



2020 - 2021

CURLMANITOBA

COMPETITOR'S GUIDE

COMPETITOR GUIDE

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ALL CURLMANTOBA EVENTS

ELIGIBILITY

1. Each competitor must meet all eligibility conditions as established by CurlManitoba.
2. Each competitor shall adhere to the CurlManitoba residency requirements.
3. All players must be members of a Manitoba Club, which is in good standing with CurlManitoba to compete in the Regional Qualifiers, Berth Bonspiels and Provincial Championships.
4. All entries are the sole responsibility of the individual who entered the team. This person is the only person authorized to alter an entry, therefore maintaining the team's eligibility.
5. All four or five competitors registered on a team must be members of the same CurlManitoba Winnipeg member club **or** members of any CurlManitoba rural member club within the same Sport Region (north, west, south or east).

Exceptions:

U18 & Junior: A team may be comprised of four players who wish to register through a school. They must all be registered students at the same school by October 1, 2020.

Senior Women & Master Women: All four or five competitors on a team shall not necessarily come from one club, but may be chosen from any club within their Sport Region. All City of Winnipeg member clubs constitute one Sport Region for entry purposes.

Mixed: All other players must be members of a member curling club in Manitoba.

6. Athlete verification shall be as shown on the list of members of the club for the current season filed with CurlManitoba. All curling clubs are required to submit their member list NO LATER than December 15, 2020.
7. If a team is declared ineligible after securing a provincial berth, then the team cannot compete in the Provincial Championship by dropping the ineligible athlete(s). They are simply not eligible and the entire team will be replaced.
8. In the event of a team who has earned a berth is not able to compete at a Provincial Championship, CurlManitoba will name an alternate team.

AGE REQUIREMENTS

U13 Under 13 12 years of age maximum on December 31, 2020, born January 1, 2008 or later.

U15 Under 15 14 years of age maximum on December 31, 2020, born January 1, 2006 or later.

U17 Under 17 16 years of age maximum on December 31, 2020, born January 1, 2004 or later.

U18 Under 18 17 years of age maximum on June 30, 2020, born July 1, 2002 or later.

U21 Under 21 20 years of age maximum on June 30, 2021, born July 1, 2000 or later.

NOTE: One overage player allowed born July 1, 1999-June 30, 2020

Seniors 50 years of age or older as of June 30, 2021, born June 30, 1971 or earlier.

Master 60 years of age or older as of December 31, 2020, born December 31, 1960 or earlier.

Club One player allowed born after June 30, 2001.

COACHING

Requirements

All coaches must have completed their certification requirements a minimum of 30 days prior to all Championships.

1. A coach may coach either one junior men's or one junior women's team and one U18 men's or one U18 women's team during events leading up to and including the Provincial Championships in a given season.

Exception:

When Senior and Master Championships are combined, a player from one event may coach a team in the other event being played at the same time.

2. An assistant coach may be registered for all Junior and U18 events leading up to and including the Provincial Championship.
 - The assistant coach must meet all of the coaching requirements.
 - The assistant coach will be allowed access to the team ONLY when the coach is absent for an entire game.
 - The coach and assistant coach are NOT interchangeable during any one game.
3. Each team participating in the U18 and Junior Provincial Championship MUST register a coach that meets the requirements for the Provincial Championship.
4. At all U18 and Junior Provincial Championships, coaches must be in the facility when their team is playing except for unforeseen circumstances.

5. Junior teams without a coach present for unforeseen circumstances will be permitted to use their time outs but the opposing coach will NOT be allowed access to the ice.

All Categories

- _____ All coaches must be a minimum of 21 Years of Age as of December 31, 2020.
- _____ Competition Coach Trained for any events leading up to any Championship.
- _____ Making Ethical Decisions On-Line Evaluation-Competition Stream is mandatory.
- _____ Respect in Sport for Activity Leaders Certification is mandatory.

Additions Junior and U18

- _____ Criminal Record check is mandatory for the Provincial Championships.
- _____ Competition Coach Certification is mandatory for the Provincial Championships.
- _____ Child Abuse Registry Screening is mandatory for the Provincial Championships.

TIME OUTS

1. Coaching at the Junior and U18 levels is mandatory BUT when a coach is unable to be present due to extenuating circumstances the team will be allowed their two 90-second time outs. The opposing coach will not be allowed access to the ice or their team during the opposition's two time outs.
2. Two 90-second coaching breaks are permitted in all games leading to a berth in a Provincial Championship. (NOTE: This rule WILL NOT apply in the Manitoba Open)
Exceptions: No time outs at the Manitoba Open
U18 coaching can be found in Appendix A
3. One 90-second time out per team is allowed in an extra end. Time outs not used during regulation play may not be carried over to extra ends.
4. The time out will commence when any member of the team calls the time out. The time out is complete at the end of 90 seconds **OR** once the coach/team calling the time out has finished communication. The coach/team that did not call the time out shall exit the playing surface.
Exception: Junior Coaches can continue speaking to their team once the 90-second time out is completed, however the team's game clock will run until the delivered stone crosses the near t-line
5. There will be a 5-minute 5th end break in all competitions leading to a berth into the Provincial Championships for Juniors.
6. Coaches must notify the Event Representative, Umpire or the Timer to call a time out and should endeavor to notify their opposing coach.
7. All time-outs including the 4th/5th end break will take place in the ice area.
8. Either a player or a coach may call a Time Out.
9. The coach/team that called the time out may access the playing surface with their coach; the coach must stay within two feet of the sideboards AND the backboards (at the playing end). If the coach wants to position themselves at the hog line they must be within 2 feet of the sideboard. (Appendix J Diagram)

The team that did not call the time out may ONLY communicate with their coach at the home end and shall not access the playing surface.

10. A coach may not enter the house at any time.
11. Only one person, either the coach or a fifth that meets the coaching requirements, may meet with the team during a timeout.
12. A coach and a fifth may both access the team during the 4th/5th end break.
13. The coach and any team member cannot be the same person.

FIFTH PLAYERS

For all CurlManitoba events leading up to and including Provincial Championships:

1. A Fifth Player may be registered prior to the event. In addition, teams qualifying for all Provincial Championships (including open entry championships) may identify a Fifth Player as a team member. Fifth Players must be identified prior to the start of an event leading up to a Championship and 7 days prior to the start of a Provincial Championship. The start of any Championship is the pre-event practice or the pre-game practice if there is no pre-event practice.
Exception: No Fifths are allowed at U18
2. The players on the ice must be four of the five players listed on the team entry/registration form. The registered Fifth Player may play any position in any game.
3. Fifth Players must maintain the eligibility of the team.
4. Fifth Players will not receive berth winner crests, keeper awards, or a complimentary banquet ticket.
5. Following a team's registration of four/five players for the Regional Qualifiers and Berth Bonspiels, and at any level, should a player be unable to play due to extenuating circumstances (injury, illness, employment, coaching at another sanctioned event, etc.) the team will continue with the remaining three/four players.
Exception: 4 Person Mixed Provincials where four players are required or Mixed Doubles where two players are required.
6. At 4 Person Mixed competitions, the rules apply to both the Fifth and/or Sixth Players.

REPLACEMENT PLAYERS

1. Upon moving to another level (i.e. regional qualifier moving to a Championship), a team may be permitted to replace a player, should a player be unable to play due to extenuating circumstances (i.e. injury, illness, employment, coaching at another sanctioned event, etc.). A replacement player becomes a permanent registered member of the team and may play any position. The replacement player must meet all eligibility rules of the competition and must have done so prior to the commencement of the competition in which the team qualified. The CurlManitoba office must be advised in writing of any replacement. A team with a replacement

player must be comprised of at least 3 of the 4 (or 5) original players who competed when the team qualified for the Championship.

2. If a player leaves a team after earning a berth, the player may be replaced and the departing player can play with another team. The departing player may not return to the original team.

REGIONAL QUALIFIERS and BERTH BONSPIELS

1. Prior to the start of competition, every member of the team must meet all eligibility requirements.
2. All Regional Qualifiers with a minimum of four teams will use a semi-modified double knock out draw with a qualifying round based on the number of teams competing. CurlManitoba reserves the right to alter any draw format.
3. CurlManitoba will email ALL teams with notification of the draw and event rules.
4. No payouts will be awarded at Regional Qualifiers and Berth Bonspiels.
5. The teams that have entered the event will seed all Regional Qualifiers and Berth Bonspiels. The teams will have approximately a 48 hour turnaround time to respond with their seeding. **TEAMS WILL NOT SEED THEMSELVES.**
6. Thirty minutes prior to a team's first game in any CurlManitoba Regional Qualifiers and/or Berth Bonspiels, the team **MUST** submit a completed and signed line up card and give it to the designated person. The penalty for not submitting the card is loss of last stone in the first game the team has earned the last stone. Failure may also result in making a team ineligible. During any competition, an additional line up card will be required only when there is a player or position line up change.
7. Pre-game practice ice shall be provided during all Regional Qualifiers and all Berth Bonspiels. Each team will have a 5-minute practice on the sheet they will play on. If a team is not present for the coin toss they will be deemed to have lost the coin toss. In all Regional Qualifiers and Berth Bonspiel games, teams that lose the coin toss will have the choice not taken by the team winning the coin toss (choice shall be colour of stones or 1st or 2nd practice). A named Fifth Player may participate in the pre-game practice.
8. The team with first practice will throw the clockwise turn for the last stone draw. The team with second practice will throw the counter-clockwise turn for the last stone draw.
9. The last stone will be determined by a draw to the house by one player at the completion of the team's practice. If a player covers the pin another player will throw a second stone. Only four athletes are allowed on the ice during the draw for the last stone. Coaches may remain on the backboards but may not speak to their team.

Exception: U18 and Juniors

In all Regional Qualifiers and Berth Bonspiels each team has one attempt to throw a measurable stone, if neither team throws a measurable stone for last stone a coin toss will occur.

10. First practice will begin 20 minutes prior to game time. A bell will ring to signify the beginning and conclusion of each practice session allowing for the second practice team to access the ice.

The bell should ring as follows:

Coin Toss		30 minutes prior to game time
1 st team access the ice		20 minutes prior to game time
	End of 1 st practice	15 minutes prior to game time
	1 st team last stone draw	clockwise
2 nd team access the ice		10 minutes prior to game time
	End of 2 nd practice	5 minutes prior to game time
	2 nd team last stone draw	counter clockwise
	Bell to start the game	0 minutes prior to game time

11. At any Regional Qualifier and Berth Bonspiel with more than one berth being allocated, the bonspiel will be declared complete once the berths are declared.

12. All Regional Qualifier and Berth Bonspiel games will be 10 end games. A bell will ring at 2 hour, 15-minutes indicating the end in progress shall be completed, and one more shall be played.

A second bell will ring 20 minutes later (2 hours and 35 minutes). Finish the end in progress and the game is considered complete.

Exception: U18 Events
 Master Men's Events
 Senior Men's Events
 Curling Club Championship

All games will be 8 ends. A bell will ring at 1 hour and 50 minutes indicating that the end in progress shall be completed and one more shall be played. A second bell will ring 20 minutes later (2 hours and 10 minutes). Finish the end in progress and the game is considered complete.

13. Unless specified, a game may be conceded at any time. In the event of a tie at the conclusion of play, play shall be continued without changing the rotation of play (end the stones are thrown to) for each additional end or ends as may be required to decide the winning team.
14. The A side winner in an A/B final will have choice of colour. Teams will play with stones as assigned. No stones may be moved or changed.
15. Commercial advertising may be worn on the participants apparel during Berth Bonspiels and Regional Qualifiers provided it is deemed to be in good taste.
16. If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

REGIONAL QUALIFIER SPECIFIC

1. To the extent practical (as defined below), teams will be expected to defeat at least one other team to qualify as a Sport Region Representative in the respective Provincial Championship. Pairing Sport Regions will be done in such a manner that no team will be able to advance to a Provincial Championship without playing a game. To accomplish this, each Sport Region will be 'paired' with a neighboring Sport Region.
 - CurlManitoba Sport Region pairs for all championships but the Scotties will be:
 - West 1 and West 2.
 - South 1 and South 2.
 - East and Winnipeg.
 - North will NOT be required to pair (due to geographical locations).
2. Region make-up is the sole responsibility of CurlManitoba.
3. CurlManitoba will be responsible for coordinating the Regional Qualifiers in the case of one entry Sport Regions OR for the transfer of any Regional Berths.
 - If in the case of one entry each in the paired Regionals, one Berth will be awarded and the other Berth will go to the Floating Berth Pool.
 - If the Winnipeg Regional entries fall below 3, the number of Regional Berths in the initial playoff will be reduced to one. The Berth will go to the Floating Berth Pool.
 - If there are not any entries in a Sport Region, the Berth will go to the Floating Berth Pool.
4. The Floating Berth Pool will be allocated on an individual basis to the Sport Region with the highest participation ratio.
5. The CurlManitoba Regional Qualifiers will be held on the specified dates throughout Manitoba. The dates are published on the Calendar of Events on the CurlManitoba Website.

BERTH BONSPIEL SPECIFIC

1. For any Berth Bonspiel being played for qualification in the following season's Championship all team members must be members in good standing of a CurlManitoba Member Club.
2. A Berth Bonspiel MUST have a minimum of 6 teams to be awarded a Berth and a minimum of 12 teams to be awarded 2 Berths. In the case of less than 6 teams the Berth Bonspiel shall be cancelled and the Berth will revert to the Regional Qualifiers Floating Berth Pool.

Exception: Juniors
U18

BONSPIEL WITH A BERTH SPECIFIC

1. Any team can enter a bonspiel with a berth BUT the winning team must meet all eligibility requirements and pay the acceptance fee and Competitor Team Fee.

MEDIA

CurlManitoba is fortunate to have great support from media across the province. Every player is asked to do their part in maintaining that support by cooperating with media when requested. The presence of photographers and cameramen is a fact during a CurlManitoba Championship. While it may seem courteous to you to stop your movement while they take their picture, it is not your responsibility to do so. Your job is to be in position to sweep or make your next shot. If you must move in front of their camera to do so, do not be concerned about it.

Social Media Guidelines for Athletes and Coaches

Definitions

The following term has this meaning in these Guidelines:

“*Social media*” – The catch-all term that is applied broadly to new computer-mediated communication media such as blogs, YouTube, Facebook, and Twitter

Purpose

1. These Guidelines provide athletes and coaches with tips and suggestions for social media use. Athletes and coaches are strongly encouraged to develop their own strategy for social media use (either written down or not) and ensure that their strategy for social media use is acceptable pursuant to CurlManitoba’s *Code of Conduct, Behavioural and Discipline Policies*.
2. Given the nature of social media as a continually developing communication sphere, CurlManitoba trusts its athletes and coaches to use their best judgment when interacting with social media. These Guidelines are not hard and fast rules or behavioural laws; but rather ideas that will inform athletes’ and coaches’ best judgment.

Social Media Guidelines for Athletes

The following tips should be used by athletes to form their own strategy for social media use:

1. Set your privacy settings to restrict who can search for you and what private information other people can see.
2. Coaches, teammates, officials, or opposing competitors may all add you to Facebook or follow you on Twitter. You are not required to follow anyone or be Facebook friends with anyone.
3. If you feel harassed by someone in a social medium, report it to your coach, Umpire, or to CurlManitoba.
4. Do not feel pressure to join a fan page on Facebook or follow a Twitter feed.
5. Content posted on Twitter and Facebook, relative to your privacy settings, is considered public. In most cases, you do not have a reasonable expectation of privacy for any material that you post.
6. Avoid posting pictures of, or alluding to, participation in illegal activity such as: speeding, physical assault, harassment, drinking alcohol (if underage), and illicit drugs.
7. Model appropriate behaviour in social media befitting your status as a) an elite athlete, and b) a member of your club and of CurlManitoba. As a Member of CurlManitoba, you have agreed to CurlManitoba’s *Code of Conduct, Behavioural and Discipline Policies* and most follow that Code when you post material and interact with other people through social media.
8. Be aware that your public Facebook page or Twitter feed may be monitored by your club, coach, or by CurlManitoba and content or behaviour demonstrated in social media may be subject to sanction under CurlManitoba’s *Code of Conduct, Behavioural and Discipline Policies*.

Social Media Guidelines for Coaches

The following tips should be used by coaches to form their own strategy for social media use:

1. Choosing not to engage with social media is an acceptable social media strategy. But you must have good reasons for your choice and be active in other communication media.
2. Despite what Facebook says, you are not actually "friends" with athletes. Resist commenting on athletes' personal activities, status updates, or tweets on Twitter.
3. Consider monitoring or being generally aware of athletes' public social media behaviour to ensure compliance with CurlManitoba's *Code of Conduct, Behavioural and Discipline Policies*.
4. Coaches may not demand access to an athlete's private posts on Twitter or Facebook.
5. Do not "friend" athletes on Facebook unless they request the connection. Never pressure athletes to "friend" you.
6. If you accept some "friend" requests, or follow one athlete on Twitter, you should accept all friend requests and follow all the athletes. Be careful not to show favouritism on social media.
7. Consider managing your social media so that athletes do not have the option to follow you on Twitter or "friend" you on Facebook.
8. Seek permission from athletes before posting pictures or videos of the athletes on publicly available social media like a blog or on YouTube.
9. Do not use social media to 'trap' athletes if they say one thing to you in person but their social media activity reveals they were doing something different.
10. Keep selection decisions and other official team business off social media.
11. Never require athletes to join Facebook, join a Facebook group, subscribe to a Twitter feed, or join a Facebook fan page about your team or organization.
12. If you create a fan page on Facebook for your team or athlete, do not make this social media site the exclusive location for important information. Duplicate important information in more official channels (like on a website or via email).
13. Ensure that parents are aware that some coach-athlete interactions may take place on Facebook.
14. Exercise appropriate discretion when using social media for your own personal communications (with friends, colleagues, and other athletes) with the knowledge that your behaviour may be used as a model by your athletes.
15. Avoid association with Facebook groups or Twitter feeds with explicit sexual contact or viewpoints that might offend or compromise the coach-athlete relationship.
16. Never misrepresent yourself by using a fake name or fake profile.
17. Be aware that you may acquire information about an athlete that imposes an obligation of disclosure on your part (such as seeing pictures of underage athletes drinking during a trip).
18. Attempt to make communication with athletes in social media as one-sided as possible. Be available for athletes if they initiate contact via social media – athletes may wish to have this easy and quick access to you – but avoid imposing yourself into an athlete's personal social media space unless explicitly requested to do so.

PROVINCIAL CHAMPIONSHIPS

IN ALL MATTERS CONCERNING ON ICE SITUATIONS, THE FINAL DECISION WILL BE MADE BY THE HEAD UMPIRE.

IN ALL MATTERS CONCERNING OFF ICE ISSUES, THE FINAL DECISION WILL BE MADE BY THE CURLMANITOBA EVENT MANAGER and/or COORDINATOR.

1. The draw shall be prepared by CurlManitoba and emailed to all teams who have provided email contact information.
2. A team line-up card must be completed and presented to the Umpire prior to their first pre-game practice of the competition. If a team's personnel changes from the original line up card in a subsequent game, a new line-up card must be completed and presented to the Umpire prior to the practice of that game.
3. A minimum of thirty-five minutes before the draw, the teams shall toss a coin to determine the order of practice and stone colour. The winner of the toss shall have the choice of second practice or stone colour.
4. There will be a designated coin toss area. If a team is late they will be deemed to have lost the toss.
5. In all games of competitions held in arenas a pre-game practice of nine minutes will be provided. In all games of competitions held in Curling Clubs a pre-game practice of seven minutes will be provided.
6. Last stone for the game will be determined by a draw to the button, which will occur at the conclusion of each team's pre-game practice.
7. A player from the team, at the conclusion of the team practice shall throw a draw, which shall be measured by the Umpire. In the event of a tie, the cumulative LSD will be used as a tie breaker.
8. Each team member will be required to deliver a minimum of one draw shot for last stone advantage during a round robin competition.
9. At all Provincial Championships a coaching break of five minutes will be mandated after the fourth/fifth end.
Exception: U18 information can be found in Appendix A
10. Each team is allowed two 90-second time outs during the regular game and one 90-seconds time out per team will be allowed in an extra end. Time outs not used during regulation play may not be carried over to the extra ends.
Exception: U18 information can be found in Appendix A
Juniors-the 90-second time out does not conclude but the game clock will start
11. At all Provincial Championships each coach will be entitled to one 90-seconds fair play time out to provide an opportunity to diffuse a negative situation regarding one of their player's on-ice behaviour. This time out will be called and governed by the Umpire on duty.
12. If an Umpire determines that a team is unnecessarily delaying a game, the Umpire will notify the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line at the delivering end within forty-five seconds, the stone is removed from play immediately.

13. Curlers should be prepared to curl up to three games a day if required, excluding tie-breakers and playoff games.
14. Any team defaulting a game in the Provincial Championships for reasons other than extenuating circumstances (weather, multiple injury, etc) will be dealt with as follows:
 All members of that team will be disqualified from further play in that competition and will not be allowed to compete in any CurlManitoba sanctioned competition for the remainder of the season in which the default takes place. As well, all team members involved will not be allowed to participate in any CurlManitoba sanctioned competition for the year (season) following the infraction.
15. In all games, where play cannot be continued due to ice conditions and/or problems within the building; such as power failure, condensation falling, etc., and subject to approval of the Umpire and CurlManitoba, play shall be resumed at the point of the last completed end. This rule shall not apply in games where the game has been declared due to a team being late.
16. So as not to disturb other curlers, all electronic communication devices brought on-ice must be turned off prior to play beginning. This includes but is not limited to cellular phones, electronic pagers, beepers, etc.
17. Consumption of alcohol and tobacco products on-ice will not be permitted during all Provincial Championship play.
Exception: Curling Club Championship, alcohol will be permitted.
18. Spares are allowed from the Spare Pool at Provincial Championships only.
 - A Spare is a player named in the Spare Pool at a Provincial Championship.
 - This is a temporary player who may play the position of the indisposed player or lower.
 - The Spare Pool is approved by CurlManitoba prior to the Provincial Championships.
Exception: At the Curling Club Championship spares are allowed ONLY if a 5th player is not on the team roster. The spare /5th must play lead.
19. All equipment will be checked and tagged prior to the pre-event practice, any changes must be approved by an Umpire.
20. A player may request that an Umpire inspect a brush prior to or during a game.
21. The sixteen/twelve team two group Championship shall be seeded by the competing teams and grouped as follows:

Asham Black Pool	Seeds	1, 4, 5, 8, 9, 12, 13, 16
Asham Express Red Pool	Seeds	2, 3, 6, 7, 10, 11, 14, 15

 If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.
22. The CurlManitoba Umpires shall decide ice assignment for tie-breaker(s).
23. During the Last Stone draw the coaches and fifth players are allowed in the ice area. They may not speak with their team.
24. At all Championships where eight sheets of ice are used for a combined event, each event will be played on four distinct sheets with the playoffs being on the four same sheets where applicable. Stone selection will be from the four sheets assigned to the event.
25. All provincial participants must submit a picture of their uniforms to CurlManitoba seven days prior to the Provincial Championship's Pre-Event Practice by noon.

9. A 5 minute 4th/5th end break is mandatory whenever time clocks are being used. The next end may start in the last remaining 15 seconds of the break.

PRE-GAME PRACTICE ROUTINE 7 minutes (Championships in Curling Clubs)

Coin Toss – colour or 1 st /2 nd practice		35:00
	First team access the ice	27:00
	First Practice (7 minutes)	26:00
	Draw for Last stone (clockwise)	19:00
Practice Switch		
	Second team access the ice	16:00
	Second Practice (7 minutes)	15:00
	Draw for Last stone (counter clockwise)	8:00
Teams access ice for game		1:00

PRE-GAME PRACTICE ROUTINE 9 minutes (Championships in Arenas)

Coin Toss – colour or 1 st /2 nd practice		35:00
	First team access the ice	29:00
	First Practice (9 minutes)	28:00
	Draw for Last stone (clockwise)	19:00
Practice Switch		
	Second team access the ice	18.00
	Second Practice (9 minutes)	17:00
	Draw for Last stone (counter clockwise)	7:00
Teams access ice for game		1:00

CRESTING STANDARDS

IT IS MANDATORY TO WEAR EVENT TITLE AND PRESENTING SPONSOR CRESTS

For the 2020-2021 season at all Provincial Championships, the following shall apply to all team personnel including:

Players, Coaches and Fifths when on the ice surface during play, time-outs, practice and opening ceremonies.

Matching uniforms are not required at the Curling Club Championship, U18 Championship, 4-person Mixed Championship or Mixed Doubles.

CURLMANITOBA TITLE AND PRESENTING SPONSORS: (Mandatory)

1. A 5 inch square area is reserved for the TITLE SPONSOR CREST on the left chest.
2. A 5 inch square area is reserved for the PRESENTING SPONSOR CREST on the right chest.
3. These areas are reserved even when sponsor crests are not available.
4. Title Sponsor crests earned by the participant in a previous year(s) may be worn on the left chest at the current year championship if the event is sponsored by the same title sponsor.
5. Title and Presenting Sponsor Crests from any current year championship may be worn at any other championship.
6. At all televised arena events no sponsorship is allowed unless the team has paid the required cresting fee of \$400.

RULES:

1. Team Sponsorship cresting shall not be in conflict with the Title/Presenting Sponsor or any other CurlManitoba Sponsors. To ensure that team sponsorship is not in conflict with CurlManitoba sponsorship it is the responsibility of the team to seek approval from CurlManitoba prior to each Provincial Championship.
2. Teams will not be permitted to transport and/or display on-ice any type of sponsorship signage in any CurlManitoba conducted events.
3. Teams will not be permitted to distribute promotional items to the fans while games are in progress.
4. Brooms, bags, broom bags and pants will not display sponsorship unless the cresting fee has been paid.
5. The individual participant's own name, the team's home club or home town may be worn at any championship.
6. Head Attire is acceptable as long as they are not derogatory. Once games are televised ONLY sponsor head attire or plain head attire may be worn.
7. It is **NOT** permissible to cover unacceptable cresting or advertising with duct tape or shiny fabric. It MUST be covered in like fabric of the same color the clothing worn.
8. Coaches must be dressed in black dress pants or black curling pants or pants that match the team's uniform to be allowed ice access.

BERTH CRESTS:

1. CurlManitoba Berth crests may be worn on the sleeves, below team sponsor cresting, or on the right chest if no Presenting Sponsor Crest is provided.
2. It is **NOT** mandatory to wear the CurlManitoba berth crest.

MANUFACTURERS LOGOS:

1. Garment manufacturer's logos may be of various dimensions but shall be no more than 2 in² (13cm²) in total area.
2. Garment manufacturer's logos may appear no more than twice on any garment.

CRESTING ALLOWED NO CHARGE (except Scotties and Viterra)

Sleeves:

1. Team sponsorship crests are allowed between the shoulder and the elbow and may only cover an area of a maximum of 4" tall and a maximum of 4" wide in total.
2. Team sponsorship cresting on each player may be different and may represent more than one sponsor.

Back:

1. All team sponsorship on the back is limited to 8 inches wide and 4 inches high. Placement is as follows:

Top/Bottom of the Garment:

1. The bottom edge of the sponsor logo must be within 7 inches of the neckline/ the top edge of the sponsor logo must be within 7 inches of the hem.
2. Team sponsorship cresting on each player may be different but each player can only display one sponsor per jacket on the back of the jacket.
3. Any team wishing to display any other advertising will pay a fee of:

Juniors	\$200
Men, Women	\$400

A maximum of \$400 per team for all combined events.

All cresting fees must be paid to the CurlManitoba office 7 days prior to any Provincial Championship.

Permissible cresting is at the sole discretion of CurlManitoba Umpires.

All cresting and uniforms will be confirmed at the pre-competition practice. Please bring all curling attire and equipment to the pre-event practice.

LAST STONE DRAW (all categories)

1. The team with first practice will **always** deliver the clockwise rotation while the team with second practice will **always** deliver the counter-clockwise rotation.
2. Only the four 'game' players are allowed on the ice surface for the Last Stone draw in regular 4 person play. Full sweeping is allowed, however, one of the four players must hold the target broom. The sweeping line-up should be as it would be during the actual game.
3. A stone not delivered within the time allotted by the Umpire will be assigned a distance of 185.40 cm (the stone must reach the near T-line before the one minute time expires). A total of 199.6 is used with the app.
4. Stones moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button.
 - On or touching the button = 15.24 cm (when a one foot button)
 - In or touching the four foot = 60.96 cm
 - In or touching the eight foot = 121.92 cm
 - In or touching the twelve foot = 182.88 cm

NOTE: At an arena event where triangulation is in place the measurements will be completed as per Curling Canada Rules as the maximum distances are different.
5. If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to its original position by the delivering team.
6. The third from both teams shall confirm the distance measured with the Umpire.
7. At the conclusion of the round robin, the single highest recorded distance will be discarded to establish the final accumulated distance.

DRESS CODE (All CurlManitoba Functions)

1. All team members (including the coach) attending a Championship banquet and any other CurlManitoba functions are expected to dress in business casual attire or their competitive uniforms. (No jeans allowed)
Exception: Curling Club
4 Person Mixed
2. Teams are required to have matching on ice apparel which are to be worn at all times when the team is on the ice including practices, games and all ceremonies.
Exception: U18
4 person Mixed
Curling Club Championship
3. Team uniforms must display the sponsor crests at all times.
4. All team members attending the opening ceremonies are expected to dress in complete curling attire. Team uniforms that have been approved for the Championship must be worn.
5. If a team attends in poor fashion the penalty will be loss of last stone in the first game the team has earned the last stone.
6. A CurlManitoba Representative or a CurlManitoba Umpire will enforce the dress code.

SPARE POOL

All Championships will have a spare pool available to the teams. The spare pool is made up of competitive curlers from the Sport Region, if possible, that the Championship is held in. A short biography of the players will be available upon request

ROUND ROBIN TIE-BREAKER

1. Should two or more teams be tied for a playoff position, the team ranking and the structure of tie-breaker games shall be determined according to the LSD Ranking.
2. When teams are tied for a playoff position, the round-robin win/loss record head-to-head shall be used to determine their ranking. IF tied teams cannot be established by this single comparison, a second comparison for ranking shall be made utilizing the last stone draw cumulative totals.
3. When three draws are required to complete the tie-breaking scenario, games will be 8 ends in 10 end championships and 6 ends in 8 end championships.
4. Tie-breakers are a maximum of two rounds for Seniors and Masters, one round for U18 and Curling Club Championships.

PAGE PLAYOFF

1. Immediately following the final qualifying draw a meeting will occur with the Head Umpire and the skips from the four playoff teams.
2. The top team in each pool will advance to the 1 vs 1 game. The next 2 teams with the best win/loss record will advance to the 3 vs 4 game. The playoff round shall be either a page playoff or a single knock-out playoff as specified in the rules of the competition. Exception: Viterra Championship
3. The 1 vs 1 game and the 3 vs 4 games will be played at the same time unless designated prior to the event.

4. The winner of the 1 vs 1 game will advance to the final and the loser competing in the semi-final.
5. The winner of the 3 vs 4 will advance to the semi-final.
6. The winner of the 1 vs 1 game must declare stone colour a minimum of one hour prior to the pre-game practice.
7. Once a team makes their colour selection and declares it to the Umpire the choice cannot be altered.
8. The winner of the 1 vs. 1 game may practice for 30 minutes at a time assigned by the Umpire. The choices are:
 - The night prior immediately following the playoff game (approximately 11pm).
 - OR
 - The morning of the championship prior to the semi-final game (7:30am).

CURLMANITOBA BEHAVIOURAL GUIDELINES

All athletes at any CurlManitoba Event must show respect for the game of curling. Inappropriate behaviour of any kind will not be tolerated during a CurlManitoba Officiated Event.

- a. Verbal abuse directed at anyone including teammates, opposition, volunteers or CurlManitoba representatives. Rudeness to any timers, volunteers, Umpires, spectators, other athletes or CurlManitoba representatives.
- b. Obscene gestures that are deemed inappropriate by an Umpire and abusive behaviour to anyone.
- c. Behaviour that disturbs other athletes or games.
- d. Extreme broom slamming or breaking.

Disrespect toward CurlManitoba partners.

Game Ejection

1. All athletes at any CurlManitoba events must show respect for the game of curling.
2. The Umpires at all Championship events are empowered to expel a player from the game or competition area for unsportsmanlike behaviour, abusive or unacceptable behaviour of any kind including verbal abuse directed at anyone including team mates, opposition, volunteers or CurlManitoba representatives.
3. There will be no warnings for any infraction.
4. The behavioural rules will be strictly enforced by the Umpires.
5. Bad behaviour at the conclusion of the event (final game) will be penalized by the athlete being ejected from the first game of the next event that they are competing in at the same level of play.
6. For specific details on an appeal process contact CurlManitoba.

Game Expulsion

All athletes at any CurlManitoba Event must show respect for the game of curling. Inappropriate behaviour of any kind will not be tolerated during a CurlManitoba officiated event.

- The Umpires at all Championship events are empowered to eject a player from a game for unsportsmanlike behaviour of any kind.

- There may be no warning for any infraction. Once a player or coach has been expelled the following procedures will be implemented:
 - a. The player/coach must leave the ice surface immediately. If the individual refuses to leave the team will then forfeit the game.
 - b. For the remainder of the game, the individual may not be in any public area of the facility or on the ice surface.
 - c. An expelled player will not be allowed a substitute/replacement for the remainder of the game. In mixed play where 4 players are mandatory, the game will be automatically forfeited.
 - d. In the matter of a coach being expelled, the team will forfeit their time outs.
 - e. If the player/coach is expelled for longer than the game in question, a substitute player/coach will be allowed.

When a Championship is in an Arena.

- a. Coaches and athletes are expected to adhere to the policy in its entirety.

When a Championship is in a Curling Club with Bleachers on the ice.

- a. Coaches and Assistant coaches may not sit in the ice area for any games that their team is playing. If they are sitting in this area, they must be removed from the area and ejected from the game in progress as coach. The alternate coach may not be added. The team will play without a coach for the remainder of the game.
- b. Spectators at any Championship that are an issue by "coaching" from the sidelines or cheering inappropriately or using foul language will be asked to leave the ice area. The Umpires will determine unacceptable behaviour.

When a Championship is in a Curling Club with coaches behind the glass.

- a. Unacceptable behaviour behind the glass in a curling club includes banging on the glass, yelling out of the doorway, signalling from inside to the team by using hand signals, coffee cups, etc, pacing, standing up and sitting down in a demonstrative manner and all other behaviour that an Umpire deems as being an attempt to coach a team.

When a Team has completed an Event

1. Athletes that use inappropriate behaviour in the ice area once they have been eliminated from an event will be penalized.
2. The Umpire will present the athlete with a letter explaining the consequences of their behaviour.
3. The athlete will be charged a donation to the Endowment Fund of \$100.00. CurlManitoba will administer this consequence. The Umpire will present the letter to the athlete.
- e.

**There will be no warning or appeal process with this type of misconduct.
BEHAVIOURAL ISSUES ARE AT THE DISCRETION OF THE UMPIRE**

EVENT SUMMARY

	LAST STONE DRAW	PRE-EVENT PRACTICE	PRE-GAME PRACTICE	GAME DURATION	TIME OUTS	TIE BREAKERS	TIMING	CRESTING	DRESS CODE
U18	2 stones	No	7 min	8 ends	On ice coaching	1 round	2 bell 1:50, 2:10	No	Yes
Junior	1 stone	Yes	9 min	10 ends	2-90 sec (no end)	Yes	38 minutes	Yes \$200 matching	Yes
Scotties	1 stone	Yes	9 min	10 ends	2-90 sec	Yes	38 minutes	Yes \$400 Matching	Yes
Viterra	1 stone	Yes	9 min	10 ends	2-90 sec	N/A	38 minutes	Yes \$400 matching	Yes
Senior	2 stones	Yes	7 min	8 ends	2-90 sec	2 rounds	30 minutes	Yes matching	Yes
Master	2 stones	Yes	7 min	8 ends	2-90 sec	2 rounds	2 bell 1:50, 2:10	yes matching	Yes
Curling Club	1 stone	No	7 min	8 ends	None	1 round	2 bell 1:50, 2:10	No	No
Mixed	1 stone	No	7 min	8 ends	2-90 sec	N/A	30 minutes	No	No
Mixed Doubles	1 stone	No	5 min	8 ends	2-90 sec	N/A	Bell 1:15, 1:35	No	No

TIME OUTS:

Time outs are 90-seconds in durations and start when the time out is called by the team.

At Junior Championships the 90-second time out will not end but the team calling the time out's game clock will run until the stone is delivered across the near t-line.

DUE TO COVID TIME CLOCKS MAY NOT BE USED AND A BELL SYSTEM WILL BE IN EFFECT

PRE-GAME PRACTICE:

Pre-game practice at Championships held in Arenas will be 9 minutes.

Pre-game practice at Championships held in Curling Clubs will be 7 minutes.

There is no sliding prior to the start of the pre-event practice.

DUE TO COVID PRE-GAME PRACTICE AND GAME TIMES MAY BE STAGGERED

DUE TO COVID GAMES MAY START AT ALTERNATE ENDS OF THE SHEET

NATIONAL CHAMPIONSHIPS

All teams at a Provincial Championship are competing for the Provincial Title. The winning team shall be eligible to represent Manitoba at the Curling Canada Championship. However, CurlManitoba reserves the right to select the team to represent Manitoba at the National Championship.

NATIONAL FUNDING

Travel Expenses:

U18, Juniors	Airfare 4 athletes + 1 coach
Scotties	Airfare 4 athletes + 1 coach 4 rooms at the Curling Canada designated Hotel Per Diem of \$75/day per 4 athletes and 1 coach
Brier	Airfare 4 athletes 4 rooms at the Curling Canada designated Hotel Per Diem of \$75/day per 4 athletes and 1 coach
4 person mixed, Seniors	Airfare 4 athletes 67% of hotel at the Curling Canada designated hotel
Curling Club	Airfare 4 athletes 2 rooms at the Curling Canada designated hotel
Mixed Doubles	100% athlete expense
Wheelchair	Airfare 4 athletes + 1 coach \$1000 toward expenses

Coaching:

U18, Juniors	21 years of age Competition Coach Certification
Scotties, Brier	Certified Competition Development Or Competition Coach Certified + Competition Development in Training Or Mental Performance Consultant as per Curling Canada Per Diem of \$75/day per 4 athletes and 1 coach
4 person mixed, Seniors, Curling Club, Mixed Doubles	Competition Coach Certification Or High Performance Consultant approved by Curling Canada
Wheelchair	Competition Coach Certification

APPENDIX A

ASHAM U18

LOCATION

Deer Lodge Curling Club
December 27-31, 2020

EVENT CONTACT INFORMATION

Chairperson: Corey Thompson
dlccmembershdraw@gmail.com
CurlManitoba: Rob Gordon
rgordon@curlmanitoba.org

ACCOMODATIONS

EVENT TICKETS

REGISTRATION & EQUIPMENT CHECK

OPENING CEREMONIES

CANCELLED DUE TO COVID-19 PROTOCOLS

FORMAT

Twelve Team Round Robin:

The competition shall consist of two groups of six teams with each group competing in a round robin competition where the top team in each pool and the next two teams with the best win/loss record shall advance to the playoff round. Games will be 8 ends.

The draw will be emailed to teams one week prior to the Championship.

There will be no pre-event practice.

Pre-Game practice will be 7 minutes.

TIE BREAKER

Tiebreaker games will be limited to one game. When multiple teams are tied for a playoff position, their round-robin game against each other will determine their ranking and therefore how the teams are positioned in the playoff draw. If there is an insolvable tie, or teams are in separate pools the LSD will determine the rankings.

PAGE PLAYOFF

The playoff round shall be page playoff format.

The first place team in each pool will be in the 1 vs 1 game.

The next two teams with the best records will play the 3 vs 4 game.

The loser of the 1 vs 1 game will play the winner of the 3 vs 4 game in the semifinal.

The winner of the 1 vs 1 game and the winner of the semifinal game will play the final game.

LAST STONE DRAW

1. Both teams will name two different players delivering the stones before start of the first practice.
2. After pre-game practice, the two different players will each deliver one stone, with their designated rotation to the button; both stones will be measured and totaled.
3. If the second team registers the same two stone distance as the team with first practice, the teams will alternate delivering one stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first two stones.
4. Each player must deliver a minimum of two stones during the round robin.
5. Only the combined distance of the first two stones delivered will be registered for the accumulated distance.

SEEDING

Seeding will be emailed to the contacts to all team contacts by CurlManitoba with a due date.

Asham Black Pool	Seeds	1, 4, 5, 8, 9, 12
Asham Express Red Pool	Seeds	2, 3, 6, 7, 10, 11

If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

On ICE COACHING RULES

1. 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.
2. Interactions cannot exceed 1 minute in total and 30 – 45 seconds preferable
3. 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.
4. 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)
 - a. 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
5. 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.
6. 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
7. 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.

8. 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.
9. 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

TEAM MEETING

A mandatory team meeting will be held at for the Women on December 27th at 8:30am and for the Men on December 27th at 11:00am.

STONE SELECTION

GAME	LAST STONE	COLOUR
Round Robin Tie Breakers	Last stone draw Coin toss will occur a minimum of 35 minutes prior to the game time	Coin toss for colour or 1 st /2 nd practice
1 vs 1 3 vs 4	1 vs 1 and 3 vs 4 game if a team has a better win/loss record that team gets the choice of Last Stone Advantage OR colour If both teams have the same win/loss record a coin toss will occur for colour or 1 st /2 nd practice and a LSD will occur	
Semi Final	In the loser of the 1 vs 1 game and the winner of the 3 vs 4 game, the loser of the 1 vs 1 game will be granted Last Stone Advantage AND first practice A coin toss will occur for colour	
Final	The winner of the 1 vs 1 game shall be granted Last Stone Advantage, colour and first practice	

APPENDIX B

TELUS JUNIORS

LOCATION

CARBERRY CURLUNG CLUB
Feb 21-27, 2021

EVENT CONTACT INFORMATION Chairperson: Rob Van Kommer
rgvankommer@gmail.com
CurlManitoba: Elaine Owen
eowen@curlmanitoba.org

ACCOMODATIONS

BANQUET CONTACT

CANCELLED DUE TO COVID-19 PROTOCOLS

EVENT TICKETS

REGISTRATION & EQUIPMENT CHECK

OPENING CEREMONIES

CANCELLED DUE TO COVID-19 PROTOCOLS

FORMAT

Sixteen Team Round Robin:

The competition shall consist of two groups of eight teams with each group competing in a round robin where the top team in each pool and the next two teams with the best win/loss record shall advance to the playoff round. Games will be 10 ends.

The draw and pre-event practice will be emailed to teams one week prior to the Championship. Pre-Game practice will be 9 minutes.

Time outs will be 90-seconds with no ending but the team's game clock that called the time out will start and run until the stone is delivered across the near t-line.

TIE BREAKER

Tie breaker placement will be determined by head to head. If teams cannot be determined by head to head, LSD will be used to determine placement.

PAGE PLAYOFF

The playoff round shall be page playoff format.

The first place team in each pool will be in the 1 vs 1 game.

The next two teams with the best records will play the 3 vs 4 game.

The loser of the 1 vs 1 game will play the winner of the 3 vs 4 game in the semifinal.

The winner of the 1 vs 1 game and the winner of the semifinal game will play the final game.

LAST STONE DRAW

1. Both teams will name the player delivering the stone before the first team's practice.
2. After each team's pre-game practice, the named player will deliver one stone to the button, which will be measured. If the distance is 0.00 cm or out of the rings, a different player from the team will deliver a stone, which will be measured.
3. If the team with second practice then registers the same first stone distance as the team with first practice, a second player from the team with second practice will deliver a stone, which will be measured.
4. If the distances are still tied, the teams will alternate delivering one stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stone including the players who delivered the first two stones.
5. Each player must deliver a minimum of one stone during the round robin.
6. Only the first stone delivered will be registered for the accumulated distance.

SEEDING

Seeding will be emailed to all team contacts by CurlManitoba with a due date.

Asham Black Pool	Seeds	1, 4, 5, 8, 9, 12, 13, 16
Asham Express Red Pool	Seeds	2, 3, 6, 7, 10, 11, 14, 15

If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

TEAM MEETING

A mandatory team meeting will be held immediately following the pre-event practice on February 21st at 8:00pm.

SPECIAL AWARDS

The 2021 Susan Galbraith Sportsmanship Awards and the Coaches Awards will be presented between the last two round robin draws.

STONE SELECTION

GAME	LAST STONE	COLOUR
Round Robin Tie Breakers	Last stone draw Coin toss will occur a minimum of 35 minutes prior to the game time	Coin toss for colour or 1 st /2 nd practice
1 vs 1 3 vs 4	1 vs 1 and 3 vs 4 game if a team has a better win/loss record that team gets the choice of Last Stone Advantage OR colour If both teams have the same win/loss record a coin toss will occur for colour OR 1 st /2 nd practice and a LSD will occur The coin toss will occur a minimum of one hour prior to the pre-game practice	1 vs 1 game will select stones From MEN-sheets B, C WOMEN-sheets D, E The game will be played on MEN-sheet B WOMEN-sheet D 3 vs 4 game stone selection is the same sheets The game will be played on MEN-sheet C WOMEN-sheet E Handles will not be changed.
Semi Final	In the loser of the 1 vs 1 game and the winner of the 3 vs 4 game, the loser of the 1 vs 1 game will be granted Last Stone Advantage AND first practice A coin toss will occur for colour	Stones are selected from Men- sheet B, C WOMEN-sheet D, E The game will be played on MEN-sheet B WOMEN-sheet D Handles will not be changed
Final	The winner of the 1 vs 1 game shall be granted Last Stone Advantage, colour AND first practice	Stones are selected from Men- sheet B, C WOMEN-sheet D, E The game will be played on MEN-sheet B WOMEN-sheet D Handles will not be changed

APPENDIX C

SCOTTIES

LOCATION

East St Paul Curling Club
January 19-24, 2021

EVENT CONTACT INFORMATION

Chairperson: Kim Link
kimlink@mymts.net
CurlManitoba: Rob Gordon
rgordon@curlmanitoba.org
Craig Baker
cbaker@curlmanitoba.org

ACCOMODATIONS

BANQUET CONTACT

CANCELLED DUE TO COVID-19 PROTOCOLS

EVENT TICKETS

REGISTRATION & EQUIPMENT CHECK

OPENING CEREMONIES

CANCELLED DUE TO COVID-19 PROTOCOLS

FORMAT

Twelve Team Round Robin:

The competition shall consist of two groups of six teams with each group competing in a round robin competition where the top two teams in each group will advance to the championship round. Games will be 10 ends.

The draw and pre-event practice will be emailed to teams one week prior to the Championship. Pre-game practice will be 9 minutes.

Time outs will be 90 seconds from the time they are called.

TIE BREAKERS

Tie breaker placement will be determined by head to head. If teams cannot be determined by head to head, LSD will be used to determine placement.

CHAMPONSHIP ROUND

The championship round will be a cross over (top two in the Asham Black Pool will only play the top two teams from the Asham Express Red Pool) with the top three teams advancing to the semi final. The first place team will advance directly to the final.

SEMI FINAL

The second place team will play the third place team in the semifinal with the winner advancing to the final.

FINAL

The winner of the semi final and the first place team from the Championship round will play in the final.

LAST STONE DRAW

1. Both teams will name the player delivering the stone before the first team's practice.
2. After each team's pre-game practice, the named player will deliver one stone to the button, which will be measured.
3. If the distances are still tied, the teams will alternate delivering one stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stone including the players who delivered the first two stones.
4. Each player must deliver a minimum of one stone during the round robin.
5. Only the first stone delivered will be registered for the accumulated distance.

SEEDING

Seeding will be emailed to all teams by CurlManitoba with a due date.

Asham Black Pool	Seeds	1, 4, 5, 8, 9, 12
Asham Express Red Pool	Seeds	2, 3, 6, 7, 10, 11

If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

QUESTION AND ANSWER PERIOD

A question and answer period will be held prior to the first game of the Championship.

The question and answer period is NOT mandatory. The question and answer period will be held January 19th at 5 pm.

SPECIAL AWARDS

Awards & More All-Star Awards:

A Scotties Championship All-Star team will be selected by members of the Manitoba Curling Media in attendance. These awards will be presented prior to the beginning of the playoffs.

STONE SELECTION

GAME	LAST STONE/COLOUR	STONE SELECTION
Round Robin Tie Breakers	Last stone draw Coin toss will occur a minimum of 35 minutes prior to the game time	Coin toss for colour or 1 st /2 nd practice
Championship Round (round robin record carries forward)	Last stone draw	Coin toss (colour/practice)
2 vs 3 (Semi Final)	<p>In the 2 vs 3 game, if a team has a better win-loss record, that team is awarded Last Stone Advantage AND colour.</p> <p>If both teams have the same win-loss record the higher ranked team (head to head) will be awarded choice of Last Stone Advantage OR colour.</p> <p>If all playoff teams have the same win-loss record, teams will be ranked based on the cumulative LSD and the lowest ranked team will be awarded choice of colour OR first or second practice</p>	<p>2 vs 3 game will select stones from any sheet and need not be full sets.</p> <p>The game will be played on Sheet B.</p> <p>Handles will not be changed.</p>
Final	<p>If the first place team has a better win-loss record at the completion of the Championship Round they shall have the choice of Last Stone Advantage AND colour.</p> <p>If both teams have the same win-loss record the first place team will be awarded choice of Last Stone Advantage OR colour.</p>	<p>Stones of a team's colour may be selected from any sheet and need not be full sets.</p> <p>The game will be played on Sheet B.</p> <p>Handles will not be changed.</p>

APPENDIX D VITERRA

LOCATION

Selkirk
February 2-7, 2021

EVENT CONTACT INFORMATION

Chairperson Gary Dola gndola@gmail.com
Tom Want twant1990@gmail.com
CurlManitoba Laurie Macdonell
lmacdonell@curlmanitoba.org

ACCOMODATIONS

BANQUET CONTACT

CANCELLED DUE TO COVID-19 PROTOCOLS

EVENT TICKETS

REGISTRATION & EQUIPMENT CHECK

OPENING CEREMONIES

CANCELLED DUE TO COVID-19 PROTOCOLS

FORMAT

Thirty-Two Team Modified Knock Out:

The Viterra Provincial Championship shall be a thirty-two team modified double knockout draw. Eight teams will advance to a semi modified double knockout qualifying round with four teams advancing to the Championship page playoff round.

Games will be 10 ends.

The draw and pre-event practice will be provided at the press conference.

Pre-game practice will be 9 minutes.

Time outs will be 90 seconds from the time they are called.

LAST STONE DRAW

1. Both teams will name the player delivering the stone before the first team's practice.
2. After each team's pre-game practice, the named player will deliver one stone to the button, which will be measured.

SEEDING

Seeding will be sent out by CurlManitoba with a due date.

For the Provincial Championship, all thirty two teams will be ranked and seeded into the standard draw format (#1 vs #32, #2 vs #31, #3 vs #30, etc).

If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

TEAM MEETING

A mandatory team meeting will be held immediately following the pre-event practice February 4th at 4:45pm.

SPECIAL AWARDS

Awards & More All-Star Awards:

A Viterra Championship All-Star team will be selected by members of the Manitoba Curling Media in attendance. The announcement of the All-Star Awards recipients will be made during the Viterra Championship prior to the Saturday evening playoff draw.

Pat Spiring Award:

The award is presented annually to a Viterra Championship competitor who exemplifies on-ice curling ability, competitive spirit, love of the game, and respect for the traditions and spirit of the sport of curling. Your nomination may include your season long observations as well as your observations at the 2021 Viterra Championship.

STONE SELECTION

GAME	LAST STONE	STONE SELECTION
32 team Games	Last stone draw (any one player)	Coin toss
8 Team Games Final Eight	Loss records will be compared, the team with the better loss record will have choice of Last Stone Advantage OR Colour If the teams loss records are tied a coin toss will occur for choice of practice OR colour and a LSD will occur	Based on loss record
1 vs 2 and 3 vs 4 in page playoff systems	Loss records will be compared, the team with the better loss record will have choice of Last Stone Advantage OR colour If the teams loss records are tied, a coin toss will occur for choice of practice OR colour and a LSD will occur The coin toss will occur a minimum of one hour prior to the game time	1 vs 2 game will select stones from sheet C and B. The game will be played on Sheet C. 3 vs 4 game will select stones from sheets A and D. The game will be played on sheet D. Handles will not be changed.
Semi Final in page playoff systems	Loss records will be compared, if the runner up of the 1 vs 2 game has a better loss record the team will be given Last Stone Advantage AND colour If the runner up from the 1 vs 2 game has the same or loss record than the winner of the 3 vs 4 game, The runner up of the 1 vs 2 game will have choice of Last Stone Advantage OR Colour A coin toss will occur for colour	Stones of a team's colour may be selected from any sheet and need not be full sets. Handles will not be changed.
Final in page playoff	Loss records will be compared, if the winner of the 1 vs 2 game has a better loss record the team will be given Last Stone Advantage AND colour If the winner of the 1 vs 2 game has the same loss record the winner of the 1 vs 2 game will be given the choice of Last Stone Advantage OR colour A coin toss will occur for colour	Stones of a team's colour may be selected from any sheet and need not be full sets. Handles will not be changed.

STRATHCONA TRUST SENIOR MEN SENIOR WOMEN

LOCATION

TBA
TBA

EVENT CONTACT INFORMATION

Chairperson: TBA
CurlManitoba: Laurie Macdonell
lmacdonell@curlmanitoba.org

ACCOMODATIONS

COCKTAIL PARTY/BANQUET

CANCELLED DUE TO COVID-19 PROTOCOLS

EVENT TICKETS

REGISTRATION & EQUIPMENT CHECK

OPENING CEREMONIES

CANCELLED DUE TO COVID-19 PROTOCOLS

FORMAT

SENIOR MEN

Sixteen Team Round Robin: The competition shall consist of two groups of eight teams with each group competing in a round robin competition where the top team in each pool will advance to 1 vs 1 games and the two teams with the net best record will advance to the 3 vs 4 game. Games will be 8 ends.

SENIOR WOMEN Open Entry: The competition for Senior Women will be open entry. The format will be determined by CurlManitoba after the entry deadline. Games will be 8 ends.

Pre-game practice will be 9 minutes.

Time outs will be 90 seconds from when they are called.

TIE BREAKER

Tie breaker placement will be determined by head to head. If teams cannot be determined by head to head, LSD will be used to determine placement. The Senior men will have a maximum of 2 tie breaker rounds.

PLAYOFF

The playoff round shall be page playoff format.

The first place team in each pool will be in the 1 vs 1 game.

The next two teams with the best records will play the 3 vs 4 game.

The loser of the 1 vs 1 game will play the winner of the 3 vs 4 game in the semifinal.

The winner of the 1 vs 1 game and the winner of the semifinal game will play the final game.

LAST STONE DRAW

1. Both teams will name two different players delivering the stones before start of the first practice.
2. After pre-game practice, the two different players will each deliver one stone, with their designated rotation to the button; both stones will be measured and totaled.
3. If the second team registers the same two stone distance as the team with first practice, the teams will alternate delivering one stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first two stones.
4. Each player must deliver a minimum of two stones during the round robin.
5. Only the combined distance of the first two stones delivered will be registered for the accumulated distance.

SEEDING

Seeding will be emailed to the contacts to all team contacts by CurlManitoba with a due date.

Asham Black Pool	Seeds	1, 4, 5, 8, 9, 12, 13, 16
Asham Express Red Pool	Seeds	2, 3, 6, 7, 10, 11, 14, 15

If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

QUESTION AND ANSWER

A question and answer period will be held prior to the first game of the Championship.

The question and answer period is NOT mandatory. The question and answer period will be held February 21st at 6:30pm.

STONE SELECTION

GAME	LAST STONE	COLOUR
Round Robin Tie Breakers	Last stone draw Coin toss will occur a minimum of 35 minutes prior to the game time	Coin toss for colour or 1 st /2 nd practice
1 vs 1 3 vs 4	1 vs 1 and 3 vs 4 game if a team has a better win/loss record that team gets the choice of Last Stone Advantage OR colour If both teams have the same win/loss record a coin toss will occur for colour OR practice and a LSD will occur The coin toss will occur a minimum of one hour prior to the game time	Handles will not be changed.
Semi Final	In the loser of the 1 vs 1 game and the winner of the 3 vs 4 game, the loser of the 1 vs 1 game will be granted Last Stone Advantage AND first practice A coin toss will occur for colour	Handles will not be changed
Final	The winner of the 1 vs 1 game shall be granted Last Stone Advantage, colour AND first practice	Handles will not be changed

APPENDIX F

MANITOBA CREDIT UNIONS MASTER MEN AND WOMEN

LOCATION	Assiniboine Memorial Curling Club March 3-9, 2021
EVENT CONTACT INFORMATION	Chairperson: Paul Batchelor dpbatch823@gmail.com Jody Smart jodylsmart@mail.com CurlManitoba: Laurie Macdonell lmacdonell@curlmanitoba.org
ACCOMODATIONS	
COCKTAIL PARTY/BANQUET	CANCELLED DUE TO COVID-19 PROTOCOLS
EVENT TICKETS	
REGISTRATION & EQUIPMENT CHECK	
OPENING CEREMONIES	CANCELLED DUE TO COVID-19 PROTOCOLS

FORMAT

MASTER MEN

Sixteen Team Round Robin: The competition shall consist of two groups of eight teams with each group competing in a round robin competition where the top team in each pool will advance to the 1 vs 1 games and the two teams with the next best record will advance to the 3 vs 4 game. Games will be 8 ends.

MASTER WOMEN Open Entry: The competition for Master Women will be open entry. The format will be determined by CurlManitoba after the entry deadline. Games will be 8 ends.

Pre-game practice will be 7 minutes.
Time outs will be 90 seconds from when they are called.

TIE BREAKER

Tie breaker placement will be determined by head to head. If teams cannot be determined by head to head, LSD will be used to determine placement. The Master men will have a maximum of 2 tie breaker rounds.

PAGE PLAYOFF

The playoff round shall be page playoff format.

The first place team in each pool will be in the 1 vs 1 game.

The next two teams with the best records will play the 3 vs 4 game.

The loser of the 1 vs 1 game will play the winner of the 3 vs 4 game in the semifinal.

The winner of the 1 vs 1 game and the winner of the semifinal game will play the final game.

SEEDING

Seeding will be emailed to the contacts to all team contacts by CurlManitoba with a due date.

Asham Black Pool	Seeds	1, 4, 5, 8, 9, 12, 13, 16
Asham Express Red Pool	Seeds	2, 3, 6, 7, 10, 11, 14, 15

If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

LAST STONE DRAW

1. Both teams will name two different players delivering the stones before start of the first practice.
2. After pre-game practice, the two different players will each deliver one stone, with their designated rotation to the button; both stones will be measured and totaled.
3. If the second team registers the same two stone distance as the team with first practice, the teams will alternate delivering one stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first two stones.
4. Each player must deliver a minimum of two stones during the round robin.
5. Only the combined distance of the first two stones delivered will be registered for the accumulated distance.

QUESTION AND ANSWER

A question and answer period will be held prior to the first game of the Championship.

The question and answer period is NOT mandatory. The question and answer period will be held March 3rd at 6:30pm.

STONE SELECTION

GAME	LAST STONE	COLOUR
Round Robin Tie Breakers	Last stone draw Coin toss will occur a minimum of 35 minutes prior to the game time	Coin toss for colour or 1 st /2 nd practice
1 vs 1 3 vs 4	1 vs 1 and 3 vs 4 game if a team has a better win/loss record that team gets the choice of Last Stone Advantage OR colour If both teams have the same win/loss record a coin toss will occur for colour OR practice and a LSD will occur The coin toss will occur a minimum of one hour prior to the pre-game practice	Handles will not be changed.
Semi Final	In the loser of the 1 vs 1 game and the winner of the 3 vs 4 game, the loser of the 1 vs 1 game will be granted Last Stone Advantage AND first practice A coin toss will occur for colour	Handles will not be changed
Final	The winner of the 1 vs 1 game shall be granted Last Stone Advantage, colour AND first practice	Handles will not be changed

APPENDIX G

CURLING CLUB

LOCATION

Brandon Curling Club

March 11-14, 2021

EVENT CONTACT INFORMATION

Chairperson: Crystal Lawson

brandoncurls@wcgwave.ca

CurlManitoba: Laurie Macdonell

lmacdonell@curlmanitoba.org

ACCOMODATIONS

COCKTAIL PARTY/BANQUET

CANCELLED DUE TO COVID-19 PROTOCOLS

EVENT TICKETS

REGISTRATION & EQUIPMENT CHECK

OPENING CEREMONIES

CANCELLED DUE TO COVID-19 PROTOCOLS

ELIGIBILITY

We trust all curling rinks will respect the intent of the spirit of the Curling Club Championships by engaging their members to participate and to represent their curling club in any process leading to the provincial / territorial championships and ultimately, leading to the Canadian Curling Club Championships. The event was created for true club-based teams. The objective is to support the development of grassroots curling across Canada.

The principles of this event target non-elite teams (grassroots club curlers) who regularly compete in their clubs. Teams, however, are no longer limited to being the club champion to be considered eligible.

Eligibility requirements leading to the November 2021 National Curling Club Championship:

Curling Canada reserves the right to exclude any team that violates the spirit and intent of this event as it pertains to the rules below:

1. Participating curling clubs **must be** affiliated with its Provincial / Territorial Curling Association. They must be in good standing with all applicable dues to the Association paid in full.
2. Any competitor (including 5th players and spares) **must be** members in good standing of an affiliated curling club for the duration of the process. Example, you compete in 2019-2020 to win your provincial / territorial event. You win the right to represent your province or territory at the Canadians which would be held in 2020-2021. All players including 5th players or spares must be members of the same club in both years.

Note: residency exemptions may be granted if a player moved from one province / territory to another in the off season between events.

3. Any competitor **is not** required to be a Canadian citizen.
A **5th player** may compete at any level of competition including the Canadian Championships. If they play, they must play the traditional lead position throwing the first two stones of **any and all ends** for their team and sweeping delivered stones numbered 3-8. **No exceptions.** Any 5th player costs will be the responsibility of the team.
4. Once a four-person team enters the club championships playdowns, a maximum of
5. one (1) spare from the club is allowed **at any level of competition.** A team can use an eligible spare for **any game** played assuming the spare is eligible based on Rule 2). The spare may be a different player each game. The spare must play the traditional lead position throwing the first two stones of **any and all ends** for their team and sweeping delivered stones numbered 3-8. **No exceptions.** A team with a registered 5th player **may not** add a spare or replacement player.
6. Each Member Association reserves the right to limit the number of teams qualifying from each club.
7. A team must field **three of the four** original players for each game played at any level of the Curling Club Championships. "Original" means signed up and registered for league play in their club, **OR** signed up and registered for a special curling club championship qualifying event created within their club (with the permission of their Member Association).
If an "Original" team only has three players, then those three players must be on the ice at all times up to and including the national championships.
8. If any team had only three players all year, or in the special qualifying event, the team may pick up an eligible spare who must play the traditional lead position throwing the first two stones of **any and all ends** for their team and sweeping delivered stones numbered 3-8.
9. If a team has five players during the season, one player must be designated the "5th" who, if added to the line-up, must play lead and sweep stones 3-8. **Or,** they may choose four (4) players from the 5-person team to participate as a four-player **only** team in the competition.
10. All four (4) competitors and any 5th or spare player **must be** bona fide residents within the geographical area of the Member Association they are intending to represent (unless granted an exception by the Member Association).
11. A competitor can participate for only one affiliated curling club in one season. If you lose out while playing for one club, you cannot then play for another club unless the Member Association accepts the competitor as an 5th player or spare player.

Teams must qualify under one of the following conditions:

1. Regular league players, or;
2. A club championship process, or;
3. A special event to determine your Curling Club champions for your club that is not part of your formal club championships.

The use of the delivery stick by any competitor (and any 5th player or spare) **is acceptable** subject to the Curling Canada rules under **Rule 19. Curling With A Delivery Stick.**

Teams who play exclusively in a major / super league - where teams from more than one

club compete - **are ineligible** for the Curling Club Championships unless the team competes in another eligible league in an affiliated club.

EXEMPTION:

NOTE: Previous three seasons are 2019-2020/2018-2019/ 2017-2018

Each four-person team is allowed to have one (1) player who, during the previous three (3) curling seasons, has participated in the Canadian Mixed; and/or, the Canada Cup; and/or, the Continental Cup; and/or, the Under-21; and/or, the Tournament of Hearts; and/or, the Brier; and/or, the Canadian Seniors; and/or, the Canadian Mixed Doubles; and/or, the Under-18; and/or, the Canadian Wheelchair; and/or, any Canadian Trials or Pre-Trials event; or any provincial /territorial event leading to these events. This same player can have played in a Tier 1 or Tier 2 Grand Slam event in the previous three (3) curling seasons.

However, the other three team members of the team cannot have played in the following:

1. Any Tier 1 Grand Slam event in the previous three (3) seasons. They could have played in a Tier 2 Grand Slam.
2. Any provincial / territorial championship leading to the Canada Cup; and/or, the Continental Cup; and/or, the Under-21; and/or, the Tournament of Hearts; and/or, the Brier; and/or, the Under-18; and/or, the Canadian Wheelchair; and/or, any Canadian Trials or Pre-Trials event in the previous three (3) seasons; OR, unless their final ranking is less than the threshold established by the respective Member Association (see chart). Note: any player can have played in any of these events four (4) years and more back in time (regardless of finish) and not affect their eligibility for the Curling Club Championships.

Threshold: Therefore, if you are not the 'one' player on the team without any restrictions, you and/or the other three players and any 5th players and any spares may have competed in any provincial / territorial championship in the previous three (3) seasons and still allowed to play in the Curling Club Championships, as long as you don't match or surpass the thresholds set by your province (see chart below).

Member Association	You remain eligible if.....
Alberta	You finish 9 th or worse at any provincial
British Columbia	You compete in any provincial championship
Manitoba	You finish 9 th or worse at any provincial You finish 5 th or worse at Open entry Championships
New Brunswick	You finish outside the championship round at provincials OR you finish 4 th or worse at open provincial events.
Newfoundland & Labrador	You finish 4 th or worse at provincials
Northern Ontario	You finish 3 rd or worse at provincials
Northwest Territories	You finish runner-up or worse at the territorial championship
Nova Scotia	You finish 4 th or worse at provincials
Nunavut	You finish runner-up or worse at the territorial championship
Ontario	You finish 9 th or worse at any provincial
Prince Edward Island	You finish runner-up or worse at the territorial championship
Quebec	You finish 4 th or worse at provincials
Saskatchewan	You finish 9 th or worse at any provincial
Yukon	You finish runner-up or worse at the territorial championship

5th players at the Canada Cup; and/or, the Under-21; and/or, the Tournament of Hearts; and/or, the Brier; and/or, the Canadian Seniors; and/or, the Under-18; and/or, the Canadian Wheelchair; and/or, any Canadian Trials or Pre-Trials event are considered as **not to have played** in those events.

Competitors (**as individuals or as a team**) who competed in the **previous season's** national Curling Club Championships are **ineligible** to compete the following season **at any level** including as 5th players or spares.

A minimum of three (3) players must be a **minimum of nineteen (19) years of age** or over as of June 30th immediately prior to the national championships.

Any team is allowed **one (1) player** under nineteen (19) years of age whom shall be considered a "minor". They must be accompanied by a legal guardian (or a chaperone identified by the legal guardian) for the duration of the event including departure from home and return to their home. A legal guardian can be a parent on the team. The team is responsible for all costs associated with legal guardian who is not a team member.

Curling Canada has the sole authority to grant exceptions to these rules in extraordinary circumstances. Any request must be submitted by the Provincial / Territorial Member Association. Curling Canada will consult with the Provincial / Territorial Member Association and will notify them within five (5) business days in writing of any decision. The Curling Canada decision may not be appealed.

In light of pandemic and the chaos it caused to end-of-season "Curling Club Championships events" in our provinces and territories, as well as the national impact with the cancellation of the 2020 Everest "Curling Club" championships, Curling Canada is recommending the 'suspension' of parts of the eligibility criteria for the 2020-2021 season only:

a) winners of "Curling Club" provincial / territorial events leading to the 2020 Everest National "Curling Club Championships" will not be penalized in not allowing them to play for the 2021 Everest National "Curling Club Championships". They are fully eligible to compete for 2021.

b) those "Curling Club" provincial / territorial winners who competed in the 2019 National "Curling Club Championships" will be deemed as having completed their one year layoff and will also be eligible to play in 2021.

c) teams still involved in a suspended "Curling Club Championships" provincial / territorial playdown process, may remain involved even if they do not meet all of the normal criteria.

FORMAT

The competition shall consist of two groups of six teams with each group competing in a round robin competition where the top team in each pool and the next two teams with the best win/loss record shall advance to the crossover round. Games will be 8 ends.

The draw will be emailed to teams one week prior to the Championship.

There will be no pre-event practice.

TIE BREAKER

Tiebreaker games will be limited to one game. When multiple teams are tied for a playoff position, their round-robin game against each other will determine their ranking and therefore how the teams are positioned in the playoff draw. If there is an insolvable tie, or teams are in separate pools the LSD will determine the rankings.

PLAYOFF

The playoff will be a crossover with the first place team in each pool will play the second place team in the opposite pool in the semifinal. The winners of the semi final will play in the final game.

LAST STONE DRAW

1. Both teams will name one player delivering the stone before start of the first practice.
2. After pre-game practice, the player will deliver one stone, with their designated rotation to the button; the stone will be measured.
3. If the second team registers the same stone distance as the team with first practice, the teams will alternate delivering one stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first two stones.
4. Each player must deliver a minimum of one stone during the round robin.

SEEDING

Teams are not seeded.

TEAM MEETING

A mandatory team meeting will be held for the women on March 11th at 5:00pm and for the men on March 11th at 8:00pm.

STONE SELECTION

Game	Last Stone	Stone Colour	Stone Selection
Round Robin Tie Breakers	Last stone draw	<ul style="list-style-type: none">• Coin toss for option of 1st/2nd practice or stone colour• Coin toss will occur a minimum of 35 minutes prior to the game time	
Cross Over playoff systems	<ul style="list-style-type: none">• The top team in each pool plays the 2nd place team in the other pool• Teams ranked 1 in each pool will have the choice of Last Stone Advantage OR colour• The team with last stone shall practice first	<ul style="list-style-type: none">• No stone selection.• The stones on the assigned games sheet shall be used.	
Final	<ul style="list-style-type: none">• The winners of the crossover games will advance to the final game• A coin toss will occur for choice of colour OR practice• A LSD will determine the last stone advantage	<ul style="list-style-type: none">• No stone selection.	

APPENDIX H

CHICKEN CHEF 4 PERSON MIXED

LOCATION Carman Curling Club
March 18-21, 2021

EVENT CONTACT INFORMATION Chairperson: Dean North
dean@carmangolfandcurlingclub.com
CurlManitoba: Rob Gordon
rgordon@curlmanitoba.org

ACCOMODATIONS

COCKTAIL/BANQUET CONTACT CANCELLED DUE TO COVID-19 PROTOCOLS

EVENT TICKETS

REGISTRATION & EQUIPMENT CHECK

OPENING CEREMONIES CANCELLED DUE TO COVID-19 PROTOCOLS

FORMAT

The Chicken Chef Mixed Provincial Championship for the 2020-2021 season will be formatted as a Triple Knockout with eight qualifiers advancing to the playoff round.

1. Four person Mixed Curling must always have four players on the ice with two men and two women alternating delivery of stones.
2. Mixed teams may name a Fifth & Sixth Player – one of each gender, for the Provincial Championship.
3. If a player in the Provincial Championship is unable to continue to play due to illness or other extenuating circumstance, after the game commences, the team may continue to play any end already commenced with three players. Any stone yet to be thrown by the absent player in that end will be thrown by the remaining player of the same gender. Upon completion of the end the Fifth/Sixth or a Spare of the same gender from the Spare Pool MUST be used.
4. The player throwing the Last Stone Draw must be of the opposite gender of the person holding the broom.
5. The Skip and Vice Skip shall be of opposite gender and one of these two individuals shall deliver the final two stones of the end for their team.
6. The Chicken Chef Mixed Provincial Championship for the 2020-2021- season will be formatted as a Triple Knockout with six qualifiers advancing to the playoff round. Two teams will advance from A Event, two teams from B Event and two teams from C Event.

7. The Championship will be played from Thursday with the triple knockout and playoff completed by Sunday evening.
8. Games will be 8 ends.
9. Pre-game practice will be 7 minutes.
10. Time outs will be 90 seconds.

PLAYOFF

The playoff will be single knockout with eight teams.

LAST STONE DRAW

1. Both teams will name the player delivering the stone before the first team's practice.
2. After each team's pre-game practice, the named player will deliver one stone to the button, which will be measured. If the distance is 0.00 cm or out of the rings, a different player from the team will deliver a stone, which will be measured.
3. If the team with second practice then registers the same first stone distance as the team with first practice, a second player from the team with second practice will deliver a stone, which will be measured.
4. If the distances are still tied, the teams will alternate delivering one stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stone including the players who delivered the first two stones.
5. Only the first stone delivered will be registered for the accumulated distance.

SEEDING

Seeding will be emailed to the contacts to all team contacts by CurlManitoba with a due date.

If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

STONE SELECTON

In the playoff round the team that finished higher in the qualifying event play will have choice of Last Stone Advantage OR choice of colour.

If teams are tied (ie: qualified in the same event) for placement the coin toss will occur for choice of practice OR colour and a LSD will occur.

In a Triple Knockout format if only one of the teams is an A-Event Qualifier they will be awarded Last Stone Advantage for the duration of the playoffs unless they play the other A-Event Qualifier. Then, a LSD will determine Last Stone Advantage. A coin toss will occur for colour.

APPENDIX I

DYNASTY MIXED DOUBLES

LOCATION

St Vital Curling Club
February 11-15, 2021

EVENT CONTACT INFORMATION

Chairperson:
CurlManitoba: Rob Gordon
rgordon@curlmanitoba.org

ACCOMODATIONS

EVENT TICKETS

REGISTRATION & EQUIPMENT CHECK

FORMAT

Mixed Doubles is open entry. The format will be a triple knockout. Games will be 8 ends. Pre-game practice will be 5 minutes. Bell will be 1 hour and 15 minutes. Time outs will be 90 seconds.

PLAYOFF

The playoff will be single knockout with eight teams.

SEEDING

Seeding will be emailed to the contacts to all team contacts by CurlManitoba with a due date.

If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

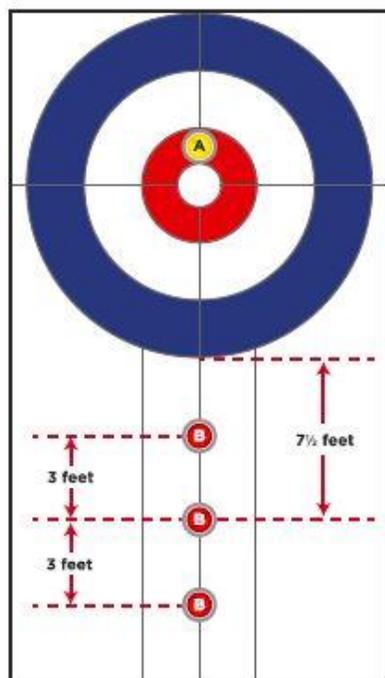
LAST STONE DRAW

1. After each team's pre-game practice, one player will deliver a stone to the button: clockwise rotation for first practice and counter-clockwise rotation for second practice
2. If the second team registers the same stone distance as the team with first practice, the teams will alternate delivering one stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first stone.

RULES

1. 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 athletes playing for the entire game.

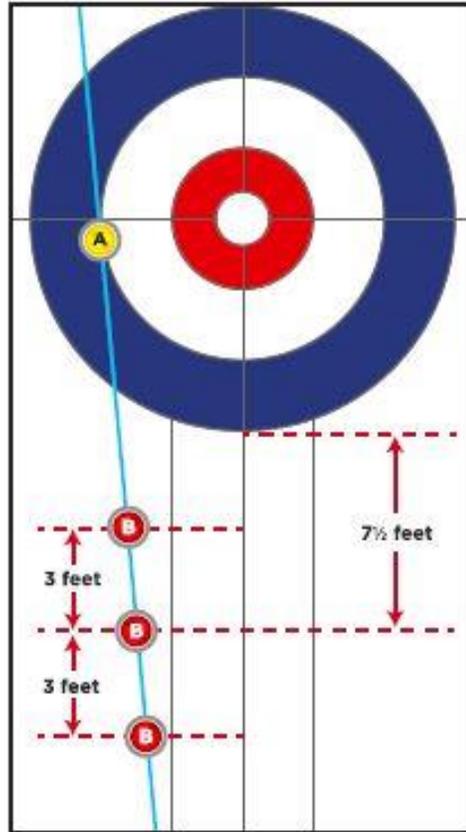
2. The scoring shall be the same as in a regular game of curling. The "positioned" stones that are placed before the beginning of each end are eligible to be counted in the scoring.
3. Each team shall deliver five stones per end. The player delivering his/her team's first stone of the end must also deliver his/her 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.
4. Modified Free Guard Zone: no stone in play, including the "positioned" stones and those in the house, can be removed 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 than can remove stone from play). If there is a violation without exception, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.
5. Before the start of every end (except when the Power Play option is chosen), one team shall place their team's "positioned" stone at the playing end of the sheet in one of two positions, designated A or B. The opponent's "positioned" stone shall then be placed in whichever position (A or B) remains vacant.
 - A— Placement of the stone is placed so that the stone is bisecting the centre line and the back edge of the stone is aligned with the back edge of the 4-foot circle.
 - B -- Placement so that the stone is bisecting the centre line and is immediately in front or immediately behind one of the three points in the ice. Teams which mutually agree on the location. Rock placement points are placed on the centre line.



THE POWER PLAY

6. Once per game, each team with last stone, has the option to place the stones in a "power play" position. The in-house stone of the team with last stone in that end is placed with the back edge of the stone on the tee line, splitting the 8 foot and the 12 foot circle.

The guard is positioned from the centre-line to a direct line between the middle of the in-house stone and the middle of the delivering hack. The in-house stone will be directly behind the guard. The team calling the power play can decide which side of the house they would like the stones placed. A "power play" cannot be called in an extra end.



7. The team having the decision on the placement of the "positioned" stone shall be:
 - Team with the best LSD from the pre-game practice will have the choice in the first end.
 - Following the first end, the team that did not score shall have the decision on the placement.
8. If neither team scores in an end, the team that delivered the first stone in that end shall have the decision of placement in the next end.
The team whose "positioned" stone is placed in Position B in both diagrams shall deliver the first stone in that end.
9. If a player delivers a stone out of proper rotation, the delivered stone is removed and any displaced stones are returned to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of the subsequent stone, play continues as if the infraction had not occurred.
10. Each game will consist of eight ends. If at the completion of the eight ends the score is tied, play shall continue for the extra ends required to determine the winning team.
11. Prior to the start of every game in the competition, each team shall be allowed a 5 minute pre-game practice on the sheet on which they will be playing.
12. There will be a coin toss for practice and a one stone last stone draw at the end of the 5 minute pre-game practice to determine choice of placement or last stone.

BACKBOARDS

