Superior Curling Club Triples Rules

Standard Curling Rules

- **Players:** Each team consists of **3 players**.
- **Shots per end:** Each end consists of **6 rocks per team** (2 rocks per player).
- **Standard Rules:** Curling Canada's normal rules apply, including the **5-Rock Free Guard Zone (FGZ)** and the **No-Tick Rule** (you cannot tick a guard sitting in the free guard zone off-center in the early part of the end).

Game Structure & Rotation

- **Game Length:** Standard games consist of **6 ends** divided into **3 sets**.
- **Position Rotation:** Players rotate roles every 2 ends so each member experiences lead, middle, and skip duties:
    - **Ends 1–2:** P1 = Lead, P2 = Middle, P3 = Skip
    - **Ends 3–4:** P3 = Lead, P1 = Middle, P2 = Skip
    - **Ends 5–6:** P2 = Lead, P3 = Middle, P1 = Skip
- **Positional Duties:** Roles alternate between throwing, sweeping, and calling shots according to a structured sequence within each end.

Sweeping, Hammer, Scoring & Ties

- **Sweeping:** Restricted to **1 active sweeper** per rock until it crosses the far hog-line.
- **Hammer:** A coin toss determines the hammer for the first end.. The opposing team has the hammer for the third end. The team that has fewer set points after two sets has the hammer for the fifth end. If teams are tied after two sets, the team that had the hammer for the first end has the hammer for the fifth end.
- **Scoring:** Set 1 (ends 1&2) **2 points** are won or shared.
  Set 2 (ends 3&4) **2 points** are won or shared.
  Set 3 (ends 5&6) **4 points** are won or shared.
- **Ties:** Ties are only required to determine bonspiel winners. Necessary ties are resolved by each player throwing two unswept rocks. Opposing curlers alternately throw rocks. The team that is behind after throwing the first rocks is given the opportunity to throw last for the second rocks. Rocks landing in the twelve foot ring are worth 1 point, the eight foot ring 2 points, the four foot ring 3 points, and button 4 points. The team with the most total points wins.