

Triples Curling was originally developed by Curling Canada in 2020, with additional development through 2023. The rules herein have been adapted for use at GCC Seattle for Spring Leagues.

General rules:

- Each team must have three players. Only one member of the team needs to be present for league play (up to two subs are allowed).
- Each player throws two rocks (only 6 rocks per team per end).
- There is no formal pre-game practice, but players may throw practice rocks on an empty sheet.
- The '4-rock rule' will be used for the Free Guard Zone (as there are fewer rocks than a standard game); the No-Tick rule also applies.

Game Structure: Triples games consist of 3 sets of 2 ends each. Each set is effectively a mini-game, with the team with highest cumulative score after 2 ends winning that set. However, if both teams have the same number of points, that set is considered tied. See 'Set Values' scoring below.

Hammer Allocation:

- Flip for choice of hammer in the 1st end, as in a standard game.
- Hammer in the 3rd end (1st end of 2nd set) goes to the team that didn't get hammer in the 1st end.
- Hammer in the 5th end (1st end of 3rd set) goes to the team that is trailing.
 - If the game is tied, flip for hammer.
- Hammer in the 2nd/4th/6th end (2nd end of each set) goes to the team that didn't score in the first end of the set. Except:
 - **No blank ends are allowed**; if blanked, hammer automatically goes to the other team.

Throwing Order: One of the defining features of the Triples discipline is that curlers are required to play a different position (i.e., lead, middle, and skip) for each set of the game. Teams can determine which player starts at each position in Set 1. However, from that point onward the rotation of players must be as follows:

- **Set 1:** Player 1 = Lead, Player 2 = Middle, Player 3 = Skip.
- **Set 2:** Player 3 = Lead, Player 1 = Middle, Player 2 = Skip.
- **Set 3:** Player 2 = Lead, Player 3 = Middle, Player 1 = Skip.

Positional Duties:

- The lead is required to throw the first 2 shots of the end for their team, and to sweep the next 4.
- The middle is required to sweep the first 2 shots of the end, to throw the next 2, and to hold the broom for the last 2.
- The skip is required to hold the broom for the first 4 shots of the end, and to throw the last 2.

Sweeping: Only 1 player (i.e., the current sweeper) is allowed to sweep rocks until the far hog-line. After that point, only one of the other curlers (either the broom holder or the thrower) may join in. One member of the opposition team may sweep behind the tee-line, as in standard curling.

Set Values: In order to ensure that a full Triples game is played, the value assigned to Set 3 is greater than it is for Sets 1 and 2. The specific set values are as follows:

- **Set 1:** 2 points for a win (or 1 point per team for a tie).
- **Set 2:** 2 points for a win (or 1 point per team for a tie).
- **Set 3:** 4 points for a win (or 2 points per team for a tie).

These differing set values ensure that all 3 sets are always required. That is, even if Team A wins Sets 1 and 2, and therefore leads the game 4-0, it is still possible for Team B to tie the game by winning Set 3 outright, since the score would now be 4-4.

Tied Games: If the game is tied after Set 3, a 'team shootout' is used to break the tie.

- Each player throws alternating draws with the other team.
- The throwing order and positional duties are the same as in Set 3, with the team that last had hammer throwing first in the shootout.
- The sweeping rules are also the same for playing team, except opposing team cannot sweep.
- Remove each rock after determining its score. Scoring system:
 - 5 points for covering the pin.
 - 4 points for biting the button (1-foot).
 - 3 points for biting the 4-foot.
 - 2 points for biting the 8-foot.
 - 1 point for biting the 12-foot.
- If the game is still tied after scoring, the skips choose how to resolve (or to decide if it's a tie).

Hanging Scores: (using a standard club 'number line' scoreboard)

- After the 1st/3rd/5th end, use the "H" card to hang the score for that end.
- After the 2nd/4th/6th end, remove the "H" card and hang the points for that set.
 - Use the "1", "2", and "3" cards to indicate the points for a win of the respective set.
 - If a set is tied, use two higher numbered cards, one for each team, flipped over.
- For a 'team shootout', remove all previous scores; use "1" through "6" cards to hang the score for each rock.