



CurlManitoba™

COMPETITOR GUIDE

2022-2023



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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, 2022.

Senior Men and Senior Women & Master Men & 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 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, 2022.
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 2022-2023

U13	Under 13	12 years of age maximum on December 31, 2022, born January 1, 2010 or later.
U15	Under 15	14 years of age maximum on December 31, 2022, born January 1, 2008 or later.
U15	Rockfest	14 years of age maximum on June 30, 2022, born July 1, 2007 or later.
U18	Under 18	17 years of age maximum on June 30, 2022, born July 1, 2004 or later.
U21	Under 21	20 years of age maximum on June 30, 2023, born July 1, 2002 or later.
	NOTE:	One overage player allowed 21 years of age on June 30, 2023
U25	MEN/Women	Teams must have a combined age of less than 100 years as of June 30, 2022.
	NOTE:	One or more player(s) can be 25 or older
	Mixed Doubles	Teams must have a combined age of less than 50 years as Of June 30, 2022
	NOTE:	One player can be 25 or older
Seniors		50 years of age or older as of June 30, 2023, born June 30, 1973 or earlier.
Master		60 years of age or older as of December 31, 2022, born December 31, 1962 or earlier.
Club		One player allowed born after June 30, 2003

CANADA GAMES

Male/Female	Under 18 as of June 30, 2022 Date of birth: July 1, 2004 or later
Mixed Doubles	Under 20 as of June 30, 2022 Date of birth: July 1, 2002 or later

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 U18 men's or one U18 women's team and one junior men's or one junior women's team at 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 U18 and Junior 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, 2022.
- _____ 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.

Additional Requirements for U18 & Junior

- _____ 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.

NOTE: There will be no exemption provided for the Canada Games Trials.

TIME OUTS

1. Coaching at the U18 and Junior 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 & Junior on ice coaching will be in effect (rules page 55)
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: U18 & Junior on ice coaching will be in effect (rules page 55)
5. Coaches must notify the Event Representative, Umpire or the Timer to call a time out and should endeavor to notify their opposing coach.
6. All time-outs including the 4th/5th 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. Only one person, either the coach or a fifth that meets the coaching requirements, may meet with the team during a timeout.
11. A coach and a fifth may both access the team during the 4th/5th end break.
12. 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.
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. 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.**
5. 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.

6. 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).
7. 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.
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 Men and Women's 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.
13. All Senior, Master and Curling Club Regional Qualifier and Berth Bonspiel 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.
14. 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.
15. 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.

16. Commercial advertising may be worn on the participants apparel during Berth Bonspiels and Regional Qualifiers provided it is deemed to be in good taste.
17. 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 allocation will be reduced to one. The remaining 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

If a Berth Bonspiel with 2 Berths allotted (Men, Senior and Master) has 8 teams or more, the event will award 2 Berths. If the Berth Bonspiel has 4-7 teams, the event will award 1 berth and the other berth will revert to the Regional Qualifier pool. If the Berth Bonspiel has less than 4 teams the event will be cancelled.

BONSPIEL WITH A BERTH SPECIFIC

Any team can enter a bonspiel with a berth BUT the winning team must meet all eligibility requirements and pay the berth acceptance fee and Competitive 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 (9) will be provided. In all games of competitions held in Curling Clubs a pre-game practice of seven minutes (7) 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 and Junior on ice coaching information can be found on page 52
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 and Junior on ice coaching information can be found on page 52
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.

Exception: Curling Club Championship, alcohol will be permitted.

18. All teams at any level of play including Provincial Championships will be allowed to name a fifth player.

Spare player will not be available at any 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) if required.

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. 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.

25. In all Championships during a pre-event practice and a pre-game practice, a Fifth Player may participate.

26. 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.

27. 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.

28. All games may be conceded after the completion of the 5th end.

29. 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.

30. 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.

GAME TIME OPERATION

1. All Provincial Championship games will use time clocks.

Exception: U18

Curling Club Championship

Masters Championship (optional)

2. Timing will be thinking time. The game time allotted to each team to complete 10 end games shall be 38 minutes per team. The game time allotted to each team for 8 ends shall be 30 minutes per team.

NOTE: Time for on ice coaching is 34 minutes for 8 ends and 43 minutes for 10 ends.

Extra ends will be 6 minutes

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 one 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.
Exception: U18 on ice coaching (page 52)
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/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	25:00
	First Practice (7 minutes)	24:00
	Draw for Last stone (clockwise)	17:00
Practice Switch		
	Second team access the ice	14:00
	Second Practice (7 minutes)	13:00
Two draws required for Seniors and Masters and U18	Draw for Last stone (counter clockwise)	6:00
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)	8:00
Teams access ice for game		1:00

CRESTING STANDARDS

IT IS MANDATORY TO WEAR EVENT TITLE AND PRESENTING SPONSOR CRESTS

For the 2022-2023 season at all Provincial Championships, the following shall apply to all team personnel including:

Players, Coaches and Fifts 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 live stream 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 lived dtreamed 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.
9. Advertising of tobacco products and cannabis products on-ice will not be permitted during all Provincial Championship play.

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 199.6 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 = 196.60 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/cocktail party are expected to dress in business casual attire or their competitive uniforms. (No blue jeans allowed)

Exception: U18
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. 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.
4. A CurlManitoba Representative or a CurlManitoba Umpire will enforce the dress code.
5. Team uniforms must display the sponsor crests at all times.

ROUND ROBIN TIE-BREAKER

1. 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.
2. There will be no Tie-breakers at the Senior Men and Master Men Championships. Advancing to the page playoff will be determined by the top team in each pool advancing and the second and third place team in each pool will play a crossover game to determine the 3rd and 4th playoff berth.
3. The number of tie-breakers for the U18, Junior and Curling Club will be dependent of the draw format.

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 and the next two best records will advance to the playoffs. 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, Senior Men's Championship, Master Men's Championship
3. The 1 vs 1 game and the 2 vs 2 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 2 vs 2 game 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).

FIFTHS/SPARE POOL

1. There will be no spare pool at any Provincial Championship.
2. Teams are encouraged to name a fifth player seven days prior to the Championship.
3. If a team requires a spare during the event, an eligible spare may be named but must play lead.

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, signaling 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**

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	TBD-based on draw format	2 bell 1:55, 2:15	No	No
Junior	1 stone	Yes	7 min	10 ends	On ice coaching	TBD-based on draw format	43 Minutes	Yes \$200 matching	Yes
Scotties	1 stone	Yes	9 min	10 ends	2-90 sec	NO after RR YES one tie breaker after the championship round	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	No	30 minutes	Yes No Charge matching	Yes
Master	2 stones	Yes	7 min	8 ends	2-90 sec	No	2 bell 1:50, 2:10	yes No Charge matching	Yes
Curling Club	1 stone	No	7 min	8 ends	None	TBD-based on draw format	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 the U18 and Junior Championship on ice coaching procedure will be followed (page 55).

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.

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

(2 men's & 2 women's teams will advance to nationals)
National Championship Feb 5-11, 2023 Timmons, ON

LOCATION

Altona Curling Club
December 27-31, 2022

EVENT CONTACT INFORMATION

Keith Stoesz
Keithstoesz22@gmail.com
Quinn Hildebrand
hildebrandg@hotmail.com
CurlManitoba: Rob Gordon
rgordon@curlmanitoba.org

ACCOMODATIONS

Days Inn & Suites Winkler
(30 Minute Drive from the Venue)

www.wyndhamhotels.com/days-inn/winkler-manitoba/days-inn-and-suites-winkler/overview395

204-325-8888
Price per room - \$107-\$155

Best Western Plus Winkler
(30 Minute Drive from the Venue)

https://www.bestwestern.com/en_US/book/hotels-in-winkler/best-western-plus-winkler/propertyCode.63021.html

204-331-1400
Price per room - \$113-\$175

Quality Inn (Winkler)
(30 Minute Drive from the Venue)

<https://qualityinnwinkler.com/>

204-325-4381
Price per room: \$99-\$149

Stamped Inn Morris
(30 Minute Drive from the Venue)

<http://www.morrisstampedeinn.com/roomrate.html>

204-746-6879
Price per room: \$99-150

ATHLETE TASKS

Submit team photo
Submit audio clip for opening ceremonies

EVENT TICKETS

Event Pass	\$50
Day Pass	\$15

Last Draw of the Day \$10
Under 12 Free

Payment will be by cash only

Passes will only be sold at the door during the event

Wristbands are not transferable

Players and coaches must wear their accreditation lanyards when entering the facility and viewing lounge

REGISTRATION & EQUIPMENT CHECK Prior to the first draw

OPENING CEREMONIES December 27, 2022 6:00pm

MEDICAL Boundary Heath Centre between Winkler and Morden
Altona Community Memorial Health Centre 204-324-6411
Altona Clinic 204-324-6447
Altona Dental Centre 204-324-6812
Pembina Valley Physiotherapy Clinic 204-324-7487 (cell)
Tianna's Massage Therapy 204-304-1906

FORMAT

The competition shall be an open entry championship. The format will be:

MEN- 7 team round robin with the top 3 teams advancing to a sudden death playoff

WOMEN- 2 Pools of 5 round robin with the top 2 teams in each pool advancing to a page playoff

Games will be 8 ends with a bell at 1 hour and 55 minutes and a second bell at 2 hours and 15 minutes.

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

There will be a 30-minute pre-event practice.

Pre-Game practice will be 7 minutes.

TIE BREAKER

There will be no tie-breakers.

If 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, ranking will be determined by cumulative Last Stone Draw rankings.

PLAYOFFS

MEN The top 3 teams will be ranked for a sudden death playoff. The first place team will advance to the final game. The second and third place teams will play a semifinal game with the winner advancing to the final.

WOMEN The playoff round shall be page playoff format.
The first place team in each pool will be in the 1 vs 1 game.
The second place team in each pool will play in the 2 vs 2 game.

The runner up of the 1 vs 1 game will play the winner of the 2 vs 2 game in the semi-final.

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

On ICE COACHING

All on ice coaching rules will apply and can be found of page 54. There will be no time outs.

TEAM MEETING

A mandatory team meeting will be held at the curling club on December 27th at 5:15pm.

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.

If the draw is a pool format the seeds will be divided as follows:

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

If the draw is not a pool format the seeding will be placed in the draw as follows:

1vs 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.

STONE SELECTION (if pools)

GAME	LAST STONE	COLOUR
Round Robin	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
WOMEN 1 vs 1 2 vs 2	1 vs 1 and 2 vs 2 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	
OMEN Semi-Final	In the loser of the 1 vs 1 game and the winner of the 2 vs 2 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	
MEN Semi-Final	If one 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	
WOMEN Final	The winner of the 1 vs 1 game shall be granted Last Stone Advantage, colour and first practice	
MEN Final	The first place team shall be granted Last Stone Advantage, colour and first practice	

APPENDIX B

TELUS JUNIORS

(2 men's & 2 women's teams will advance to nationals)
National Championship Mar 25-April 2, 2023
Rouyn-Noranda, QC

LOCATION

Portage La Prairie Curling Club
January 17-21, 2023

EVENT CONTACT INFORMATION

CurlManitoba: Elaine Owen
eowen@curlmanitoba.org

ACCOMMODATIONS

All accommodations to be booked through
CurlManitoba eowen@curlmanitoba.org

BANQUET CONTACT

5:00pm January 17th (doors open)
5:30pm Supper
(players, 5th and 1 coach)
Extra tickets \$40
Phone 204-857-5411
Deadline January 10th

EVENT TICKETS

Available at the door
Event Passes \$45
Day Passes \$15
Last Draw of the day \$10

REGISTRATION & EQUIPMENT CHECK January 17th prior to pre-event practice

OPENING CEREMONIES

Wednesday, January 18 at 6:30
Teams assemble on the main floor of the curling club at
6pm.

FORMAT

The competition shall be an open entry championship.

All games will be 10 ends.

Clocks will be set at 43 minutes due to on ice coaching.

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

Pre-Event practice will be prior to the start of the competition.

Pre-Game practice will be 7 minutes.

MEN: The format will be 2 pools of 5 teams with the first place team in each pool advancing to the playoff games. The two teams with the next best record will advance to the playoff games.

WOMEN: The format will be a triple knockout with the A event winner advancing to the playoffs as team 1 and the B event winner advancing to the playoff as team 2. The two C event winners will advance to the playoff as teams 3 and 4.

TIE BREAKER

There will be no tie breaker round.

If 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 semi-final.

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

Note: Women A Event and B Event winners are in the 1 vs 1 game and the C Event winners will play in the 3 vs 4 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 (Men only).
6. 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 the draw is a pool format the seeds will be divided as follows:

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

If the draw is not a pool format the seeding will be placed in the draw as follows:

1vs 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.

On ICE COACHING

All on ice coaching rules will apply and can be found of page 56.

TEAM MEETING

A mandatory team meeting will be held immediately following the pre-event practice on January 17, 2023 at 4:00pm. The time may change dependent on the number of entries.

SPECIAL AWARDS

The 2023 Susan Galbraith Sportsmanship Awards and the Coaches Awards will be presented between at a designated time.

	AND first practice If a team chooses colour instead of hammer, the other team then has the choice of hammer and first practice, or no hammer and second practice.	Handles will not be changed.
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APPENDIX C
SCOTTIES
National Championship Feb 17-26, 2023
Kamloops, BC

LOCATION East St Paul Arena, East St Paul, MB
January 24-29, 2023

EVENT CONTACT INFORMATION CurlManitoba: Elaine Owen
eowen@curlmanitoba.org

ACCOMODATIONS Canad Inns
2100 McPhillips St
Garden City, Winnipeg, MB
204-633-0024
Group Booking Number 331878

BANQUET East St Paul Curling Club Lounge
Cocktails 5:30pm
Supper 6:30pm
Fifths, coaches \$40.00
(January 10th deadline)

EVENT TICKETS Event Passes \$175
Day Passes \$ 50
Last game of the day \$20 (available at the door)

Tickets can be purchased at the following links:

<https://east-st-paul.curling.io/en/products/6339-2023-scotties-tournament-of-hearts-event-pass>

<https://east-st-paul.curling.io/en/products/6340-2023-scotties-tournament-of-hearts-wednesday-january-25th-day-pass>

<https://east-st-paul.curling.io/en/products/6341-2023-scotties-tournament-of-hearts-thursday-january-26th-day-pass>

<https://east-st-paul.curling.io/en/products/6342-2023-scotties-tournament-of-hearts-friday-january-27th-day-pass>

<https://east-st-paul.curling.io/en/products/6343-2023-scotties-tournament-of-hearts-saturday-january-28th-day-pass>

<https://east-st-paul.curling.io/en/products/6344-2023-scotties-tournament-of-hearts-sunday-january-29th-day-pass>

OPENING CEREMONIES

Wednesday, January 6:45pm

Assemble at 6:15 by the dressing rooms.

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 three teams in each group will advance to the championship round with the top three teams advancing to the playoffs. The team record from the round robin will carry forward 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

No tie breakers after the round robin.

One tiebreaker after the Championship round.

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 three in the Asham Black Pool will only play the top three teams from the Asham Express Red Pool) with the top three teams advancing to the playoffs.

SEMI-FINAL

The second place team will play the third place team in the semi-final 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. Triangulation will be used to record the measurement.
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 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.

REGISTRATION & EQUIPMENT CHECK

Registration and Equipment check will be prior to your team's pre-event practice between 12:00pm and 3:30pm Tuesday, January 24, 2023.

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 24th at 5 pm. You will be notified during registration where the meeting will be held.

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 cumulative LSD is used to rank the finalists the second place team is awarded choice of colour or first practice and a last stone draw will occur.</p> <p>NOTE: Scenarios below</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>

If a team chooses colour instead of hammer, the other team then has the choice of hammer and first practice, or no hammer and second practice.

Scenarios

Record/Ranking	Semi	Final
A – 5-0 B - 4-1 C - 3-2	B Last Stone Advantage AND colour.	A Last Stone Advantage AND colour.
A – 5-0 C – 3-2 B – 3-2 (C beat B)	C Last Stone Advantage OR colour.	A Last Stone Advantage AND colour.
B – 4-1 A – 4-1 C – 3-2 (B beat A)	A Last Stone Advantage AND colour	If A wins semi B Last Stone Advantage OR colour. If C wins semi B gets Last Stone Advantage AND colour
A – 3-2 B – 3-2 C – 3-2 (A beat B&C, B beat C)	B Last Stone Advantage OR colour.	A Last Stone Advantage OR colour.
B – 3-2 C – 3-2 A – 3-2 LSD ranking used	C colour or first or second practice and LSD for hammer	B Last Stone Advantage OR colour.

APPENDIX D
VITERRA
National Championship March 3-12, 2023
London, ON

LOCATION	Yellowhead Community Recreation Centre Neepawa, MB February 7-12, 2023
EVENT CONTACT INFORMATION	Host Committee Scott Newton scottnewton.nf@gmail.com CurlManitoba Laurie Macdonell lmacdonell@curlmanitoba.org
ACCOMODATIONS	Teams must contact Scott Newton to book rooms 204-841-4727 or scottnewton.nf@gmail.com
BANQUET CONTACT	Gary Forgue – garyforgue75@gmail.com Fifth members must purchase a ticket for the banquet \$30.
EVENT TICKETS	Early Bird (until Dec. 31) - \$125 Regular Full Event Pass - \$150 Day Pass - \$50 Evening Pass (includes beer garden access) - \$20
REGISTRATION & EQUIPMENT CHECK	
OPENING CEREMONIES	7:00 pm on Wednesday, February 8, 2023
FORMAT	<u>Thirty-Two Team Modified Knock Out:</u> 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 7th at 4:45pm.

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 2023 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 better 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.

If a team chooses colour instead of hammer, the other team then has the choice of hammer and first practice, or no hammer and second practice.

APPENDIX E
STRATHCONA TRUST SENIOR MEN
PHARMASAVE SENIOR WOMEN
National Championship November 27-December 2,
2023

LOCATION	Dauphin Curling Club March 22-27, 2023
EVENT CONTACT INFORMATION	Chairperson: Greg Thompson gsthomp@mymts.net CurlManitoba: Laurie Macdonell lmacdonell@curlmanitoba.org
ACCOMODATIONS	Dauphin Super 8 1457 Main St. S 204-638-0800 \$124.88 plus tax (single or double occupancy) Block Name – Manitoba Provincial Senior Curling Rooms will be released Feb. 22, 2023 Dauphin Inn Express 35 Memorial Blvd. 204-638-4430 or 1-866-366-3500 \$75 plus tax (single or double occupancy) Block Name – Manitoba Provincial Senior Curling Rooms will be released Feb. 22, 2023
BANQUET	Wednesday, March 22, 2023 Cocktails 6pm, dinner 6:30pm Entertainment at 7:30pm Tickets available for \$25 for coaches and others wanting to attend. Available at registration.
EVENT TICKETS	Admission is free
REGISTRATION & EQUIPMENT CHECK	March 22 prior to practice
OPENING CEREMONIES	N/A

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 second and third place team in each pool will play a cross over game with the winners advancing to the 3 vs 4 game.

If teams cannot be determined by head to head, LSD will be used to determine placement Games will be 8 ends.

SENIOR WOMEN Open Entry: The competition for Senior Women will be open entry.

The format will a full round robin leading to a three team 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

There will be no tie breakers. Team placement will be based on cumulative last stone draw.

MEN'S 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 second and third place team in each pool will play of sudden death cross over game to determine second place in each pool. If 2 teams are tied for third place the head to head game will determine placement.

The loser of the 1 vs 1 game will play the winner of the 2 vs 2 game in the semi-final.

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

WOMEN'S PLAYOFF

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.

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 March 22nd at 6:00pm.

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 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

APPENDIX F
MANITOBA CREDIT UNIONS MASTER MEN AND
MASTER WOMEN
National Championship April 3-9, 2023
Saint John, New Brunswick

LOCATION

Thompson Regional Recreation Centre
294 Thompson Drive
Thompson, MB
March 8-13, 2023

EVENT CONTACT INFORMATION

Host Committee: Sam Antila
antila@mymts.net
431-354-1972

CurlManitoba: Laurie Macdonell
lmacdonell@curlmanitoba.org

ACCOMODATIONS

Days Inn & Suites Thompson
21 Thompson Drive North 204-778-6000
\$140/night +taxes
Contact Pat Swain to book rooms
pat@daysinnthompson.com

Quality Inn & Suites
45 Moak Cres. 204-677-5600
\$150/night + taxes
Group Booking: Burntwood Curling Club
Akanshu Popli – akanshu@qualityinnthompson.com

Super 8 by Wyndham
180 Thompson Drive North 204-778-0040
\$159/night + taxes
Group Booking: Burntwood Curling Club
Super8thompson@outlook.com

BANQUET

Wednesday, March 8, 2022
Burntwood Curling Club
\$25/ticket for 5th players and coaches

6:30 pm

EVENT TICKETS

Event Pass - \$25
Day Pass - \$10
Evening Pass - \$5

REGISTRATION & EQUIPMENT CHECK Prior to your pre-event practice

OPENING CEREMONIES During the banquet

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 1 vs 1 games and the second and third place team in each pool will play a cross over game with the winners advancing to the 3 vs 4 game.

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

MASTER WOMEN Open Entry: The competition for Master Women will be open entry.

Five Team Round Robin: The competition shall consist of one group in a round robin competition where the top 3 teams advance to the playoff round. The first place team will advance to the final while the second and third place teams will advance to the semi-final. If teams cannot be determined by head to head, LSD will be used to determine placement.

Games will be 8 ends.

The event will be a belled event:

A bell will ring at 1 hour and 50 minutes, which indicates to finish the end and play one more. A second bell will ring at 2 hours and 10 minutes, which indicates to finish the end and the game is deemed complete.

Pre-game practice will be 7 minutes.

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

TIE BREAKER

There will be no tie breakers.

MEN'S 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 second and third place team in each pool will play of sudden death cross over game to determine second place in each pool. If 2 teams are tied for third place the head to head game will determine placement.

The loser of the 1 vs 1 game will play the winner of the 2 vs 2 game in the semi-final.

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

WOMEN'S PLAYOFF

The playoff round shall be three teams.

The first place team will advance to the final.

The second and third place teams will advance to the semi-final.

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 8th at 6:00pm.

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
MEN: 1 vs 1 3 vs 4 WOMEN: Semi-final	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.
MEN: 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
MEN: Final WOMEN: Final	The winner of the 1 vs 1 game shall be granted Last Stone Advantage, colour AND first practice The first place team shall be granted Last Stone Advantage, colour AND first practice.	Handles will not be changed

If a team chooses colour instead of hammer, the other team then has the choice of hammer and first practice, or no hammer and second practice.

APPENDIX G
CURLING CLUB
National Championship November 19-25, 2023
Assiniboine Memorial Curling Club, Winnipeg, MB

LOCATION Fort Rouge Curling Club

EVENT CONTACT INFORMATION Chairperson:

CurlManitoba: Laurie Macdonell
lmacdonell@curlmanitoba.org

ACCOMODATIONS

COCKTAIL PARTY/BANQUET

EVENT TICKETS

REGISTRATION & EQUIPMENT CHECK

OPENING CEREMONIES

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.

Eligibility requirements for events leading to the national Curling Club Championship. Curling Canada reserves the right to exclude any team that violates the spirit and intent of the 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.
4. 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.
5. Once a four-person team enters the club championships playdowns, a maximum of 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. **Prime Directive**
 - a) 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.
 - b) 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.
 - c) If a team has four players, they are good to go.
 - d) 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.
 - e) If they have six or more players during the season, the team must declare four (4) players for the competition. They can pick up an eligible spare at any level and 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. Or they can choose five players to advance but one player must be designated the "5th" 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
7. 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).
8. 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.
9. Each Member Association reserves the right to determine the number of team qualifying from each club.
10. Teams must qualify under one of the following conditions:
 - a) Regular league players, or;
 - b) A club championship process, or;

c) A special event to determine your Curling Club champions for your club that is not part of your formal club championships.

In each of rule 10. a), b). c) teams must have three (3) or more players who have played together in a sanctioned club league during the current curling season.

Clubs that only have mixed or open leagues (i.e. no men's only league and/or no women's only league) may be granted an exemption to Rule 10. A0 allowing players to form teams for this special event. They must receive permission from their provincial/territorial Member Association.

11. The use of the delivery stick by any competitor (and any 5th player or spare) is acceptable subject to the Curling Canada rules of curling under Rule 19. Curling With A Delivery Stick.
12. Teams who play exclusively in leagues where teams from different clubs compete, and whose players may not be members of the club where the league is hosted, are ineligible to compete for the Curling Club Championships. For example, teams playing only in a city-wide super league or major league but not curling in a regular club league.

EXEMPTION:

NOTE: Previous three seasons are 2021-2022/2020-2021/2019-2020

Each four-person team is allowed to have one (1) player who, during the previous three (3) curling seasons, has participated in 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; 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 qualified for the playoffs in the men's, women's, junior, senior, or mixed doubles provincial championships. This does not include the U21 mixed doubles
British Columbia	You competed in any provincial championship (not including 9th or lower in the Mixed Doubles)
Manitoba	You finish 8th or better in all championships with qualifying events. OR You finish 4th or better at all open entry championships.
New Brunswick	You finish in the championship round at provincials OR You finish 3 ^{tr} or better at open provincial events.
Newfoundland & Labrador	You finish 3 ^{tr} or better at provincials
Northern Ontario	You finish 2 rd or better at provincials
Northwest Territories	You win a territorial championship
Nova Scotia	You finish 3 rd or better at provincials
Nunavut	You win a territorial championship
Ontario	You finish 8 ^h or better at any provincial
Prince Edward Island	You win a territorial championship
Quebec	You finish 3 rd or better at provincials
Saskatchewan	You finish 8 th or better at any provincial
Yukon	You win a 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.

The one 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.

FORMAT

The competition shall consist of two groups of six teams with each group competing in a round robin competition where two teams will 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 semi-final. 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 TBD at 5:00pm and for the men on TBD.

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 tem 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

National Championship Nov 5-11, 2023

LOCATION Assiniboine Memorial Curling Club
Winnipeg, MB
March 30-April 2, 2023

EVENT CONTACT INFORMATION CurlManitoba: Rob Gordon
rgordon@curlmanitoba.org

ACCOMODATIONS Canad Inns
Polo Park
Group #334338 Rate \$119/night

COCKTAIL PARTY Friday 7:00pm

EVENT TICKETS

Event Pass	\$25
Day Pass	\$10
One Draw	\$ 5

REGISTRATION & EQUIPMENT CHECK Prior to first game pre-game practice

FORMAT

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 2022-2023 season will be formatted as a Triple Knockout with the number of qualifiers being determined based on the number of entries
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 the number of teams determined on the number of entries.

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
National Championship March 21-26, 2023
ROUYN-NORANDA, QC

LOCATION

St Vital Curling Club
February 17-20, 2023

EVENT CONTACT INFORMATION

Chairperson: Jason Pruden
Jason.pruden@stvitalcurling.ca
CurlManitoba: Rob Gordon
rgordon@curlmanitoba.org

ACCOMODATIONS

Canad Inns
Fort Garry
Group 334335 Rate \$104/night

REGISTRATION & EQUIPMENT CHECK Prior to first pre-game practice

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

No time outs allowed.

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.

GAME CARDS

30 minutes prior to the first game of the competition, both teams MUST submit a line-up card. The card MUST be signed by each player. The card must be given to the umpire prior to your first game.

PRACTICE ICE / COIN TOSS

A bell will ring 15 minutes prior to the game start time. Practice is a maximum of 5 minute OR 5 stones there and back. 20 minutes prior to game time the team should have completed the coin toss to determine first or second practice.

GAME BELL

A bell will ring to start the game at 1 hour and 15 minutes. At that time finish the end you are on and play one more. The end is considered complete when the last thrown stone crosses the near tee-line.

STONE PLACEMENT

The players will set up their own stones at the designated spots.

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.

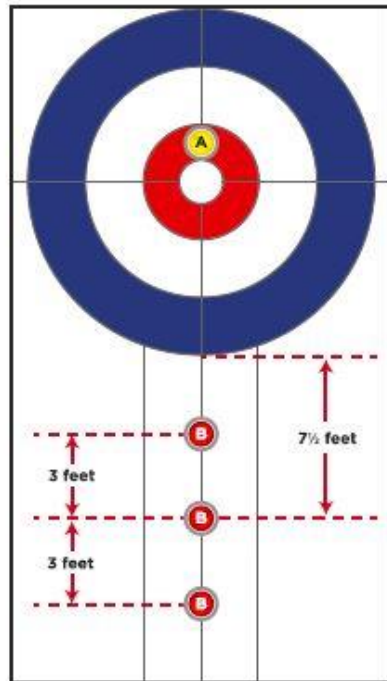
TEAM MEETING

There will be a question and answer period prior to the game on Friday February 17th at 6:15pm.

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 position, 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.

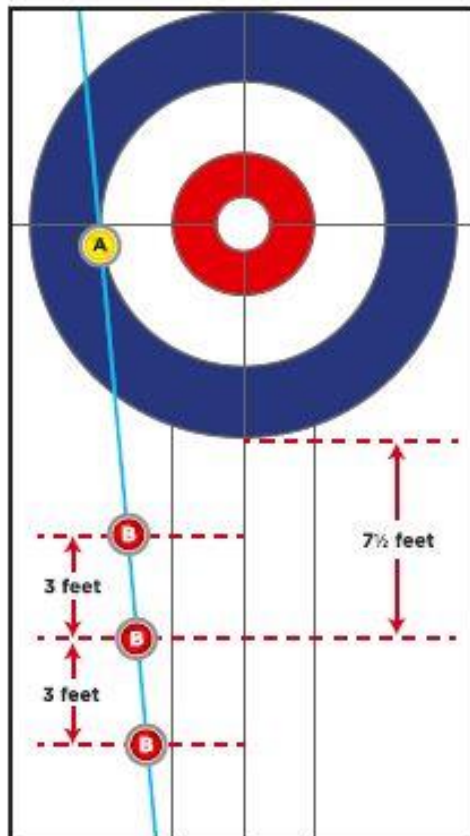
B -- Placement so that the stone is bisecting the centre line and is immediately in front or immediately behind one of the three points in the ice. Teams which mutually agree on the location. Rock placement points are placed on the centre line.



THE POWER PLAY

- 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.

ON ICE COACHING RULES

Asham U18 Championship and TELUS Junior Championship

1. Coaches will be allowed a maximum of one (1) interaction per end. Opposing coaches will also be allowed to interact with their respective team until the team that called the interaction's communication has concluded. The same rule applies for extra ends. Unused interactions cannot be carried over.
2. Coach Interactions will last between 30-60 seconds (events with time clocks) and 30-45 seconds (belled events), but not longer. IF a team uses less than the amount of time, the opposition team's opportunity to communicate ends as well
3. Coaches may meet with their team either on the backboard or on the sideline between the hog lines for all interactions.
4. Interactions can be called by the team in control of the house or their coach. If the coach is calling, they can vocalize to the player in control of the house.
5. Coaches are responsible for keeping track and policing the number of interactions used per end. Disagreements will be brought forth to the Umpire.
6. Coaches will be allowed up to fifty (50) seconds of talking time with their team between ends. Coaches may meet with their team either on the backboard or on the sideline between the hog lines.
7. Coaches will have four (4) minutes to meet with their teams at the 4th end break (U18) or 5th end break (U21) respectively.
8. Coaches will use the assigned seating on the backboards during the games with their chairs positioned on the same side as their team's rocks. Between ends, coaches can travel to either end respectful of games on adjacent sheets. Coaches must only travel along the sidelines and must wear suitable footwear to be on the ice.
9. A single interaction will officially end after the coach and curlers stop talking and the coach returns to their designated seat behind the sheet.
10. There will be absolutely no talking or body language to teams unless during an interaction, opposition interaction, or between ends. Penalties to coaches include:
 - First Offense - Warning.
 - Second Offense - loss of interaction in the same or following end.
 - Third Offense - sitting inside with no interactions for the remainder of the current game (if before mid-game break) and the entire next game (if after mid game break)
11. Coaches are allowed to use their phone or tablet to record game statistics and notes, but are not permitted to use those devices or smart watches for communication purposes. Coaches will be removed from play if they are using any device for communication purposes.

BELLED EVENTS - U18 Asham Provincial Championship

A bell will ring at 1 hour and 55 minutes for all belled events.

TIMED EVENTS – TELUS Junior Provincial Championship

43 minutes; 6 extra ends

Time clocks will run during interactions as normal thinking time.

Time clocks will stop between ends for 50 seconds.

Time clocks do not run during the 5th end break which is 4 minutes.