YOUTH JAMBOREE
FORT GARRY CURLING CLUB
APRIL 2-4, 2026

NO OUTSIDE FOOD OR DRINK ALLOWED

PLEASE respect the facility! Garbage in the garbage cans, equipment kept out of the walkways, and do not damage anything. Most people at the club are volunteers so show your appreciation for the use of their facility.
The DRAW on our website is the official draw. There will also be a draw posted at the club. Please check it for ice number and times.
FAIR PLAY ballots for all games are in your package and must be handed in immediately following the game.

RULES

1 Coin toss should occur prior to game time
2. The bell signals the start of the game. If a team is not present at the time of the bell the opposing team will be awarded 1 point.
3. No tick rule is in effect as it is a general rule of curling
4. Front end must stay between the hog lines unless they are delivering
5. Skip is the only person behind the house, third can be behind the house for skip's stones
6. Be aware of pace of play – all teams should be on the same end at the same time
6. Fowl language is not allowed at anytime
7. Stay on your own sheet at all times
9. Extra end will be played if tied

PLAYER POSITIONING:
Only the skip and third are allowed behind the house at any time.
The 2 sweepers **must** stand between the hog lines and along the boards when the opposition is throwing.

GAME FORMAT
U13
- 6 end games
- Recommended that teams play the entire 6 ends
- Bell will be 1 hour and 50 minutes
- No 3rd end break

U15
- 8 end games
- Teams must play 6 ends
- Bell 1 hour and 50 minutes
- All team members will complete a last stone draw immediately after their first win
- No 4th end break

NOTE:
1. An end is complete once the last stone crossed the throwing T-line
2. The bell will ring at 1 hours and 50 minutes, which indicates that the end in progress shall be completed and one more shall be played.

SPARES

1. Spares are allowed.
2. A spare is a temporary player who may play the position of the missing player or lower.
3. Spares must register onsite with the CurlManitoba representative prior to playing. Spares must confirm their date of birth when registering.
4. Spares cannot have competed in any other division of the bonspiel.
5. Following the registration of their four players, should a player(s) be unable to play due to extenuating circumstances (injury, illness) the team will be permitted to use eligible spares to be able to field a team or have the option of continuing with the remaining three players.
6. Three players are required to complete a game.

FAIR PLAY

- Fair Play begins with the strict observance of the written rule; however, in most cases, Fair Play involves something more than even unfailing observance of the written rule. The observance of the spirit of the rules, whether written or unwritten, is important.
- Fair Play results from measuring up to one's own moral standards while engaged in competition.
- Fair Play is consistent demonstration of respect for teammates and opponents, whether they are winning or losing.
- Fair Play is consistent demonstration of respect for umpires, an acceptance of their decisions and a steadfast spirit of collaboration with them.
- Sportsmanlike behaviour should be demonstrated both on and off the ice. This includes modesty in victory and composure in defeat.
- U13 and U15 categories with participate in Fair Play which will be calculated on every teams' first three games.

COACHING

All coaches must be a minimum of 21 Years of Age as of December 31, 2025

- Respect in Sport for Activity Leaders Certification is mandatory
- Prior to the start of competition teams may register a Coach/Adult supervisor
- Certification is not required. However, completion of Club Coach OR Competition Coach Trained is STRONGLY RECOMMENDED.
- Attire for coaches is black or curling pants. No Jeans
- Coaches must wear curling shoes or clean indoor shoes
- Coaches must remain on the ice for the duration of the game to be able to call interactions. You will be reminded twice and then the third you will lose all interactions and exit the ice
- Interaction time includes any travel required

ON ICE COACHING REQUIREMENTS

U13 ON ICE COACHING:

- Interactions are 30-45 seconds in length (including any travel time) – you will be reminded twice and then the third you will lose all interactions and exit the ice
- one (1) interaction per end
- one (1) coach interaction per extra end
- Unused interactions cannot be carried over
- **The coach of the team who called to interaction may enter the playing area to assist their team**
- 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
- Interactions can be called by anyone on the team in control of the house or their coach. If a player wants an interaction, they must signal a T with their hands when their team is in control of the house. If the coach is calling an interaction they can vocalize to the player in control of the house. If anyone signals for an interaction, the team must use an interaction.
- Coaches are responsible for keeping track and policing the number of interactions used by opposing coach
- Coaches must only travel along the sidelines, and they must wear suitable footwear to be on the ice.
- No hand gestures or talking except during an interaction

U15 ON ICE COACHING:

- Interactions are 30-45 seconds in length (including any travel time) – you will be reminded twice and then the third you will lose all interactions and exit the ice
- one (1) interaction per end
- one (1) coach interaction per extra end
- Unused interactions cannot be carried over
- **The coach of both teams must remain on the backboards**
- 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
- Interactions can be called by anyone on the team in control of the house or their coach. If a player wants an interaction, they must signal a T with their hands when their team is in control of the house. If the coach is calling an interaction they can vocalize to the player in control of the house. If anyone signals for an interaction, the team must use an interaction.
- Coaches are responsible for keeping track and policing the number of interactions used
- Coaches must only travel along the sidelines, and they must wear suitable footwear to be on the ice.
- No hand gestures or talking except during an interaction
- No entering the house

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