

JUNIORS Men's & Women's Provincial Championship

(2 men's & 2 women's teams will advance to nationals)

National Championship March 24-March 31, 2024
Suncor Community Leisure Centre
Fort McMurray, AB

NEW RULE 2023-2024 SEASON

NO-TICK SHOT

If, prior to the delivery of the sixth stone of an end, a delivered stone causes, either directly or indirectly, an opposition stone in the Free Guard Zone (FGZ) which is touching the centre line to be moved to an off-centre line position or to a position outside the FGZ, the non-offending team has the option to:

- (i) remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place; or
- (ii) leave all stones where they came to rest.

The Rule does not apply to Mixed Doubles or Wheelchair.

LOCATION

Carman Curling Club
February 21-25, 2024

EVENT CONTACT INFORMATION

Chairperson: Kyle MacNair
CurlManitoba: Elaine Owen
eowen@curlmanitoba.org

ACCOMODATIONS

20 rooms Best Western Morden MB
1-204-822-6116
20 rooms Best Western Winkler MB
1-204-331-1400
"Telus Juniors"
Blue Crescent Hotel Carman MB
204-855-420-0732 or 1-204-542-0732
7 rooms BellAura B & B
Carman MB
www.bellaura.ca
"Junior Curling"

BANQUET CONTACT

EVENT TICKETS

REGISTRATION & EQUIPMENT CHECK

OPENING CEREMONIES

ELIGIBILITY

All four players must be Canadian citizens, residents of Manitoba and members of CurlManitoba. All four players must be less than 21 years of age on June 30, 2024. Born July 1, 2003 or later. No overage players allowed.

FIFTH/REPLACEMENT PLAYERS

The deadline date for naming a replacement player, a fifth player and a coach is February 14, 2024 NOON.

FORMAT

The competition shall be an open entry championship.

All games will be 10 ends.

Clocks will be set at 38 minutes. Extra ends clocks will be set to 5 minutes.

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.

Rock Colour will be pre-determined by top of the draw and bottom of the draw being the same as the score boards.

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— JUNIOR TIMED EVENT

38 minutes; 5 extra ends

Time clocks will run during interactions as normal thinking time.

Time clocks will stop between ends for 45 seconds.

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

1. Coaches will be allowed a maximum of two (2) interaction in the first half of the game and two (2) interactions in the second half of the game. The interactions can occur in the same end or in different ends. Opposing coaches will also be allowed to interact with their respective team until the team that called the interaction's communication has concluded. One (1) interaction allowed in the extra end.
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 anyone on the team that is in control of the house or their coach by using the T-signal. Once a interaction is called it must be used
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 forty-five (45) 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 5th end break.
 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.

TEAM MEETING

A mandatory team meeting will be held immediately following the pre-event practice on _____. 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.

STONE SELECTION

To be determined once draw is finalized.

NOTE: Minimum of 6 Ends