

Rule Changes 2020-2021

1. For the Senior and Master Championship where the page playoff system is used, a maximum of two tie-breaker rounds will be allowed. If the number of teams are greater than four, the LSD will be used to determine the placement of the four teams, with the lowest LSD total advancing to the tie breaker round.
2. At the U18, Masters and Curling Club Championships and any other championship that is using a bell system, the bell will be 1 hour and 50 minutes.
3. At Championships where a bell is used, a time clock will display the practice time and game time for the teams.
4. At the Mixed Championship, matching uniforms will not be required.
5. For Championship events, pre-game practice in an arena will be 9-minutes, whereas in a curling club will be 7-minutes. If an event is in a curling club and an arena pre-game practice will be 9-minutes.
6. Time-outs at the Viterra and Scotties Championships will be 90-seconds starting once the time-out was called.
7. At the Junior Championship, time-outs will be 90-seconds starting once the time-out has been called. The time-out will not be stopped at the conclusion of the 90-seconds, however the team's time clock will start until the next stone crosses the near t-line.
8. U18 ON ICE COACHING
 - a) Coaches will be allowed a maximum of 1 interaction per end for ends 1 through 4 and 2 interactions per end for ends 5 through 8 and any extra ends– opposing coaches will also be allowed interaction with their respective team until the team calling the interaction has concluded.
 - b) Interactions cannot exceed 1 minute in total and 30 – 45 seconds preferable
 - c) Interactions can be called by the player in control of the house or the coach – if the coach would like to call the interaction they can by vocalizing to the player in control of the house. Coaches must be on the backboards to partake in any interactions.
 - d) There will be absolutely no talking or body language to teams unless during an interaction, opposition interaction, or between ends – penalties to include – warning (1st offence) - sitting inside with no interactions for the remainder of the current game and the entire next game (second offence)
 - i) disagreements will be brought forth to either the umpire on call or the CurlManitoba representative present at the regional qualifiers and the berth bonspiel or the head umpire at the provincials
 - e) Coaches will be allowed 1 minute of talking time between ends and 2 minutes at the 4th end break. This interaction can be at the hog line.
 - f) Coaches are allowed on the backboards during the games, and can travel to either end respectful of games on adjacent sheets between ends but must remain at the action end throughout an end

- g) The coach of the team calling the interaction may access the playing surface but remain behind the hack and to the side while the coach not calling the interaction must stay on the backboards.
 - h) Coaches are responsible for keeping track and policing the number of interactions used per end – disagreements will be brought forth to on call official, the CurlManitoba representative on site or the mentor coaches at the Berth Bonspiel and Regional.
 - i) Coaches must mark each interaction used on the sheet provided behind each sheet for each game so as to not exceed the two allowed per end
9. At all Championships, the only teams allowed to access practice ice are those teams who have advanced to the next level of play at either the Nationals or Worlds.
10. Coaches are allowed to access their team for a time-out or consultation only from the designated coaches' bench.
11. At the Mixed Doubles Championship when the format is a Triple Knockout the number of teams qualifying for the playoffs will be eight.
12. To implement CurlManitoba's Last Stone Advantage for each Championship as follows:
- a) Triple Knockout format:
 In the playoff round the team that finished higher in a qualifying event will have choice of Last stone advantage OR choice of colour.
 If teams are tied (ie: qualified in the same event) a coin toss will determine the choice of practice OR colour and a LSD will occur.
 - b) Pool Play Format:
 In the playoff rounds, the team with the better record will have choice of last stone advantage OR colour.
 If teams have the same record, a coin toss will determine the choice of practice OR colour and a LSD will occur.
 - c) 32 Team Championship:
 Round of 32 teams - A coin toss will determine the choice of practice Or colour and a LSD will occur.

Playoff Round of 8 teams - The win/loss record will be compared. The team with the better win/loss record will have the choice of last stone advantage OR colour. If the teams are tied, a coin toss will determine the choice of practice OR colour and a LSD will occur.

Page Playoff Round (Q1 vs Q2 and Q3 vs Q4) - The win/loss record will be compared. The team with the better win/loss record will have the choice of last stone advantage OR colour. If the teams are tied, a coin toss will determine the choice of practice OR colour and a LSD will occur.

Page Playoff Semi-final - The win/loss record will be compared. If the runner-up team of the Q1 vs Q2 game has a better win/loss record, they will be awarded last stone advantage AND choice of colour. If the runner-up team of the Q1 vs Q2 has the same or worse record as the winner of the Q3 vs Q4 game, the

runner-up team of the Q1 vs Q2 team will have the choice of last stone advantage OR colour.

Page Playoff Final- The win/loss record will be compared. If the winner of the Q1 vs Q2 game has a better win/loss record its' opposing team, they will be awarded last stone advantage AND choice of colour. If the winner of the Q1 vs Q2 game has the same record as the winner of the Q3 vs Q4 game, they will be given choice of Last Stone Advantage OR colour and a LSD will occur.