



CurlManitoba 
COMPETITOR GUIDE
2021-2022



COMPETITOR GUIDE

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**ALL CHAMPIONSHIPS WILL ADHERE TO THE MANITOBA HEALTH ORDERS AS
ISSUED BY THE PROVINCE.**

EVENTS MAY BE CANCELLED AT ANYTIME

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.
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:

- Senior 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.
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, 2021.
 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 for the 2021-2022 Season

Seniors	50 years of age or older as of June 30, 2022, born June 30, 1972 or earlier.
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COACHING

Requirements

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

All Categories

- _____ All coaches must be a minimum of 21 Years of Age as of December 31, 2021.
- _____ Competition Coach Trained.
- _____ Making Ethical Decisions On-Line Evaluation-Competition Stream is mandatory.
- _____ Respect in Sport for Activity Leaders Certification is mandatory.

TIME OUTS

1. Two 90-second coaching breaks are permitted in all games leading to a berth in a Provincial Championship.
2. 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.
3. 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.
4. There will be a 5-minute 4th end break.
5. Coaches must notify the Umpire or the Timer to call a time out and should endeavor to notify their opposing coach.
6. All time-outs including the 4th end break will take place in the ice area.
7. Either a player or a coach may call a Time Out.
8. 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.
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.
9. A coach may not enter the house at any time.
10. A coach and a fifth may both access the team during the 4th end break.
11. 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.

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.

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.

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.
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.
11. At all Provincial Championships each coach will be entitled to one 90-second 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, tobacco products and cannabis products on-ice will not be permitted during all Provincial Championship play.
18. All equipment will be checked and tagged prior to the pre-event practice, any changes must be approved by an Umpire.
19. A player may request that an Umpire inspect a brush prior to or during a game.
20. The CurlManitoba Umpires shall decide ice assignment for tie-breaker(s).
21. During the Last Stone draw the coaches and fifth players are allowed in the ice area. They may not speak with their team.
22. 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.
23. In all Championships during a pre-event practice and a pre-game practice, a Fifth Player may participate.
24. In all Championships the pre-game practice is considered a part of the game therefore no broom heads can be changed after pre-game practice.
25. It is understood that preliminary rounds, tiebreaker games and all playoff rounds are deemed to be one competition. Teams, having begun the competition, are expected to complete all games in the competition.
26. Please remember to keep your knees and hands off the ice surface after you have thrown a stone.

RULE ENFORCEMENT

Rule enforcement will operate on a complaint based system where the Umpires will not get involved unless requested by either of the two competing teams. The hog-line rule is that a stone must be clearly released BEFORE the hog-line. If you consider hog-line violations to exist and wish that it be addressed, an Umpire will be assigned to observe all players on the sheet. The Umpire will make hog-line calls for both teams and stones will be removed accordingly.

If you are leaving the ice area prior to other games being complete, please do not walk across the backboard while players are delivering their stones.

GAME TIME OPERATION

1. All Provincial Championship games will use time clocks.
2. Timing will be thinking time. The game time allotted to each team for 8 ends shall be 30 minutes per team. The game time allotted to each team for 6 ends shall be 24 minutes per team.
3. Extra ends will be 5 minutes.

4. The clock shall start once the house and playing area is turned over to the opposition. The clock will continue to run until the player delivering the stone crosses the delivery end T-line.
5. The time allotted between ends will be 1 minute commencing once the score is determined. If a measure is required, the Umpire will stop the clock to be able to measure.
6. Each team will be allowed two 90-seconds time outs per game excluding extra end(s). Extra ends will be allotted one 90-seconds time out per team.
7. During an end the team or coach whose clock is running may call a time out or the team delivering first may call a time out between ends to commence at the completion of the break between ends.
8. The 90-seconds time out will start immediately when a team/coach calls the time out.
9. A 5 minute 4th 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

CRESTING STANDARDS

IT IS MANDATORY TO WEAR EVENT TITLE AND PRESENTING SPONSOR CRESTS

For the 2021-2022 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.

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 reception/cocktail party and any other CurlManitoba functions are expected to dress in business casual attire or their competitive uniforms. (No jeans allowed)
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.
3. Team uniforms must display the sponsor crests at all times.
4. 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.
5. A CurlManitoba Representative or a CurlManitoba Umpire will enforce the dress code.

SPARE POOL

There is no spare pool.

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. There will be only one round of tie breakers.

PAGE PLAYOFF

MEN:

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, Scotties Tournament of Hearts
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).

THREE TEAM PLAYOFF

WOMEN:

The first place team will advance to the final and the second and third place team will advance to a sudden death semi-final.

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.

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

Game Expulsion/Ejection

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/expel a player from a game for unsportsmanlike behaviour of any kind including verbal abuse directed at anyone including team mates, opposition, volunteers or CurlManitoba representatives
- 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 ejected/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 ejected/expelled, the team will forfeit their time outs.
 - e. If the player/coach is ejected/expelled for longer than the game in question, a substitute player/coach will be allowed.
- The behavioural rules will be strictly enforced by the Umpires.
- 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.
- For specific details on an appeal process contact CurlManitoba.

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

- a. Athletes that use inappropriate behaviour in the ice area once they have been eliminated from an event will be penalized.
- b. The Umpire will present the athlete with a letter explaining the consequences of their behaviour.
- c. 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.

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

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:

Seniors

Airfare 4 athletes

67% of hotel at the Curling Canada designated hotel

Coaching:

Seniors

Competition Coach Certification

Or

High Performance Consultant approved by Curling Canada

STRATHCONA TRUST SENIOR MEN

CURLMANITOBA SENIOR WOMEN

LOCATION

Beausejour Curling Club
March 16-21, 2022

EVENT CONTACT INFORMATION

Chairperson: Donna Litke
hlitke@mymts.net

CurlManitoba: Laurie Macdonell
lmacdonell@curlmanitoba.org

ACCOMODATIONS

Superior Inn – 204-268-9050
\$115/night - regular room, \$135/night – suite
Please ask for Jay or Bree and state you are calling
about Senior Provincials

COCKTAIL PARTY

Following Pre-Event Practice
Wednesday March 16th

EVENT TICKETS

Event Pass	\$25.00
Day Pass	\$10.00
Per draw	\$ 5.00

REGISTRATION & EQUIPMENT CHECK Immediately prior to pre-event practice

OPENING CEREMONIES

No opening ceremonies

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 next best record will advance to the 3 vs 4 game. Games will be 8 ends.

SENIOR WOMEN Open Entry: The competition shall consist of one group of eight teams competing in a round robin competition where the top 3 teams will advance to a playoff. 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. One Tie-breaker only.

PLAYOFF

MEN:

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.

WOMEN:

The first place team will advance to the final and the second and third place team will advance to a sudden death semi-final.

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.

MEN:

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

WOMEN:

One pool only

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 March 16th at 6:30pm.

STONE SELECTION (Men)

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 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

STONE SELECTION (Women)

GAME	LAST STONE	COLOUR
Round Robin Tie Breakers Semi Final	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
Final	The First Place team shall be granted Last Stone Advantage, colour AND first practice	Handles will not be changed

