERMS

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<b>Alternate</b>	一位已註冊，不在先發名單內，有資格代替場上選手比賽的替補選手。
<b>Arithmetically Eliminated</b>	此狀態為隊伍結合總投壺數或剩餘壺數少於平手或可分出勝負的數量。
<b>Away End</b>	冰道的尾端，比賽中第一個石壺投出的位置。
<b>Back Board / Bumper</b>	放置在冰道末端冰面上的材料(例如泡沫或是木頭)。
<b>Back House Weight</b>	投壺時控制的速度使其可以剛好抵達得分區。
<b>Back Line</b>	得分區的底線，延伸穿過冰道，位於 1.829 公尺 (6 英尺)與 T 線平行。
<b>Back of the House</b>	得分區內介於 T 線和底線之間的區域。
<b>Biter</b>	一個石壺剛好碰在得分圈外邊緣。
<b>Blank End</b>	一局結束時兩隊皆無得分。
<b>Bonspiel</b>	一場冰壺比賽或競賽。
<b>Brush (Broom)</b>	清掃裝備。
<b>Brush Head</b>	清掃裝備在比賽時與冰面接觸的部分。
<b>Button</b>	得分圈的中心圈。
<b>Burned Stone</b>	在行進中的石壺被一個選手或是選手的任何裝備觸碰到。
<b>Centre Line</b>	劃分比賽場地的中間線。與 T 線的中心點交會並自 T 線中心點延伸 3.658 公尺(12 英尺)。
<b>Circles</b>	得分區。
<b>Competition</b>	由任何數量的隊伍參與比賽，最後決定一個贏家。
<b>Come Around</b>	投出一個冰壺，使其在防衛球後面。
<b>Counter</b>	任何冰壺進入或觸碰得分區而被認定為潛在得分。
<b>Courtesy Line</b>	一條線標示非進攻隊伍的選手可以站立的位置，以確保裁判能看見前擲線並避免造成投壺選手分心。
<b>Curl</b>	石壺在冰道上移動的路徑。
<b>Debris</b>	任何物質，包含霜、雪、或是冰刷、鞋子、衣服的製作材料。
<b>Delivery End</b>	從投壺的位置到冰道的尾端。
<b>Delivering Team</b>	進入比賽場地，準備投出下一支冰壺的隊伍。

<b>Delivery</b>	一個選手將石壺投出的動作。
<b>Delivery Stick</b>	附在石壺握把上的裝置，在投壺的過程中作為手臂或手的延伸。
<b>Displaced Stone</b>	一個靜止的石壺被移動到新的位置。
<b>Divider</b>	將冰道冰面分開的材料(例如泡沫或是木頭)。
<b>Double Take-out</b>	比賽中一個石壺移動兩個對手的石壺。
<b>Draw</b>	一個石壺停在得分區內或是前面。
<b>Draw Shot Challenge (DSC)</b>	在 LSD 時用於計算平均距離的計算方式。在排除最不利的狀況後，用以決定循環賽的排名。
<b>Draw Weight</b>	在一局中將石壺投出到達得分區所需要的動力。
<b>Electronic Hog Line Device</b>	在投壺時用來標示石壺在前擲線前鬆手的裝置。
<b>End</b>	在冰壺比賽中，投出八個石壺數或分數已經決定時，將結束一局。
<b>Equipment</b>	任何選手穿戴或攜帶的東西。
<b>Extra End</b>	在例行比賽結束後因為兩隊平手而增加新的一局。
<b>External Force</b>	不是由比賽的隊伍所造成的突發狀況。
<b>First Player</b>	一個隊伍在每一局首先投出兩個石壺的選手。
<b>Fourth Player</b>	一個隊伍在每一局第四個投出兩個石壺的選手。
<b>Free Guard Zone (FGZ)</b>	比賽場地，在排除得分區後，介於前擲線和 T 線的區域範圍。
<b>Freeze</b>	一個石壺投出後緊貼另一個石壺。
<b>Front House Weight</b>	在一局中將石壺投出到達得分區附近所需要的動力。
<b>Forfeit</b>	如果有一個隊伍無法開始或繼續比賽，則由另外一隊獲勝。最終比賽分數將記錄為 W-L。
<b>Game</b>	兩支隊伍在規定的局數內分出勝負。
<b>Guard</b>	一個石壺被放置到能夠保護另一個石壺的位置。

<b>Hack</b>	置於冰場兩側末端的起踏器於選手開始投壺時使用(輪椅冰壺除外)。
<b>Hack Line</b>	一條長 0.457 公尺(1 英尺 6 英寸)於每個中線的尾端平行於 T 線。
<b>Hack Weight</b>	在一局中將石壺投出到達起踏器所需要的動力。
<b>Handle</b>	投壺時選手握住石壺的部分。
<b>Hammer</b>	描述一局當中最後一個投出的石壺的術語。
<b>Heavy</b>	投出石壺的速度比所需的動力更大。
<b>Hit</b>	一個石壺擊中另一個場上的石壺產生位移。
<b>Hit and Roll</b>	一個石壺將對手的一個石壺擊出得分區，然後移動到新的位置。
<b>Hog Line</b>	一條線位於 6.40 公尺(21 英尺)延伸穿越冰道的寬度並平行於 T 線。
<b>Hog Line Violation</b>	一局當中石壺因未於到達前擲線時投出而被移除。
<b>Hogged Stone</b>	一局當中石壺在投出後未完全到達前擲線內的區域而被移除。
<b>Home End</b>	從比賽中第一個石壺被投出的位置到冰道的末端。
<b>House</b>	位於冰道末端同心圓內的區域。
<b>Hurry</b>	指示選手更用力刷冰的指令。
<b>Ice Surface</b>	包含冰道周邊的完整區域。
<b>In the Process of Delivery</b>	投壺的選手就定位開始投壺一直到石壺被投出的比賽過程。
<b>In-turn</b>	右手投壺者施加在冰壺握把上的旋轉，使石壺為順時針旋轉，左手投壺則石壺為逆時針旋轉。
<b>Last Stone Draw (LSD)</b>	賽前練習結束後由各隊不同的選手投出兩個石壺至得分區，第一個為順時針旋轉，第二個為逆時針旋轉。最後將會計算距離來決定哪一個隊伍可以有選擇先攻或後攻的選擇權。
<b>Lead</b>	每一局隊伍中第一個投出兩個石壺的選手。
<b>Measuring Device</b>	測量哪一個石壺比較接近得分區中心點，或是石壺是否進到得分區內的儀器。



<b>Moving Stone</b>	一個石壺無論是被投出或是被另外一個石壺擊中而移動。
<b>Original Position of a Stone</b>	一個石壺在被移動前在冰上的位置。
<b>Out-of-play Position</b>	非比賽中的石壺的位置(例如觸碰到邊線或是在底線之外)。
<b>Out-turn</b>	右手投壺者施加在冰壺握把上的旋轉，使石壺為逆時針旋轉，左手投壺者使石壺順時針旋轉。
<b>Pebble</b>	在比賽開始前將水滴加到冰道的冰面上，凝結後將可減小冰面與石壺的摩擦力。
<b>Peel</b>	設計為消除防守的投壺。
<b>Playing End</b>	冰道的末端，為石壺投出的位置。
<b>Point</b>	在每一局的比賽中，只要隊伍有將石壺投進得分區或是比對手的投壺更接近中心點，每一個石壺都可得一分。
<b>Port</b>	石壺和石壺之間的開口和間隙。
<b>Positioned Stones</b>	在混合雙打比賽中，每局比賽開始前有兩個石壺會被放置在特定的位置上。
<b>Power Play</b>	在混合雙打比賽中，隊伍有一次機會可以決定將場中央特定位置的石壺移動至冰道兩側。
<b>Raise</b>	因撞擊另外一個石壺而形成的平局。
<b>Raise Take-out</b>	投出的石壺擊中一個靜止的石壺，將其移動以至再撞擊第三個石壺使其失去有利位置。
<b>Rings</b>	即得分區。
<b>Rock</b>	即石壺。
<b>Roll</b>	投出的石壺在撞擊另一個靜止的石壺後移動的路徑。
<b>Rotation</b>	石壺旋轉的方向(順時針或逆時針)。
<b>Round Robin</b>	每一個隊伍皆與分組中的其他隊伍交手比賽一次的循環賽制。
<b>Score</b>	隊伍在每一局的得分。
<b>Scoring</b>	隊伍投進得分區的石壺，或比對手的石壺更接近得分中心，每一個石壺皆可得到一分。
<b>Second Player</b>	隊伍在每一局第二位上場投出兩個石壺的選手。
<b>Sheet</b>	冰壺比賽場地的具體冰面。
<b>Shot (stone or rock)</b>	在每一局中，每一個石壺最接近得分中心的時刻。
<b>Side Line</b>	冰道周邊的邊線。

<b>Skip</b>	隊伍中指導隊伍比賽的隊長。
<b>Slider</b>	滑行鞋的光滑材質，使其更容易在冰上滑行。
<b>Spare</b>	即替代。
<b>Stationary Stone</b>	比賽中靜止的石壺。
<b>Stone</b>	冰壺比賽用的石壺，以花崗石製成。
<b>Stone Set in Motion</b>	一個靜止的石壺被其他石壺擊中，導致它移動。
<b>Sweeping</b>	冰壺比賽中使用冰壺刷在移動石壺前方的路徑清理冰面或改變冰面。
<b>Sweeping Device</b>	冰壺選手在掃/清理冰面所使用的裝備。
<b>Swingy Ice</b>	石壺移動過度彎曲的情況。
<b>Take-out</b>	一個石壺因被另一個石壺擊中而出局。
<b>Team</b>	由四位選手、一位替補選手及一位教練組成。混合雙打中則有一位男選手、一位女選手，及可能的一名教練。
<b>Team Time-out</b>	選手跟教練可在冰上開會的 60 秒暫停時間。
<b>Technical Time-out</b>	根據規則、受傷，或其他情有可原的原因由選手或裁判使用的技術暫停。
<b>Tee</b>	得分區的中心點。
<b>Tee Line</b>	由得分區中心延伸至冰道兩側的線，平行於前擲線及底線。
<b>Third Player</b>	每一局隊伍中第三位上場投出兩個石壺的選手。
<b>Tie-breaker</b>	循環賽中，因平手而在最後增加延長賽以確定排名。
<b>Top of the House</b>	在前擲線和 T 線之間的得分區域。
<b>Umpire</b>	根據比賽規則，對比賽進行指導的人員。
<b>Vice-Skip (Mate or Acting Skip)</b>	在隊長投壺時對隊伍進行指揮的人。
<b>Weight</b>	投壺時對石壺所施加的力道和速度。
<b>Wheelchair Lines</b>	從前擲線到得分圈最邊緣的兩條線。輪椅冰壺選手允許在這兩條線的範圍進行投壺

