

Curl Manitoba

2024-2025
COMPETITOR GUIDE



TABLE OF CONTENTS

Provincial Championship Rules	Page 2
Rule Enforcement	Page 3
Game Time Operation	page 3
Fair Play Time-out	page 4
Game Cards	page 5
Dress Code	page 5
Coaches Bench	page 5
Pre Game Practice/Last Stone Draw – all events	page 6-8
Cresting Standards	page 9-10
National Championship	page 11
EVENT SPECIFIC COMPETITOR GUIDES	page 12-61
Asham U18	page 12
Co-ops of Manitoba Juniors	page 20
RME Women of the Rings presented by Case IH	page 27
Viterra	page 32
Strathcona Senior Men and Pharmasave Senior Women	page 36
Manitoba Credit Unions Master Men and Master Women	page 42
Dynasty Mixed Doubles	page 46
Junior U20 Mixed Doubles	page 52
Chicken Chef Mixed	page 57
Seagram’s Whisky Curling Club	page 60
Appendix A Behavioral Guide	page 64
Appendix B Media	page 66

PROVINCIAL CHAMPIONSHIPS

Officiated Play

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. Teams that elect to add a Fifth Player must declare their fifth player 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.
3. Rock colour will be pre-determined for all provincial championships with pool play. The team listed top/first in the draw will be assigned the colour at the top of the scoreboard and will practice first. A coin toss to determine colour and practice order will occur for all other events that are not pool play.
4. 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.
5. Curlers should be prepared to curl up to three games a day if required, excluding tie-breakers and playoff games.
6. It is understood that preliminary rounds, tiebreaker games and all playoff rounds are deemed to be one competition. Any team defaulting a game after starting the process (including berth bonspiels and regionals) for all Provincial Championships for reasons other than extenuating circumstances (weather, multiple injuries, etc) will be dealt with as follows:
 - i. 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 year (season) in which the default takes place.
 - ii. As well, all team members involved will not be allowed to participate in any CurlManitoba sanctioned competition for the year (season) following the infraction.
7. 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.
8. 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.
9. 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.
10. There will not be spare pools at any championships. All teams at any level of play including Provincial Championships will be allowed to name a fifth player.

Exception: At the Curling Club Championship spares are allowed ONLY if a 5th player is not on the team roster.

11. All equipment will be checked prior to the pre-event practice, any changes must be approved by an Umpire.
12. A player may request that an Umpire inspect a brush prior to or during a game.
13. The sixteen/twelve team two group Championship shall be seeded by the competing teams and grouped as follows:

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

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.
 Seeding will be determined by using the median of the players seeding submitted.
14. All provincial teams must submit a picture of their team uniforms to CurlManitoba seven days prior to the Provincial Championship's Pre-Event Practice by noon.
15. In all Championships during a pre-event practice and a pre-game practice, a Fifth Player may participate.
16. 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.
17. 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.
18. Please remember to keep your knees and hands off the ice surface after you have thrown a stone.
19. In the event of any disagreement between skips at any CurlManitoba Championship, the Umpire shall be consulted.
31. Microphones are mandatory at all live streamed games. A player refusing to wear a microphone will be removed from the game and the team shall play with the remaining players. The team cannot bring in a fifth once the line up has been declared.

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. 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.
2. The time allotted between ends commences once the score is determined. If a measure is required, the Umpire will stop the clock to complete the measure.
3. 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.

Exception: U18 on ice coaching
 Juniors on ice coaching
4. The time out will start immediately when a team/coach calls the time out.
5. Time outs not used during regulation play may not be carried over to the extra ends.

	Thinking time		Breaks			Timeouts	
	Game	Extra end	Between ends	Mid game	Before extra	Game	Extra end
Men, Women (10 ends)	38 min	4 min 30 sec	1 min	5 min (5th end)	2 min	1 - 90 sec	1 - 90 sec
Seniors, Curling Club, Mixed (8 ends)	30 min	4 min 30 sec	1 min	5 min (4th end)	2 min	1 - 90 sec	1 - 90 sec
On Ice Coaching							
	Thinking Time		Breaks			Interactions	
Juniors (10 ends)	40 min	5 min	1 min	5 min (5th end)	2 min	2 per half	1
U18s (8 ends)	34 min	5 min	1 min	5 min (4th end)	2 min	1 per end	1
			NOTE: 45 seconds 15 seconds travel time				
Bell Events							
Mixed Doubles (8 ends)	1 hour 20 min BELL	n/a	n/a	n/a	n/a	1 – 90 sec	1- 90 sec
Masters (8 ends)	2 hour BELL	n/a	n/a	n/a	n/a	n/a	n/a
	In Masters Competition the last end of the game is the end being played when the bell rings						

Belled Events:

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.

COACHES FAIR PLAY TIME-OUT

The purpose of the Coaches Fair Play Time-Out is to provide the coach with the opportunity to diffuse a potentially negative situation regarding a player's on ice demeanour before the situation escalates or to counsel an athlete relative to adhering to the rules of the game.

- (1) Each coach shall be provided the opportunity to request a fair play time-out per game.
- (2) A coach's fair play time-out shall only be implemented with the approval of the Head or Supervising Umpire.
- (3) Only the coach who requested the fair play time-out may access the playing area accompanied by a game umpire.

(4) A game umpire may recommend a coach's fair play time-out.
The clock will be stopped.

GAME CARDS

A team line-up card must be completed and presented to the Umpire 30 minutes prior to their first pre-game practice of the competition. The card **MUST** be signed by each player. 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.

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 Championship
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. Coaches and fifths must wear either the team uniform or a solid black jacket with their curling attire.

Exception: U18
4 person Mixed
Curling Club Championship
Mixed Doubles
U20 Mixed Doubles

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. Players, fifths and coaches must display the sponsor crests at all times when in the field of play.

COACHES BENCH

1. Coaches will only be allowed access to the coach bench when their team is playing.
2. A warm jacket may be worn but must be removed prior to accessing their team.
3. Coaches must remain at the coaches designated bench area at all times.
4. All cell phones or other communication devices **MUST** be turned off during the games.

Exception: U18 (on ice coaching rules apply)
Juniors (on ice coaching rules apply)

5. No verbal, visual or electronic communication is allowed.

PRE-GAME PRACTICE/LAST STONE DRAW (all events)

- 1) Teams will name the position of the players delivering the last stone draws, including which turns, before the start of the first team practice. Failure to do so will result in an assigned distance of 399.20 cm.
Not applicable for mixed doubles.
- 2) Umpires will assume that every team that wins the Last Stone Draw will want the last Stone in the first end. If a team does not want the last stone If they win the Last Stone Draw, they must inform the Umpire before the start of their practice.
- 3) Coaches may NOT deliver stones in the pre-game practice.
- 4) Round Robin Format Only
The teams listed first in the draw will practice first and will be assigned the top of the scoreboard colour. The team assigned the bottom of the scoreboard colour will have the same period of practice starting immediately following the first practice's draws for last stone advantage.
- Non Round Robin Format
A coin toss will occur for choice of practice or colour, 35 minutes prior to the game time.
- 5) First practice will commence as per the following chart.

Pre-game practice formats			
Curling Club Venue – 7 minutes Arena Venue – 9 minutes Mixed Doubles – 5 minutes	7 minute practice	9 minute practice	5 minute practice
	Minutes before Game Time		
Coin toss for practice order/stone colour if necessary	35:00	35:00	25:00
First practice may slide	25:00	29:00	20:00
First Practice may begin	24:00	28:00	19:00
Complete LSD(s) as required for Event. The umpire will announce when LSDs can be delivered.	17:00	19:00	14:00
<i>Umpires complete measurements required for LSD and teams switch</i>			
Second practice may slide	14:00	18:00	11:00
Second practice may begin	13:00	17:00	10:00
Complete LSD(s) based on event	6:00	8:00	5:00
Teams access ice to begin game	1:00	1:00	1:00

- 8) Opposing teams must remain in the viewing area behind the glass or be positioned behind the scoreboard if in an arena setting, if space permits, for pregame practice and Last Stone Draw(s).
- 9) Last stone advantage will be determined by the Last Stone Draws before each round robin game and will be completed immediately following each team's pre-game practice.
- 10) The Last Stone Draw distance is calculated using the Curl Distance app. The distance is measured either from the centre pin to the nearest point of the stone or, if the stone covers the centre, from two separate points 61 cm away from the centre pin and 90 degrees apart. The app calculates the actual distance from the centre pin to the centre of the stone in both cases.
- 11) The better (lower) distance of the total of the two draws between the two teams will receive last stone advantage in the first end.
- 12) The draw to the button shall be played towards the home end.
- 13) Only the named 'game' players are allowed on the ice surface for the Last Stone

Draw. Full sweeping is allowed; however, one of the players must hold the target broom.

In Mixed team competition, the team's playing order must be followed for sweeping and holding the target broom

- 14) During the Last Stone draw the coaches and fifth players are allowed in the ice area. They may not speak with their team.
- 15) Following each team's pre-game practice, the two different previously named players from the team will each deliver a stone. There will be an announcement to deliver each Last Stone Draw as per the following chart:

Last Stone Draw rotation format by Event			
		CW = clockwise CCW = counterclockwise	
Event	# LSD/team	First Practice	Second Practice
Men	2	1 st stone CW 2 nd stone CCW	1 st stone CW 2 nd stone CCW
Women	2	1 st stone CW 2 nd stone CCW	1 st stone CW 2 nd stone CCW
U18	2	Both stones CW	Both stones CCW
Juniors	2	Both stones CW	Both stones CCW
Seniors	2	Both stones CW	Both stones CCW
Masters	2	Both stones CW	Both stones CCW
Mixed	2	Both stones CW	Both stones CCW
Curling Club	2	Both stones CW	Both stones CCW
Mixed Doubles	2	Both stones CW	Both stones CCW

- 15) A stone delivered after the practice time has elapsed and prior to the announcement, or not delivered within the time allotted by the umpire (the stone must reach the near tee-line before the time expires), will be assigned a distance of 199.6 cm.
- 16) Should the team with first practice record a cumulative distance of 0.0 cm or 399.2 cm, a third player, different from the first two throwers, will deliver a draw to the button following the same LSD rotation format and so on until a number other than 0.0 cm or 199.6 cm is registered.
Mixed Doubles will alternate throwers and will throw the same turn as previously thrown.
- 17) If the second team registers the same two-stone distance as the team with first practice (other than 0.0 cm or 399.2 cm) the individual LSD stones are compared, and the lowest non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the same individual LSD stone distances, the teams will alternate delivering one stone each following the same LSD rotation format 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.
- 18) Should the team with second practice also record a cumulative distance of 0.0 cm or 399.2 cm, a third player, different from the first two throwers, from the team will deliver a draw to the button following the same LSD rotation format. The team with second practice will continue to throw (different throwers) until a different comparable distance is achieved with the first team's distance thrown in the same order.
- 19) Stones moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button (the stone measurement is taken as the inside

- edge of the stone is at the inner edge of the circle measured to the centre of the stone).
- a. On or touching the button = 29.4 cm (when a one-foot button) note: subject to change if the actual button diameter is more than one foot
 - b. In or touching the four foot = 75.1 cm
 - c. In or touching the eight foot = 136.1 cm
 - d. In or touching the twelve foot = 197.1 cm
- 20) 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.
 - 21) Only the first two stones delivered will be registered for the accumulated distance.
 - 22) At the conclusion of the pool play round robin, with round robins of more than three games, the two highest individual recorded distances will be discarded to establish the final accumulated distance.
 - 23) Where a team plays an entire event with only 3 players, the LSD stone requirements of the missing player are shared equitably amongst the other players.
 - 24) If an Alternate player is used, they may deliver LSD(s) for the player they are replacing.
 - 25) The number of LSD stones, and the number of clockwise and counterclockwise deliveries for each player, will be determined at each competition depending upon the number of games in the round robin. Based on the Original Team Lineup form, the four players must fulfill the minimum number of LSD deliveries (number of clockwise and counterclockwise deliveries not applicable to Mixed Doubles).
 - 26) In the event that a player does not fulfill their minimum LSD requirements, a score of 199.6 cm will be awarded for each deficient LSD.
 - a. In order to maintain the total number of LSD measurements, the player who has the most LSDs with the same turn as the player who did not fulfill their minimum LSD requirement will have their LAST LSD with the same turn eliminated. If two or more players have the same number of LSD measurements of the deficiency in question, the last LOWER measurement thrown by these players will be eliminated.
 - b. A team will throw their LSDs in every game, even if they may have a deficiency in the total number of LSDs required. The throws will determine last stone for that game.

Teams must inform the umpire of the position of the players and the rotation being delivered prior to the start of the pre-game practice.

CRESTING STANDARDS

IT IS MANDATORY TO WEAR EVENT TITLE AND PRESENTING SPONSOR CRESTS

For the 2024-2025 season at all Provincial Championships, the following shall apply to all team personnel including:

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

Matching uniforms are not required at the Curling Club Championship, U18 Championship, 4-person Mixed Championship, U20 Mixed Doubles or Mixed Doubles.

CURLMANITOBA TITLE AND PRESENTING SPONSORS: (Mandatory)

1. When both a presenting and title sponsor crest is available the following will apply:
 - a) A 5 inch square area is reserved for the TITLE SPONSOR CREST on the left chest.
 - b) A 5 inch square area is reserved for the PRESENTING SPONSOR CREST on the right chest.
2. When only one of the Title or Presenting sponsor crest is available the following shall apply;
 - a) The sponsor crest can be placed on either the left or right chest in a 5 inch reserved square.

Exception: The 100th anniversary of the Men's Championship (2024-2025) will have a anniversary crest which must be displayed on the **right chest**. The sponsor crest will be displayed on the left chest.
3. Title Sponsor crests earned by the participant in a previous year(s) may be worn on the chest at the current year championship IF:
 - a) the event is sponsored by the same title sponsor
 - b) the crest is identical to the current crest
4. Title and Presenting Sponsor Crests from any current year championship may be worn at any other championship.
5. All teams members including the coach MUST display the title sponsor whenever in the ice area. Coaches and Fifths on the bench are not required to display the sponsor crest unless they are accessing the ice area.

Exception: At U18 and Junior Championships where there is on-ice coaching the coaches and fifths are not required to display the sponsor crests during an interaction or while travelling down the sheet of ice between ends.

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.
 - a) A picture of team uniforms (both front and back view) must be submitted to CurlManitoba for approval.
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.
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 as 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. 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.

CRESTING ALLOWED NO CHARGE

Sleeves:

- a) 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.
- b) Team sponsorship cresting on each player may be different and may represent more than one sponsor.

Back:

- a) 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 or 7 inches from 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.

CRESTING ALLOWED FEE

1. 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.

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

CRESTING AND EQUIPMENT CHECK

1. Permissible cresting is at the sole discretion of CurlManitoba Umpires.
2. All cresting and uniforms will be confirmed at the pre-competition practice. Please bring all curling attire and equipment to the pre-event practice.
3. All cresting fees must be paid to the CurlManitoba office 7 days prior to any Provincial Championship.

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

ASHAM U18

(2 men's & 1 women's teams will advance to nationals)

National Championship February 16-22, 2025 at Nutana Curling Club,
Saskatoon, SK

NOTE: 2026-27 Season Age Change:
Curlers under 18 years of age as of Dec 31, 2026
Date of birth Jan 1, 2009

LOCATION

Morden Curling Club
January 1-5, 2025

EVENT CONTACT INFORMATION

Chairperson: Ron Sugden
regsugden@gmail.com
CurlManitoba: Elaine Owen
eowen@curlmanitoba.org
Erika Radosevic
eradosevic@curlmanitoba.org

ACCOMODATIONS:

Super 8 Morden
3010 Thornhill Street, Morden
Ph: 1-204-822-2003
\$109.99 plus tax per night

Best Western Plus Morden
253 Loren Drive, Morden
Ph: 1-204-822-6116
18 queen and queen plus suites \$180.00-\$195.00
plus tax per night
17 king and king plus suites \$190-\$195.00 plus tax
per night

Best Western Plus Winkler
1705 Diamond Drive, Winkler
Ph: 1-204-331-1400
\$150.00 plus tax per night weekdays and \$170.00
plus tax per night weekends

Rock's Bar
780 Thornhill St, Morden
Ph: 204-822-6272
\$95.00 plus tax per night

EVENT TICKETS

TBD

OPENING CEREMONIES

January 2, 2025. Time TBD
Assemble in curling equipment
Time and location TBD

REGISTRATION

Equipment and Competitor Guide will be checked prior to pre-event practice. Game cards will be completed.

LOCKERS

TBD

ELIGIBILITY

All four players must be residents of Manitoba and members of CurlManitoba.
All four players must be 17 years of age and under on June 30, 2024, born July 1, 2006 or later.

FIFTH/REPLACEMENT PLAYERS

The deadline date for naming a replacement player, a fifth player and a coach is December 20, 2024 NOON.

FORMAT

The competition shall be an open entry championship. The format shall be determined once entries close.

All games will be 8 ends.

Clocks will be set at 34 minutes due to on ice coaching. Extra Ends are 5 minutes. The draw will be emailed to teams one week prior to the Championship.

MEN: TBD

WOMEN: TBD

If entries are 8 teams or more and an even number the draw will be pools where the teams play all the teams in the pool and then advance to the playoffs.

If entries are less than 8 teams the format will be a full round robin and then advance to playoffs.

If entries are 9 teams or more and an odd number a triple knockout will be the format. A playoff and a consolation event will occur.

Games will be 8 ends and a mandatory minimum of 4 ends must be played.

NOTE:

Depending on even entry numbers to maximize the games after the round robin play, teams may move to a championship round and then to the playoffs.

Teams that do not make the championship round will play a placement crossover game.

TEAM MEETING

The mandatory team meeting will be held upstairs in the club at a time and date TBA with a mandatory coaches meeting immediately following.

GAME TIME OPERATION

Game procedures and time out procedures can be found on page 3.

PRE-EVENT PRACTICE

There will be a 30 minute pre-event practice on one sheet as assigned.

PRE-GAME PRACTICE/LAST STONE DRAW

Pre-Game practice/Last stone draw procedures can be found on page 6 – page 7.

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

The playoff round shall be page playoff format.

Note: If a triple knockout the A Event and B Event winners are in the 1 vs 2 game and the C Event winners will play in the 3 vs 4 game.

Note: Handles will not be changed

Minimum of 4 ends must be played

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

SEEDING

Seeding will be emailed 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 Pool	Seeds	1, 4, 5, 8, 9, 12
Asham Ultra Force 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

34 minutes thinking time

5 minutes extra end

60 seconds between ends (45 seconds for interaction, 15 seconds travel time to be seated prior to delivery of first stone)

5 minute 4th end break

1. U18 coaches will be allowed a maximum of one (1) interaction per end.
2. Teams will be given one (1) coach interaction per extra end.
3. Unused interactions cannot be carried over.
4. During a Coach Interaction, opposing coaches will also be allowed to interact with their respective team until the team that called the interaction has concluded their communication. Coach Interactions may last between 5-60 seconds, but not longer. If a team uses less than that amount of time, the opposition team's opportunity to communicate ends as well.
5. During a Coach Interaction, coaches may meet with their team either on the backboard or behind the backline within 2 feet of the sideboards. The team calling the interaction gets priority of the position of where they want to meet.
6. Interactions can be called by anyone on the team in control of the house or their coach. If the coach or a player wants an interaction, they must signal a T with their hands when their team is in control of the house. If anyone signals for an interaction, the team must use an interaction.
7. Coaches are responsible for keeping track and policing the number of interactions used. Disagreements will be brought forth to the Chief Umpire.
8. Time clocks will run during interactions as normal thinking time.
9. Time between ends is 60 seconds. 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. Coaches will have 15 seconds of travel time to be seated before the first stone of the end is delivered.
10. Coaches will also have five (5) minutes to meet with their teams at the halfway point of the game. This will occur at the 4th end break for 8 end game.
11. 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 they must wear suitable footwear to be on the ice.
12. A single interaction will officially end after the coach and curlers stop talking and the coach returns and is sitting on their designated seat behind the sheet.
13. If there is an alternate player, they can sit with the coach at both ends if space permits. The alternate can take part in the team talking time between ends and during the mid-game break. The alternate cannot take part in the interactions during an end. The alternate must be dressed in the team attire.
14. There will be absolutely no talking or body language by the coach and alternate to their team unless during an interaction, opposition interaction, or between ends. Body language includes hand, body gestures, signaling or any other form of communication. Penalties to coaches include:
 - First Offense - verbal and written warning.
 - Second Offense - coach will sit inside with no interactions or communication for the remainder of the current game (if before mid-game break) or the entire next game (if after mid game break). If the coach

repeats the infraction again, they will be removed from play and will sit in the spectator seating for the remainder of the event.

15. Coaches are allowed to use their phone or tablet to record game statistics, write down notes or take photos of game scenarios, but they are not permitted to use those devices or smart watches for communication purposes.

First Offense - verbal and written warning.

Second Offense - coach will sit inside with no interactions or communication for the remainder of the current game (if before mid-game break) or the entire next game (if after mid game break). If the coach repeats the infraction again, they will be removed from play and will sit in the spectator seating for the remainder of the event.

COACHES FAIR PLAY TIME-OUT (only at officiated events)

The purpose of the Coaches Fair Play Time-Out is to provide the coach with the opportunity to diffuse a potentially negative situation regarding a player's on ice demeanor before the situation escalates or to counsel an athlete relative to adhering to the rules of the game.

(1) Each coach shall be provided the opportunity to request one minute fair play time-out per game.

(2) A coach's fair play time-out shall only be implemented with the approval of the Chief or Deputy Chief Umpire.

(3) Only the coach who requested the fair play time-out may access the playing area accompanied by a game umpire.

(4) A game umpire may recommend a coach's fair play time-out.

The clock will be stopped.

NOTE: Rocks and Handles will not be changed
A minimum of 4 ends will be played for all games

**STONE SELECTION – Triple knockout to page playoff
(9 or more teams-odd number)**

GAME	LAST STONE	COLOUR
Triple Knockout	<p>Last stone draw will occur (any player)</p> <p>Coin toss will occur a minimum of 35 minutes prior to the game time</p>	<ul style="list-style-type: none"> • Coin toss for colour or 1st/2nd practice
<p>Playoffs</p> <p>A Qualifier vs B Qualifier C Qualifier vs C Qualifier</p>	<p>In the A/B game the A Event winner shall have the choice of Last Stone Advantage OR Colour</p> <p>In the C/C game a coin toss will occur 35 minutes before game time for Colour or practice</p> <p>A last stone draw will occur</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
<p>Semi-Final</p> <p align="center">A/B Finalist vs C/C Winner</p>	<p>The runner up of the A/B game shall be granted Last Stone Advantage OR Colour</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
<p>Final</p> <p align="center">A/B Winner Vs Semi-final Winner</p>	<p>If the winner of the A/B game is the A qualifier then the A qualifier shall have Last Stone Advantage AND Colour</p> <p>If the winner of the A/B game is the B qualifier and the winner of the semi-final is the A qualifier then B qualifier shall have Last Stone Advantage OR Colour.</p> <p>If the winner of the A/ B game is the B qualifier and the winner of the semi-final is the C winner then the B qualifier shall have Last Stone Advantage AND Colour.</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

**STONE SELECTION --Round Robin
(8 or more teams-even numbers-pool play)**

GAME	LAST STONE	COLOUR
Round Robin	Last stone draw	<ul style="list-style-type: none"> • Colour will be assigned with the team on the top of the draw delivering the colour that is the top of the scoreboard • The team listed on the top / first in the draw will practice first
Playoff Games 1 vs 1 2 vs 2	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 35 minutes prior to game time for colour or practice A LSD will determine the last stone advantage	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Semi-Final Runner up 1 vs 1 game vs Winner 2 vs 2 game	The runner up of the 1 vs 1 game shall be granted Last Stone Advantage OR colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Final Winner 1 vs 1 game vs Winner Semi-final	The winner of the 1 vs 1 game shall be granted Last Stone Advantage AND colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

STONE SELECTION –Full Round Robin (less than 8 teams)

GAME	LAST STONE	COLOUR
Round Robin	Last stone draw	<ul style="list-style-type: none"> • Colour will be assigned with the team on the top of the draw delivering the colour that is the top of the scoreboard • The team listed on the top / first in the draw will practice first
Playoff Games 1 vs 2 3 vs 4	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 35 minutes prior to game time for colour or practice A LSD will determine the last stone advantage	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Semi-Final Runner up 1 vs 2 game vs Winner 3 vs 4 game	The runner up of the 1 vs 2 game shall be granted Last Stone Advantage OR colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Final Winner 1 vs 2 game vs Winner Semi-final	The winner of the 1 vs 2 game shall be granted Last Stone Advantage AND colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

Co-ops of Manitoba
JUNIOR Men & Women's Provincial Championship
(2 men's & 2 women's teams will advance to nationals)

National Championship March 22-30, 2025 at Gerard Gallant Arena &
Silver Fox Curling Club, Summerside, PEI

LOCATION	Brandon Curling Club February 26- March 2, 2025
EVENT CONTACT INFORMATION	Chairperson: CurlManitoba: Elaine Owen ewen@curlmanitoba.org Erika Radosevic eradosevic@curlmanitoba.org
ACCOMODATIONS	Canad Inns Destination Centre Brandon, MB 1-888-332-2623

They can call the front desk anytime at (204) 727-1422 or our Central Reservations line at (888) 332-2623 and quote the group name "U21 Junior Curling Provincials" or group number "716469" to reserve from this block of rooms. They can also book online by visiting our website at www.canadinns.com/stay and clicking on Book Now under Brandon. After selecting the dates required, they can put 716469 under the Group ID and it should offer the group rate. We will hold the rooms until January 25th, 2025 and at that point we will release any rooms that have not been spoken for.

BANQUET CONTACT	Date and time
EVENT TICKETS	TBD
OPENING CEREMONIES	Time and date TBD

REGISTRATION

Equipment and Competitor Guide will be checked prior to pre-event practice. Game cards will be completed.

LOCKERS	TBD
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ELIGIBILITY

All four players must be Canadian citizens, residents of Manitoba and members of CurlManitoba.

All four players must be 20 years of age and under on June 30, 2025. Born July 1, 2004 or later.

FIFTH/REPLACEMENT PLAYERS

The deadline date for naming a replacement player, a fifth player and a coach is February 19, 2025 NOON.

FORMAT

The competition shall be an open entry championship. The format shall be determined once entries close.

All games will be 10 ends.

Clocks will be set at 40 minutes. Extra ends clocks will be set to 5 minutes. The draw will be emailed to teams one week prior to the Championship.

MEN: TBD

WOMEN: TBD

If entries are 8 teams or more and an even number the draw will be pools where the teams play all the teams in the pool and then advance to the playoffs.

If entries are less than 8 teams the format will be a full round robin and then advance to playoffs.

If entries are 9 teams or more and an odd number a triple knockout will be the format. A playoff and a consolation event will occur.

Games will be 8 ends and a mandatory minimum of 4 ends must be played.

NOTE:

Depending on even entry numbers to maximize the games after the round robin play, teams may move to a championship round and then to the playoffs.

Teams that do not make the championship round will play a placement crossover game.

TEAM MEETING

The mandatory team meeting will be held at the curling club. Time, Date and location TBD with a mandatory coaches meeting immediately following.

GAME TIME OPERATION

Game procedures and time out procedures can be found on page 3.

PRE-EVENT PRACTICE

There will be a 30 minute pre-event practice on one sheet as assigned..

PRE-GAME PRACTICE/LAST STONE DRAW

Pre-Game practice/Last stone draw procedures can be found on page 6 – page 7.

TIE BREAKER

There will be no tie breaker round.

PAGE PLAYOFF

The playoff round shall be page playoff format.

Note: If a triple knockout the A Event and B Event winners are in the 1 vs 2

game and the C Event winners will play in the 3 vs 4 game.

Note: Handles will not be changed

Minimum of 6 ends must be played

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

SEEDING

Seeding will be emailed 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 Pool	Seeds	1, 4, 5, 8, 9, 12
Asham Ultra Force 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

40 minutes thinking time

5 minutes extra end

60 seconds between ends (45 seconds for interaction, 15 seconds travel time to be seated prior to delivery of first stone)

5 minute 5th end break

1. Junior coaches will be allowed a maximum of two (2) interactions in the first half of the game and a maximum of two (2) interactions in the second half of the game. These coach interactions can occur in the same end or in different ends.
2. Teams will be given one (1) coach interaction per extra end.
3. Unused interactions cannot be carried over.
4. During a Coach Interaction, opposing coaches will also be allowed to interact with their respective team until the team that called the interaction has concluded their communication. Coach Interactions may last between 5-60 seconds, but not longer. If a team uses less than that amount of time, the opposition team's opportunity to communicate ends as well.
5. During a Coach Interaction, coaches may meet with their team either on the backboard or behind the backline within 2 feet of the sideboards. The team calling the interaction gets priority of the position of where they want to meet.
6. Interactions can be called by anyone on the team in control of the house or their coach. If the coach or a player wants an interaction, they must signal a T with their hands when their team is in control of the house. If anyone signals for an interaction, the team must use an interaction.
7. Coaches are responsible for keeping track and policing the number of interactions used. Disagreements will be brought forth to the Chief Umpire.
8. Time clocks will run during interactions as normal thinking time.
9. Time between ends is 60 seconds. 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.

Coaches will have 15 seconds of travel time to be seated before the first stone of the end is delivered.

10. Coaches will also have five (5) minutes to meet with their teams at the halfway point of the game. This will occur at the 5th end break for 10 end games.
11. 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 they must wear suitable footwear to be on the ice.
12. A single interaction will officially end after the coach and curlers stop talking and the coach returns and is sitting on their designated seat behind the sheet.
13. If there is an alternate player, they can sit with the coach at both ends if space permits. The alternate can take part in the team talking time between ends and during the mid-game break. The alternate cannot take part in the interactions during an end. The alternate must be dressed in team attire.
14. There will be absolutely no talking or body language by the coach and alternate to their team unless during an interaction, opposition interaction, or between ends. Body language includes hand, body gestures, signaling or any other form of communication. Penalties to coaches include:
 - i. First Offense - verbal and written warning.
 - ii. Second Offense - coach will sit inside with no interactions or communication for the remainder of the current game (if before mid-game break) or the entire next game (if after mid game break). If the coach repeats the infraction again, they will be removed from play and will sit in the spectator seating for the remainder of the event.
15. Coaches are allowed to use their phone or tablet to record game statistics, write down notes or take photos of game scenarios, but they are not permitted to use those devices or smart watches for communication purposes.
 - i. First Offense - verbal and written warning.
 - ii. Second Offense - coach will sit inside with no interactions or communication for the remainder of the current game (if before mid-game break) or the entire next game (if after mid game break). If the coach repeats the infraction again, they will be removed from play and will sit in the spectator seating for the remainder of the event.

SPECIAL AWARDS

The 2025 Susan Galbraith Sportsmanship Awards and the Coaches Awards will be presented between games at a designated time.

NOTE: Rocks and Handles will not be changed
A minimum of 6 ends will be played for all games

**STONE SELECTION – Triple knockout to page playoff
(9 or more teams-odd numbers)**

GAME	LAST STONE	COLOUR
Triple Knockout	<p>Last stone draw will occur (any player)</p> <p>Coin toss will occur a minimum of 35 minutes prior to the game time</p>	<ul style="list-style-type: none"> • Coin toss for colour or 1st/2nd practice
<p>Playoffs</p> <p>A Qualifier vs B Qualifier</p> <p>C Qualifier vs C Qualifier</p>	<p>In the A/B game the A Event winner shall have the choice of Last Stone Advantage OR Colour</p> <p>In the C/C game a coin toss will occur 35 minutes before game time for Colour or practice</p> <p>A last stone draw will occur</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
<p>Semi-Final</p> <p align="center">A/B Finalist vs C/C Winner</p>	<p>The runner up of the A/B game shall be granted Last Stone Advantage OR Colour</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
<p>Final</p> <p align="center">A/B Winner Vs Semi-final Winner</p>	<p>If the winner of the A/B game is the A qualifier then the A qualifier shall have Last Stone Advantage AND Colour</p> <p>If the winner of the A/B game is the B qualifier and the winner of the semi-final is the A qualifier then B qualifier shall have Last Stone Advantage OR Colour.</p> <p>If the winner of the A/ B game is the B qualifier and the winner of the semi-final is the C winner then the B qualifier shall have Last Stone Advantage AND Colour.</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

STONE SELECTION --Round Robin (8 or more teams-even numbers)

GAME	LAST STONE	COLOUR
Round Robin	Last stone draw	<ul style="list-style-type: none"> • Colour will be assigned with the team on the top of the draw delivering the colour that is the top of the scoreboard • The team listed on the top / first in the draw will practice first
Playoff Games 1 vs 1 2 vs 2	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 35 minutes prior to game time for colour or practice A LSD will determine the last stone advantage	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Semi-Final Runner up 1 vs 1 game vs Winner 2 vs 2 game	The runner up of the 1 vs 1 game shall be granted Last Stone Advantage OR colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Final Winner 1 vs 1 game vs Winner Semi-final	The winner of the 1 vs 1 game shall be granted Last Stone Advantage AND colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

STONE SELECTION –Full Round Robin (less than 8 teams)

GAME	LAST STONE	COLOUR
Round Robin	Last stone draw	<ul style="list-style-type: none"> • Colour will be assigned with the team on the top of the draw delivering the colour that is the top of the scoreboard • The team listed on the top / first in the draw will practice first
Playoff Games 1 vs 2 3 vs 4	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 35 minutes prior to game time for colour or practice A LSD will determine the last stone advantage	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Semi-Final Runner up 1 vs 2 game vs Winner 3 vs 4 game	The runner up of the 1 vs 2 game shall be granted Last Stone Advantage OR colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Final Winner 1 vs 2 game vs Winner Semi-final	The winner of the 1 vs 2 game shall be granted Last Stone Advantage AND colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

RME Women of the Rings presented by Case IH

National Championship February 14-23, 2025 at Fort William Gardens, Thunder Bay, Ontario

LOCATION

Millennium Recreation Complex
Pilot Mound, MB
January 21-26, 2025

EVENT CONTACT INFORMATION

Chairperson: Jackie McCannell

CurlManitoba: Elaine Owen

eowen@curlmanitoba.org

CurlManitoba: Sean Grassie

sgrassie@curlmanitoba.org

ACCOMODATIONS

Contact Karen Lewarne at kalewarne1@gmail.com
Ruth Loney at loneyruth66@gmail.com

BANQUET

Location: Pilot Mound CC
January 21, 2025
7:00pm

EVENT TICKETS

TBD

OPENING CEREMONIES

January 22nd 6:45pm
Assemble at 6:30pm

REGISTRATION

Equipment and Competitor Guide will be checked prior to pre-event practice. Game cards will be completed.

FIFTH/REPLACEMENT PLAYERS

The deadline date for naming a replacement player, a fifth player and a coach is January 14, 2025 NOON.

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.

In the round robin the team listed first/top in the draw will deliver the stones shown at the top of the scoreboard and have first practice,

In the Championship round games and the playoff games please refer to the stone selection chart.

Games will be 10 ends.

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

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 21, 2025.

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 21st at 5 pm. Location TBD.

GAME TIME OPERATION

Game procedures and time out procedures can be found on page 3.

PRE-EVENT PRACTICE

There will be a 30 minute pre-event practice on one sheet as assigned.

PRE-GAME PRACTICE/LAST STONE DRAW

Pre-Game practice/Last stone draw procedures can be found on page 6 – page 7.

Each player position is required to throw 2 Last Stone Draws.

TIE BREAKERS

No tie breakers after the round robin.

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

One tiebreaker after the Championship round if finalists cannot be determined by head to head.

Unsolvable 3 way tie for first—cumulative LSD ranking for 1st, 2nd, 3rd.

Unsolvable 3 way tie for second:

- Best cumulative LSD is second finalist
- Next 2 play the tie breaker for third finalist. Team with the better cumulative LSD has choice of colour or practice. Last stone draw will occur for last stone advantage.

Unsolvable 3 way tie for third:

- Best 2 cumulative LSD play the tie breaker for the third finalist. Team with the better cumulative LSD has choice of colour or practice. Last stone draw will occur for last stone advantage.

CHAMPIONSHIP ROUND

The championship round will be a cross over (top three in the Asham Pool will only play the top three teams from the Asham Ultra Force 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.

SEEDING

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

Asham Pool	Seeds	1, 4, 5, 8, 9, 12
Asham Ultra Force 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.

EVENING PRACTICE

Following the last draw every day there will be 30 minutes of practice time available for the teams competing to practice.

In order to obtain practice ice:

1. Speak to the head umpire (prior to the last draw of the day) to secure a sheet of ice
2. Each team will be allowed a 15-minute practice time
3. There will be 2 time slots available
4. Practice is based on time booked. The clock will start 10 minutes after the last game is complete and last for 15 minutes.
5. All players should exit the ice surface and arena within 10 minutes of the last practice time to respect volunteers and ice crew time.

FOR EXAMPLE: If last draw is 7:00 pm, at approximately 10:00 the practice will begin

NOTE: This ice is available for teams still competing in the Championship Round and the Playoff Round ONLY

STONE SELECTION PLAYOFFS

GAME	LAST STONE/COLOUR	STONE SELECTION
<p>Championship Round</p> <p>(round robin record carries forward)</p>	<p>Last stone draw</p> <p>The team with the best win/loss record will have choice of colour AND practice. The draw to the button for last stone advantage using the same format as in the round robin used.</p> <p>If both teams have the same win/loss record, then the team with the lesser Accumulated Last Stone Draw distance will have choice of either colour OR practice. The draw to the button for last stone advantage using the same format as in the round robin.</p>	<ul style="list-style-type: none"> • The stones on the assigned game sheet shall be used
<p>Tie Breaker</p>	<p>Team with the better cumulative LSD has choice of colour OR practice.</p> <p>A LSD will determine the last stone advantage</p>	<ul style="list-style-type: none"> • The stones on the assigned game sheet shall be used
<p>Semi Final</p> <p>2nd place vs 3rd place</p>	<p>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 Last Stone Advantage OR colour</p> <p>If cumulative LSD is used to rank the playoff teams the second place team is awarded choice of colour OR practice and a last stone draw will occur</p> <p>NOTE: Win/loss record comparison does not include any Tie Breaker game</p>	<ul style="list-style-type: none"> • 2 vs 3 game will select stones from any sheet and need not be full set • The game will be played on Sheet B • Handles will not be changed

Final 1st place vs semi final winner	<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>	<ul style="list-style-type: none"> • Stones of a team's colour may be selected from any sheet and need not be full sets • The game will be played on Sheet B • Handles will not be changed
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If a team chooses colour instead of last stone, the other team then has the choice of last stone and first practice, or no last stone and second practice.

NOTE: Minimum of 5 ends must be played in all games

Scenarios

Record/Ranking	Semi	Final
A – 8-0 B - 7-1 C - 6-2	B Last Stone Advantage AND colour.	A Last Stone Advantage AND colour.
A – 8-0 C – 6-2 B – 6-2 (C beat B)	C Last Stone Advantage OR colour.	A Last Stone Advantage AND colour.
B – 7-1 A – 7-1 C – 6-2 (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 – 6-2 B – 6-2 C – 6-2 (A beat B & C, B beat C)	B Last Stone Advantage OR colour.	A Last Stone Advantage OR colour.
B – 6-2 C – 6-2 A – 6-2 LSD ranking used	C colour practice and LSD for hammer	B Last Stone Advantage OR colour.

VITERRA

National Championship February 28-March 9, 2025 at
Prospera Place, Kelowna, BC

**NOTE: CurlManitoba has a 100th anniversary crest that MUST be displayed on all team jackets and shirts on the RIGHT CHEST
The sponsor crest MUST be displayed on the LEFT CHEST**

LOCATION

Stride Place
Portage la Prairie, MB
February 4-9, 2025

EVENT CONTACT INFORMATION

Chairperson: Rob Gemmell
Dean Moxham

CurlManitoba: Erika Radosevic
eradosevic@curlmanitoba.org

ACCOMODATIONS

Please contact hotels directly:
Microtel 204-400-5083 Manager Skye
Canad Inns 204-857-9745
Super 8 204-857-8883 Manager Frankie
Barker Suites 204-428-6030 Manager Kayla or Curtis

BANQUET

Location CanadInns, Portage
Cocktails 4:45pm
Dinner 5:45pm

EVENT TICKETS

Full Event Passes	\$150
Per Day Passes	\$50
Wednesday to Friday per draw	\$20
Saturday and Sunday per draw	\$25
Under 12 with paid adult	Free

OPENING CEREMONIES

Wednesday, February 5th at 7pm
Please be in curling attire and lined between 6:30-6:45pm

REGISTRATION

Equipment and Competitor Guide will be checked prior to pre-event practice. Game cards will be completed.

FIFTH/REPLACEMENT PLAYERS

The deadline date for naming a replacement player, a fifth player and a coach is January 28, 2025 NOON.

FORMAT

Thirty-Two Team Modified Knock Out:

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

Games will be 10 ends.

TEAM MEETING

A mandatory team meeting will be held immediately following the pre-event practice February 4th at 5:15pm. Location TBD.

GAME TIME OPERATION

Game procedures and time out procedures can be found on page 3.

PRE-EVENT PRACTICE

There will be a 30 minute pre-event practice on one sheet as assigned.

PRE-GAME PRACTICE/LAST STONE DRAW

Pre-Game practice/Last stone draw procedures can be found on page 6 – page 7.

SEEDING

Seeding will be emailed to all the team contacts 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.

EVENING PRACTICE

Following the last draw every day there will be 30 minutes of practice time available for the teams competing to practice.

In order to obtain practice ice:

1. Speak to the head umpire (prior to the last draw of the day) to secure a sheet of ice
2. Each team will be allowed a 15-minute practice time
3. There will be 2 time slots available
4. Practice is based on time booked. The clock will start 10 minutes after the last game is complete and last for 15 minutes.
5. All players should exit the ice surface and arena within 10 minutes of the last practice time to respect volunteers and ice crew time.

FOR EXAMPLE: If last draw is 7:00 pm, at approximately 10:00 the practice will begin

NOTE: This ice is available for teams still competing ONLY

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 2025 Viterra Championship.

STONE SELECTION

GAME	LAST STONE	STONE SELECTION
32 team Games	<p>Last stone draw (any player)</p> <p>Coin toss will occur a minimum of 35 minutes prior to the game time</p>	Coin toss for colour or 1 st /2 nd practice
8 Team Games Final Eight	<p>Loss records will be compared, the team with the better loss record will have choice of Last Stone Advantage OR Colour. Teams choosing last stone will practice first.</p> <p>OR</p> <p>If the teams loss records are tied a coin toss will occur for choice of practice OR colour and an LSD will determine last stone advantage</p>	<p>No stone selection</p> <p>The stone on the assigned game sheet shall be used</p>
<p>Playoff</p> <p>1 vs 2 3 vs 4</p>	<p>Loss records will be compared, the team with the better loss record will have choice of Last Stone Advantage OR colour. Teams choosing last stone will practice first.</p> <p>OR</p> <p>If the teams loss records are tied, a coin toss will occur for choice of practice OR colour and a LSD will occur</p> <p>The coin toss will occur a minimum of one hour prior to the game time</p>	<p>1 vs 2 game will select stones from sheet C and B. Stones can be chosen from sheet E in even years The game will be played on Sheet C</p> <p>3 vs 4 game will select stones from sheets A and D. Stones can be chosen from sheet E in odd years The game will be played on sheet D</p> <p>Handles will not be changed</p>
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 and have first practice	<p>Stones of a team's colour may be selected from any sheet and need not be full sets</p> <p>Handles will not be changed</p>

	<p>If the runner up from the 1 vs 2 game has the same or worse 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</p> <p>Teams choosing Last Stone Advantage will practice first.</p>	
Final in page playoff	<p>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 and have first practice</p> <p>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. Teams choosing Last Stone Advantage will practice first.</p> <p>A coin toss will occur for colour.</p> <p>The coin toss will occur a minimum of one hour prior to the game time.</p>	<p>Stones of a team's colour may be selected from any sheet and need not be full sets.</p> <p>Handles will not be changed.</p>

Stones will be chosen 1 hour prior to playoff and semi-final games.
Stones will be chosen 2 hours prior to the final game.

In all scenarios, if a team chooses colour instead of last stone, the other team then has the choice of last stone and first practice, or no last stone and second practice.

NOTE: Minimum of 5 ends must be played in all games

STRATHCONA TRUST SENIOR MEN PHARMASAVE SENIOR WOMEN

National Championship December 1-6, 2025 at Ottawa Hunt
& Golf Club, Ottawa, Ontario

LOCATION

East St Paul Curling Club
March 19-24, 2025

EVENT CONTACT INFORMATION

Chairperson: Donna Smiley
dcsmiley59@gmail.com
CurlManitoba: Sean Grassie
sgrassie@curlmanitoba.org

ACCOMODATIONS

TBD

BANQUET/ Cocktail Party

Cocktail parties are to introduce the teams and honor the event sponsors

EVENT TICKETS

TBD

REGISTRATION

Equipment and Competitor Guide will be checked prior to pre-event practice. Game cards will be completed.

ELIGIBILITY

All four players must be Canadian citizens, residents of Manitoba and members of CurlManitoba. All four players must be 50 years of age or over on June 30, 2025. Born June 30, 1975 or earlier.

FIFTH/REPLACEMENT PLAYERS

The deadline date for naming a replacement player, a fifth player and a coach is March 12 , 2025 NOON.

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 game and the second and third place team in each pool will play a cross over game with the winners advancing to the 2 vs 2 game.

If teams cannot be determined by head to head, LSD will be used to determine placement Games will be 8 ends and a mandatory minimum of 4 ends must be played.

SENIOR WOMEN Open Entry:

The competition for Senior Women will be open entry. Format to be determined once entries close.

Format Options:

If entries are 8 teams or more and an even number the draw will be pools where the teams play all the teams in the pool and then advance to the playoffs. If there are 8 teams a double round robin will be played.

If entries are less than 8 teams the format will be a full round robin and then advance to playoffs.

If entries are 9 teams or more and an odd number the format will be triple knock out. Games will be 8 ends and a mandatory minimum of 4 ends must be played.

QUESTION AND ANSWER

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

The question and answer period is NOT mandatory. The question and answer period will be held March 19th at 6:00pm sharp.

GAME TIME OPERATION

Game procedures and time out procedures can be found on page 3.

PRE-EVENT PRACTICE

There will be a 30 minute pre-event practice on one sheet as assigned.

PRE-GAME PRACTICE/LAST STONE DRAW

Pre-Game practice/Last stone draw procedures can be found on page 6 – page 7.

In the Men's competition, each player position is required to throw 2 Last Stone Draws.

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.

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 playoff format will be determined once entries close.

SEEDING

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

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

If the draw is not a pool format the seeding will be placed in the draw as follows:
1vs 16, 2 vs 15, 3 vs 14, 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 Playoff –WOMEN **Round Robin (less than 8 teams-any number)**

Semi Final 2nd place team VS 3rd place team	The team in second place shall have the choice of Last Stone Advantage OR colour	<ul style="list-style-type: none">• No stone selection• The stone on the assigned game sheet shall be used
Final 1st place team Vs Winner of the semi-final	The team in first place shall be granted Last Stone Advantage AND colour and will practice first.	<ul style="list-style-type: none">• No stone selection• The stone on the assigned game sheet shall be used

STONE SELECTION Playoffs – WOMEN
Triple knockout (9 or more teams-odd number)

GAME	LAST STONE	COLOUR
Triple Knockout	<p>Last stone draw will occur (any player)</p> <p>Coin toss will occur a minimum of 35 minutes prior to the game time</p>	<ul style="list-style-type: none"> • Coin toss for colour or 1st/2nd practice
<p>Playoffs</p> <p>A Qualifier vs B Qualifier C Qualifier vs C Qualifier</p>	<p>In the A/B game the A Event winner shall have the choice of Last Stone Advantage OR Colour</p> <p>In the C/C game a coin toss will occur 35 minutes before game time for Colour or practice</p> <p>A last stone draw will occur</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
<p>Semi-Final</p> <p style="text-align: center;">A/B Finalist vs C/C Winner</p>	<p>The runner up of the A/B game shall be granted Last Stone Advantage OR Colour</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
<p>Final</p> <p style="text-align: center;">A/B Winner Vs Semi-final Winner</p>	<p>If the winner of the A/B game is the A qualifier then the A qualifier shall have Last Stone Advantage AND Colour</p> <p>If the winner of the A/B game is the B qualifier and the winner of the semi-final is the A qualifier then B qualifier shall have Last Stone Advantage OR Colour.</p> <p>If the winner of the A/ B game is the B qualifier and the winner of the semi-final is the C winner then the B qualifier shall have Last Stone Advantage AND Colour.</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

STONE SELECTION Playoffs—WOMEN
Round Robin (8 or more teams-even number)

GAME	LAST STONE	COLOUR
Playoff Games 1 vs 1 2 vs 2	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 35 minutes prior to game time for colour or practice A LSD will determine the last stone advantage	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Semi-Final Runner up 1 vs 1 game vs Winner 2 vs 2 game	The runner up of the 1 vs 1 game shall be granted Last Stone Advantage OR colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Final Winner 1 vs 1 game vs Winner Semi-final	The winner of the 1 vs 1 game shall be granted Last Stone Advantage AND colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

Note: Handles will not be changed

A minimum of 4 ends must be played in all games

STONE SELECTION PLAYOFFS -- MEN

GAME	LAST STONE	COLOUR
<p>Crossover Games</p> <p style="text-align: center;">Asham Pool 2nd vs Asham Ultra Force Pool 3rd</p> <p style="text-align: center;">Asham Pool 3rd vs Asham Ultra Force Pool 2nd</p>	<p>If one team has a better win/loss record the team shall have the choice of practice or colour</p> <p>If both teams have the same win/loss record a coin toss will occur 35 minutes prior to game time for colour or practice</p> <p>A LSD will determine the last stone advantage.</p>	<ul style="list-style-type: none"> • The stone on the assigned game sheet shall be used
<p>Playoff Game</p> <p style="text-align: center;">Asham Pool 1st place vs Asham Ultra Force Pool 1st place</p> <p style="text-align: center;">Crossover game winners 2 vs 2</p>	<p>If a team has a better win/loss record that team shall have the choice of practice OR colour</p> <p>If both teams have the same win/loss record a coin toss will occur 35 minutes prior to game time for colour OR practice</p> <p>A LSD will determine the last stone advantage.</p>	<ul style="list-style-type: none"> • The stone on the assigned game sheet shall be used
<p>Semi-Final</p> <p style="text-align: center;">Runner up 1 vs 1 game vs Winner 2 vs 2 game</p>	<p>The runner up of the 1 vs 1 game shall be granted Last Stone Advantage OR colour</p>	<ul style="list-style-type: none"> • The stone on the assigned game sheet shall be used
<p>Final</p> <p style="text-align: center;">Winner 1 vs 1 game vs Winner Semi-final game</p>	<p>The winner of the 1 vs 1 game shall be granted Last Stone Advantage AND colour</p>	<ul style="list-style-type: none"> • The stone on the assigned game sheet shall be used

Note: Handles will not be changed

A minimum of 4 ends must be played in all games

MANITOBA CREDIT UNIONS MASTER MEN AND MASTER WOMEN

National Championship March 30-April 6, 2025 Northern Ontario

LOCATION

Gimli Curling Club
February 11-16, 2025

EVENT CONTACT INFORMATION

Chairperson: Ted Hoplock
fasteddy100@hotmail.com
CurlManitoba: Sean Grassie
sgrassie@curlmanitoba.org

ACCOMODATIONS

Gimli Lakeview Resort
10 Centre St, Gimli, MB
Phone: 204-642-8565
Booking reference – CurlManitoba

BANQUET/COCKTAIL RECEPTION TBD

Cocktail parties are to introduce the teams and honor the event sponsors

EVENT TICKETS TBD

REGISTRATION

Equipment and Competitor Guide will be checked prior to pre-event practice. Game cards will be completed.

ELIGIBILITY

All four players must be Canadian citizens, residents of Manitoba and members of CurlManitoba. All four players must be 60 years of age or older on December 31, 2024. Born December 31, 1964 or earlier.

FIFTH/REPLACEMENT PLAYERS

The deadline date for naming a replacement player, a fifth player and a coach is February 4, 2025 NOON.

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 game and the second and third place team in each pool will play a cross over game with the winners advancing to the 2 vs 2 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. Format to be determined once entries close.

All games will be 8 ends and a mandatory minimum of 4 ends must be played.

A bell will ring at 2 hours which indicates the last end of the game is in progress. **NEW**

QUESTION AND ANSWER

A question and answer will be held prior to the cocktail party at 6:30pm February 11, 2025

The Question and Answer period is not mandatory.

GAME TIME OPERATION

Game procedures and time out procedures can be found on page 3.

PRE-EVENT PRACTICE

There will be a 30 minute pre-event practice on one sheet as assigned.

PRE-GAME PRACTICE/LAST STONE DRAW

Pre-Game practice/Last stone draw procedures can be found on page 6 – page 7.

In the Men's competition, each player position is required to throw 2 Last Stone Draws.

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

To be determined once entries close.

SEEDING

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

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

If the draw is not a pool format the seeding will be placed in the draw as follows:
1 vs 16, 2 vs 15, 3 vs 14, 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 PLAYOFFS—WOMEN
5 or less team entered**

GAME	LAST STONE	COLOUR
Final	The team in first place shall be granted Last Stone Advantage AND colour and will practice first.	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

Note: Handles will not be changed

Minimum of 4 ends will be played for all games

**STONE SELECTION PLAYOFFS—WOMEN
More than 5 team entered**

GAME	LAST STONE	COLOUR
Semi Final 2nd place team VS 3rd place team	The team in second place shall have the choice of Last Stone Advantage OR colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Final 1st place team Vs Winner of the semi-final	The team in first place shall be granted Last Stone Advantage AND colour and will practice first.	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

Note: Handles will not be changed

Note: Minimum of 4 ends will be played for all games

STONE SELECTION PLAYOFFS -- MEN

GAME	LAST STONE	COLOUR
<p>Crossover Games</p> <p style="text-align: center;">Asham Pool 2nd vs Asham Ultra Force Pool 3rd</p> <p style="text-align: center;">Asham Pool 3rd vs Asham Ultra Force Pool 2nd</p>	<p>If one team has a better win/loss record the team shall have the choice of practice or colour</p> <p>If both teams have the same win/loss record a coin toss will occur 35 minutes prior to game time for colour or practice</p> <p>A LSD will determine the last stone advantage.</p>	<ul style="list-style-type: none"> The stone on the assigned game sheet shall be used
<p>Playoff Game</p> <p style="text-align: center;">Asham Pool 1st place vs Asham Ultra Force Pool 1st place</p> <p style="text-align: center;">Crossover game winners 2 vs 2</p>	<p>If a team has a better win/loss record that team shall have the choice of practice OR colour</p> <p>If both teams have the same win/loss record a coin toss will occur 35 minutes prior to game time for colour OR practice</p> <p>A LSD will determine the last stone advantage.</p>	<ul style="list-style-type: none"> The stone on the assigned game sheet shall be used
<p>Semi-Final</p> <p style="text-align: center;">Runner up 1 vs 1 game vs Winner 2 vs 2 game</p>	<p>The runner up of the 1 vs 1 game shall be granted Last Stone Advantage OR colour</p>	<ul style="list-style-type: none"> The stone on the assigned game sheet shall be used
<p>Final</p> <p style="text-align: center;">Winner 1 vs 1 game vs Winner Semi-final game</p>	<p>The winner of the 1 vs 1 game shall be granted Last Stone Advantage AND colour</p>	<ul style="list-style-type: none"> The stone on the assigned game sheet shall be used

Note: Handles will not be changed

Note: Minimum of 4 ends will be played for all games

DYNASTY MIXED DOUBLES

National Championship March 16-21, 2025 at Gerard
Gallant Arena & Silver Fox Curling Club, Summerside,
PEI

LOCATION

Neepawa Curling Club
February 13-17, 2025

EVENT CONTACT INFORMATION

Chairperson:

CurlManitoba: Erika Radosevic
eradosevic@curlmanitoba.org

ACCOMODATIONS

TBD

REGISTRATION

Equipment and Competitor Guide will be checked prior to the team's first pre-game practice.
Game cards will be completed.

REPLACEMENT PLAYERS

The deadline date for naming a replacement player and a coach is March 6, 2025 NOON.

FORMAT

Mixed Doubles is open entry. The format will be a triple knockout. Games will be 8 ends.
Two stones will be designated for placement.
Teams may choose five stones from the six remaining stones for each end.

QUESTION AND ANSWER

The question and answer period time, location and date TBD.

TIME OUTS

Game procedures and time outs can be found on page 3.

PRE-EVENT PRACTICE

There will be no pre-event practice.

PRE-GAME PRACTICE/LAST STONE DRAW

Pre-Game practice/Last stone draw procedures can be found on page 6 – page 7.

PLAYOFF

The playoff will be single knockout with eight teams.

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.

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

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.

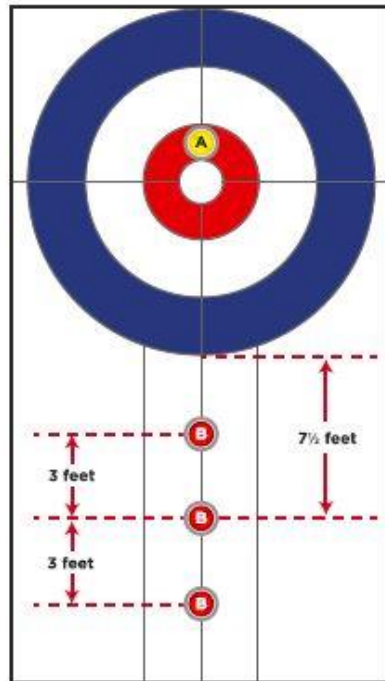
STONE PLACEMENT

Two stones are designated for placement. The players will set up their own stones at the designated spots. The teams may choose from the six remaining stones which stones they will deliver in each end.

RULES

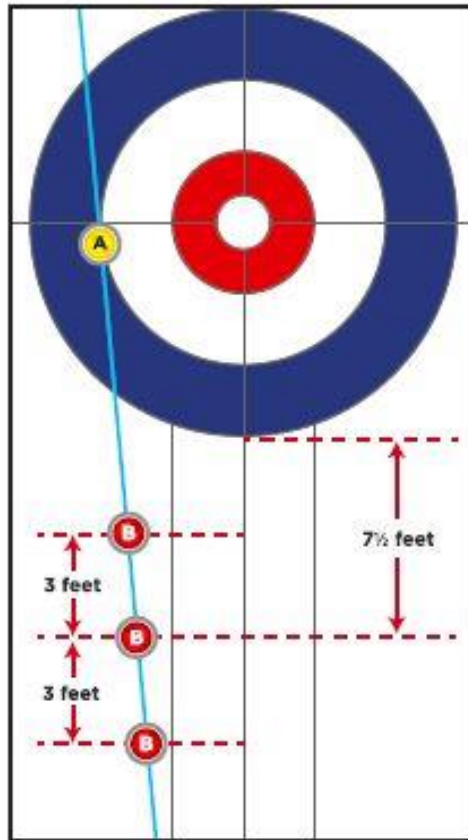
1. A team is composed of two players, one male, and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both athletes playing for the entire game.
2. The scoring shall be the same as in a regular game of curling. The "positioned" stones that are placed 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 that 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

6. Once per game, each team with last stone, has the option to place the stones in a "power play" position. The in-house stone of the team with last stone in that end is placed with the back edge of the stone on the tee line, splitting the 8 foot and the 12 foot circle. The guard is positioned from the centre-line to a direct line between the middle of the in-house stone and the middle of the delivering hack. The in-house stone will be directly behind the guard. The team calling the power play can decide which side of the house they would like the stones placed. A "power play" cannot be called in an extra end.



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

Stone Selection Playoffs (triple)
17 or more teams-- 8 qualifiers single knockout

GAME	LAST STONE	COLOUR
Playoff Round, Semi-Final, Final	<p>The team that finished higher in the qualifying event play will have choice of Last Stone Advantage or Colour.</p> <p>If teams are tied (qualified in the same event) for placement a coin toss will occur for choice of practice or colour. An LSD will occur.</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

13-16 teams--6 qualifiers single knockout

GAME	LAST STONE	COLOUR
Playoff Round, Semi-Final, Final	<p>The team that finished higher in the qualifying event play will have choice of Last Stone Advantage or Colour.</p> <p>If teams are tied (qualified in the same event) for placement a coin toss will occur for choice of practice or colour. An LSD will occur.</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

12 and under teams--4 qualifiers page playoff

GAME	LAST STONE	COLOUR
Playoffs A Qualifier vs B Qualifier C Qualifier vs C Qualifier	In the A/B game the A Event winner shall have the choice of Last Stone Advantage OR Colour In the C/C game a coin toss will occur 35 minutes before game time for Colour or practice A last stone draw will occur	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Semi-Final A/B Finalist vs C/C Winner	The runner up of the A/B game shall be granted Last Stone Advantage OR Colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Final A/B Winner vs Semi-final Winner	If the winner of the A qualifier vs B qualifier is the A qualifier then the A qualifier shall have Last Stone Advantage AND Colour If the winner of the A qualifier vs B qualifier is the B qualifier and the winner of the semi-final is the A qualifier then B qualifier shall have Last Stone Advantage OR Colour. If the winner of the A qualifier vs B qualifier is the B qualifier and the winner of the semi-final is the C winner then the B qualifier shall have Last Stone Advantage AND Colour.	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

Junior U20 Mixed Doubles Provincial Championship

U21 National Championship TBD

LOCATION

Assiniboine Memorial Curling Club
March 13-16, 2025

EVENT CONTACT INFORMATION

Chairperson: Guy Langlois
Guy.langlois@crlamcc.com
CurlManitoba: Erika Radosevic
eradosevic@curlmanitoba.org

ELIGIBILITY

All four players must be residents of Manitoba and members of CurlManitoba.
All four players must be 19 years of age and under on June 30, 2025, born July 1, 2005 or later.

REGISTRATION

Equipment and Competitor Guide will be checked prior to the team's first pre-game practice.
Game cards will be completed.

REPLACEMENT PLAYERS

The deadline date for naming a replacement player and a coach is March 6, 2025 NOON.

PLAYOFF

The playoff will be single knockout with eight teams.

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.

FORMAT

Mixed Doubles is open entry. The format will be determined once entries close.

TEAM MEETING

A mandatory team meeting will be held date, location and time TBD.
During the event questions can be directed to the umpires.

TIME OUTS

Game procedures and time outs can be found on page 3.

PRE-EVENT PRACTICE

There will be no pre-event practice.

PRE-GAME PRACTICE/LAST STONE DRAW

Pre-Game practice/Last stone draw procedures can be found on page 6 – page 7.

TIE BREAKERS

No tie breakers after the round robin.

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

PLAYOFF

The playoff format will be determined once entries close.

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 PLACEMENT

Two stones are designated for placement. The players will set up their own stones at the designated spots. The teams may choose from the six remaining stones which stones they will deliver in each end.

RULES

See page 42 for all mixed doubles rules.

Stone Selection Playoffs (triple)
17 or more teams-- 8 qualifiers single knockout

GAME	LAST STONE	COLOUR
Triple Knockout	<p>Last stone draw will occur (any player)</p> <p>Coin toss will occur a minimum of 35 minutes prior to the game time</p>	<ul style="list-style-type: none"> • Coin toss for colour or 1st/2nd practice
<p>Playoffs</p> <p>A Qualifier vs B Qualifier</p> <p>C Qualifier vs C Qualifier</p>	<p>In the A/B game the A Event winner shall have the choice of Last Stone Advantage OR Colour</p> <p>In the C/C game a coin toss will occur 35 minutes before game time for Colour or practice</p> <p>A last stone draw will occur</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
<p>Semi-Final</p> <p style="text-align: center;">A/B Finalist vs C/C Winner</p>	<p>The runner up of the A/B game shall be granted Last Stone Advantage OR Colour</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
<p>Final</p> <p style="text-align: center;">A/B Winner Vs Semi-final Winner</p>	<p>If the winner of the A/B game is the A qualifier then the A qualifier shall have Last Stone Advantage AND Colour</p> <p>If the winner of the A/B game is the B qualifier and the winner of the semi-final is the A qualifier then B qualifier shall have Last Stone Advantage OR Colour.</p> <p>If the winner of the A/ B game is the B qualifier and the winner of the semi-final is the C winner then the B qualifier shall have Last Stone Advantage AND Colour.</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

13-16 teams--6 qualifiers single knockout

GAME	LAST STONE	COLOUR
Playoff Round, Semi-Final, Final	<p>The team that finished higher in the qualifying event play will have choice of Last Stone Advantage or Colour.</p> <p>If teams are tied (qualified in the same event) for placement a coin toss will occur for choice of practice or colour. An LSD will occur.</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

12 and under teams--4 qualifiers page playoff

GAME	LAST STONE	COLOUR
Playoffs A Qualifier vs B Qualifier C Qualifier vs C Qualifier	<p>In the A/B game the A Event winner shall have the choice of Last Stone Advantage OR Colour</p> <p>In the C/C game a coin toss will occur 35 minutes before game time for Colour or practice A last stone draw will occur</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Semi-Final A/B Finalist vs C/C Winner	<p>The runner up of the A/B game shall be granted Last Stone Advantage OR Colour</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Final A/B Winner vs Semi-final Winner	<p>If the winner of the A qualifier vs B qualifier is the A qualifier then the A qualifier shall have Last Stone Advantage AND Colour</p> <p>If the winner of the A qualifier vs B qualifier is the B qualifier and the winner of the semi-final is the A qualifier then B qualifier shall have Last Stone Advantage OR Colour.</p> <p>If the winner of the A qualifier</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

	vs B qualifier is the B qualifier and the winner of the semi-final is the C winner then the B qualifier shall have Last Stone Advantage AND Colour.	
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CHICKEN CHEF 4 PERSON MIXED PROVINCIAL CHAMPIONSHIP

National Championship November 2-8, 2025

LOCATION

Assiniboine Memorial Curling Club
March 13-16, 2025

EVENT CONTACT INFORMATION

Chairperson: Guy Langlois
Guy.langlois@crlamcc.com
CurlManitoba: Erika Radosevic

ACCOMODATIONS

TBD

COCKTAIL PARTY

Friday March 14th at 7:00pm
Cocktail parties are to introduce the teams and honor the event sponsors

REGISTRATION

Equipment and Competitor Guide will be checked prior to the team's first pre-game practice. Game cards will be completed.

ELIGIBILITY

All four players must be Canadian citizens, residents of Manitoba and members of CurlManitoba. No age restrictions.

TEAM MEETING

There will be a mandatory team meeting Friday with the location and time TBD.

FIFTH & SIXTH/REPLACEMENT PLAYERS

The deadline date for naming a replacement player, a fifth player and a coach is March 6, 2025 NOON.

FORMAT

1. Four person Mixed curling must always have four players participating in a game 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 of the same gender 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 2024-2025 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.

GAME TIME OPERATION

Game procedures and time out procedures can be found of page 3.

PRE-EVENT PRACTICE

There will be a 30 minute pre-event practice on one sheet as assigned.

PRE-GAME PRACTICE/LAST STONE DRAW

Pre-Game practice/Last stone draw procedures can be found on page 6 – page 7.

PLAYOFF

The format will be a page playoff with one team advancing from A event, one team advancing from B Event and 2 teams advancing from C event.

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 SELECTION PLAYOFFS

GAME	LAST STONE	COLOUR
Triple Knockout	<p>Last stone draw will occur (any player)</p> <p>Coin toss will occur a minimum of 35 minutes prior to the game time</p>	<ul style="list-style-type: none"> Coin toss for colour or 1st/2nd practice
<p>Playoffs</p> <p>A Qualifier vs B Qualifier C Qualifier vs C Qualifier</p>	<p>In the A/B game the A Event winner shall have the choice of Last Stone Advantage OR Colour</p> <p>In the C/C game a coin toss will occur 35 minutes before game time for Colour or practice A last stone draw will occur</p>	<ul style="list-style-type: none"> No stone selection The stone on the assigned game sheet shall be used
<p>Semi-Final</p> <p style="text-align: center;">A/B Finalist vs C/C Winner</p>	<p>The runner up of the A/B game shall be granted Last Stone Advantage OR Colour</p>	<ul style="list-style-type: none"> No stone selection The stone on the assigned game sheet shall be used
<p>Final</p> <p style="text-align: center;">A/B Winner Vs Semi-final Winner</p>	<p>If the winner of the A/B game is the A qualifier then the A qualifier shall have Last Stone Advantage AND Colour</p> <p>If the winner of the A/B game is the B qualifier and the winner of the semi-final is the A qualifier then B qualifier shall have Last Stone Advantage OR Colour.</p> <p>If the winner of the A/ B game is the B qualifier and the winner of the semi-final is the C winner then the B qualifier shall have Last Stone Advantage AND Colour.</p>	<ul style="list-style-type: none"> No stone selection The stone on the assigned game sheet shall be used

Seagram's Whiskey CURLING CLUB

National Championship November 16-22, 2025

LOCATION

St Vital Curling Club
April 3-6, 2025

EVENT CONTACT INFORMATION

Chairperson:

CurlManitoba: Sean Grassie
sgrassie@curlmanitoba.org

ACCOMODATIONS

TBD

COCKTAIL PARTY/BANQUET

Cocktail parties are to introduce the teams and honor the event sponsors

EVENT TICKETS

TBD

REGISTRATION

Equipment and Competitor Guide will be checked prior to the team's first pre-game practice. Game cards will be completed.

NEW CURLING CLUB ELIGIBILITY 2024-2025 in Manitoba

Team Composition:

1. A team must register the event with minimum 4 curlers.
2. All team members must be an affiliated member of CurlManitoba and registered member of the **same curling club**, paying a full league fee and playing regularly in a league. These qualifications may be verified by CurlManitoba. It is the responsibility of the home club to provide an accurate verification if requested by CurlManitoba. Clarity regarding definition of "league" can be received from CurlManitoba.
3. Players now **WILL NOT** be required to curl on the same team within their curling club league.

Alternate Player (5th):

An alternate or 5th player can play any position on the team.

Competitive Player exemption:

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 (2023-2024, 2022-2023, 2021-2022) 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 ineligible if.....
Manitoba	You finish 8th or better in The Men's Championship. OR You finish 4th or better at the following championships (U18 Championships, U21, Women's Championship) Senior, Masters, Mixed and Mixed Doubles have no restrictions. Competitors who competed in the previous season's National Championship are ineligible

Additional Rules:

All four (4) competitors and any 5th or spare player must be bona fide residents within the geographical area of CurlManitoba (unless granted an exception by CurlManitoba).

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 CurlMantoba accepts the competitor as a 5th player or spare player.

CurlManitoba reserves the right to determine the number of teams qualifying from each club.

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.

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. A spare must play lead.

A team with a registered 5th player **may not** add a spare or replacement player.

FIFTH/REPLACEMENT PLAYERS

The deadline date for naming a replacement player, a fifth player and a coach is March 28, 2025 Noon.

FORMAT

The competition shall consist of two groups of six teams with each group competing in a round robin competition where three teams advance to the playoffs.

Pool A 2nd vs Pool B 3rd; Pool A 3rd vs Pool B 2nd with the winners advancing to the semi-final against the first place teams from each pool.

TEAM MEETING

A mandatory team meeting will be held for the **men** on Thursday April 4th at 5:00pm and for the **women** on Thursday April 4th at 8:00PM.

GAME TIME OPERATION

Game procedures and time outs can be found on page 3.

PRE-EVENT PRACTICE

There will be a 30 minute pre-event practice on one sheet as assigned.

PRE-GAME PRACTICE/LAST STONE DRAW

Pre-Game practice/Last stone draw procedures can be found on page 6 – page 7.

Each player position is required to throw 2 Last Stone Draws.

TIE BREAKER

There will be no tiebreakers.

PLAYOFF

The playoff will be the second place team in one pool playing the third place team in the other pool. The winners will advance to play the first place teams.

SEEDING

Teams are not seeded.

TIME CLOCKS

CurlManitoba uses CurlTime system for timing. It is available at [link](#)

STONE SELECTION

GAME	LAST STONE	COLOUR
Round Robin	Last stone draw	<ul style="list-style-type: none"> • Colour will be assigned with the team on the top of the draw delivering the colour that is the top of the scoreboard • The team listed on the top / first in the draw will practice first
<p>Crossover Games</p> <p style="text-align: center;">Asham Pool 2nd vs Asham Ultra Force Pool 3rd (game 1)</p> <p style="text-align: center;">Asham Pool 3rd vs Asham Ultra Force Pool 2nd (game 2)</p>	<p>If one team has a better win/loss record the team shall have the choice of practice or colour</p> <p>If both teams have the same win/loss record a coin toss will occur for colour or practice</p> <p>The coin toss will occur 35 minutes prior to game</p> <p>A LSD will determine the last stone advantage</p>	<ul style="list-style-type: none"> • The stone on the assigned game sheet shall be used
<p>Semi-Final</p> <p style="text-align: center;">Asham Pool 1st place Vs Winner of Game 2</p> <p style="text-align: center;">Asham Ultra Force Pool 1st place Vs Winner of Game 1</p>	<p>Teams ranked 1 in each pool will have the choice of Last Stone Advantage OR colour.</p> <p>The team with last stone shall practice first</p>	<ul style="list-style-type: none"> • The stone on the assigned game sheet shall be used
Final	<p>If one team has a better win/loss record the team shall have the choice of practice or colour</p> <p>If both teams have the same win/loss record a coin toss will occur for colour or practice</p> <p>The coin toss will occur 35 minutes prior to game</p> <p>A LSD will determine the last stone advantage</p>	<ul style="list-style-type: none"> • The stone on the assigned game sheet shall be used

APPENDIX A

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**

APPENDIX B

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.