



Curl Manitoba

2024-2025

COMPETITOR GUIDE



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PROVINCIAL CHAMPIONSHIP (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.

Rules

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 in the first end regardless of the outcome of 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

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

Best Western Plus
Morden, MB
1-204-822-6116
Rooms booked under Pilot Mound Curling Club -
RME Women of the Rings Confirmation #1421

BANQUET

Location: Pilot Mound CC
January 21, 2025
5:30 pm cocktails
6:00 pm supper
4 player tickets
1 listed coach ticket
Extra tickets \$40.00

EVENT TICKETS

\$150 event pass
\$ 40 day pass
\$ 20 evening draw
Tickets purchased at the door will be cash only
Contact--pmrockies25@gmail.com

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 upstairs at the Pilot Mound Curling Club on January 21st at 5pm.

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.

Each player position is required to throw 2 Last Stone Draws. One clockwise and one counter clockwise.

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.

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.