



ASHAM U18

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

National Championship February 8-14, 2026
McIntyre Curling Club, Timmons, ON

BROOM SPECIFICATIONS AS PER World Curling Brushes in Elite Curling

<https://worldcurling.org/brushes/>

NOTE:

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

LOCATION

Riverton Curling Club
December 18-22, 2025

EVENT CONTACT INFORMATION

Chairperson: Shawn Magnusson [jdsagnusson@gmail.com](mailto:jdsmagnusson@gmail.com)

CurlManitoba:

Erika Radosevic

eradosevic@curlmanitoba.org

Elaine Owen

eowen@curlmanitoba.org

ACCOMMODATIONS:

Rooms to be booked through CurlManitoba
A team must be registered to be able to book rooms through Erika

EVENT TICKETS:

Event Passes	\$50.00
Day Passes	\$20.00
Last Draw of the Day	\$10.00

OPENING CEREMONIES:

Friday, December 19th at 7:00pm.
Assemble in curling equipment in the lobby of the curling club by 6:30pm.

REGISTRATION

Equipment and General and Event Specific Competitor Guides will be checked prior to pre-event practice.
Game cards will be completed.

ELIGIBILITY All four players must be a maximum of 17 years of age on June 30, 2025
Born July 1, 2007 or later

FIFTH/REPLACEMENT PLAYERS

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

FORMAT

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

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

Clocks will be set at 32 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

TEAM MEETING

The mandatory team meeting will be held upstairs in the club on December 18th at 2:45pm with a mandatory coaches meeting immediately following.

GAME TIME OPERATION

Please refer to GAME TIME OPERATION in the General Guide for more information.

PRE-EVENT PRACTICE

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

PRE-GAME PRACTICE/LAST STONE DRAW

Please refer to PRE-GAME PRACTICE/LAST STONE DRAW of General Guide for more information.

Pre-Game practice is 9 minutes with 2 different players throwing a draw (one each rotation) for LSD.

If the format is pool play each player position is required to throw 2 Last Stone Draws, one of each rotation. This is not required in Triple knockout format.

Last Stone Draw rotation format by Event			
CW = clockwise CCW = counterclockwise			
Event	# LSD/team	First Practice	Second Practice
All Events	2	1 st stone CW 2 nd stone CCW	1 st stone CW 2 nd stone CCW

TIE BREAKER

There will be no tie-breakers.

Please see TEAM RANKING section of General Guide for more information.

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 24, 2 vs 23, 3 vs 22, 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.

U18 TIMED EVENT ON ICE COACHING RULES 2025-2026

32 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. **While a game is in progress, the coach (and alternate player) may communicate with their team from their position in the coach bench area. This only applies when a team is the non-delivering team.**

Yelling is not allowed. The non-delivering team must not distract the delivering team and must be aware of their player positions.

The position of the members of the non delivering team:

- a) Only the skip or vice-skip, and one other player may be positioned inside the hog line at the playing end. They shall position themselves behind the back line when the delivering team is in the process of delivery. Both players shall be motionless with their brooms positioned in a manner not to interfere with or distract the attention of the player who is in the process of delivery.
- b) The player who is next to deliver may take a stationary position to the side of the sheet behind the hacks at the delivery end. The player shall remain silent and motionless when the delivering team player is in the process of delivery.
- c) The players not taking positions a) or b) shall position themselves between the hog lines and to the extreme sides of the sheet when the delivering team's time clock is running. The players positioned in this area shall remain in single file when the delivering team player is in the process of delivery.

- d) The non-delivering team members shall not take any position or cause such motion that would obstruct, interfere with, or distract any member of the delivering team.

- **Player violation:**

If a violation occurs, the umpire shall allow all stones to come to rest and provide the nonoffending team with the option of: allowing the play to stand, or recommencing the delivery of the stone; or replacing all affected stones as close as possible to their original position and redelivering the stone. In this instance the delivering teams timeclock will not run and the same shot must be called.

- **Coach or alternate violation:**

First offense – the offending person will be removed from the coach bench for that game.

Second Offense – Will result in the team no longer having anyone on the coach bench for the remainder of the event.

- An additional rule is that players must stop talking with their coach before the opposition rock crosses the first hog line to prevent over coaching.

2. **Coach Interactions occur when your team is the delivering team.**

3. U18 coaches will be allowed a maximum of two (2) interactions in the first half of the game and two (2) interactions in the second half of the game.
4. Teams will be given one (1) coach interaction per extra end.
5. Unused interactions cannot be carried over.
6. 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.
7. During a Coach Interaction, coaches may meet with their team either on the backboard or behind the backline, within 2 feet of sideboards. The team calling the interaction gets priority of the position of where they want to meet.
8. 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.
9. Coaches are responsible for keeping track and policing the number of interactions used. Disagreements will be brought forth to the Chief Umpire.
10. Time clocks will run during interactions as normal thinking time.
11. Time between end 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.
12. 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.
13. 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.
 - Coaches may not move from their position during the end unless an interaction has been called. (for example – coaches cannot move to see the house or shot better)
 - If a coach leaves the ice for any reason they cannot return to their assigned seat until the final stone of the end is thrown.
 - 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.

14. 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.
15. 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 but cannot take part during their team's Coach Interactions. The alternate player may not move from their seat during an end. The alternate must be dressed in the team attire.
16. 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).
 - Third Offense - 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.
17. 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).
 - Third Offense - 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 fair play time-out per game. The umpire will be in control of the time frame.
 - (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:

Teams can live stream their own games using their own data (not the curling club Wi-Fi). Please do not set up any recoding equipment within the club. Teams are not permitted to wear microphones.

NOTE: Rocks and Handles will not be changed

A minimum of 4 ends will be played for all gam

STONE SELECTION – Triple knockout to page playoff

GAME	LAST STONE	COLOUR
Triple Knockout	Last stone draw will occur (Any 2 different players) Coin toss will occur a minimum of 35 minutes prior to the game time	• Coin toss for colour or 1st/2nd practice
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 AND Colour AND practice first. 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	• 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 AND Colour AND practice first.	• 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/B game is the A qualifier then the A qualifier shall have Last Stone Advantage AND Colour AND practice first. 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. 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 and practice first.	• No stone selection • The stone on the assigned game sheet shall be used
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**STONE SELECTION --Round Robin 2 Pools
(8 teams or more even numbers)**

GAME	LAST STONE	COLOUR
Round Robin	Last stone draw will occur (Any 2 different players)	• 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 will have choice of colour AND second practice. If both teams have the same win/loss record the team with the less accumulated LSD will have choice of colour OR second practice Last stone draw will occur (Any 2 different players)	• 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	If teams are from the same pool the team with the better win/loss record will have Last Stone Advantage AND colour AND first practice. If teams are from the same pool and have the same record the runner up of the 1 vs 1 game will have choice of Colour AND 2nd practice. If teams are from different pools the team with the better win/loss record will have choice of Colour AND second practice. If teams are from different pools and have the same win/loss record the team with the less accumulated LSD will have choice of colour OR second practice A LSD will determine the last stone advantage (any 2 different players)	• 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 AND practice first.	• No stone selection • The stone on the assigned game sheet shall be used

**STONE SELECTION –Full Round Robin 1 Pool
(less than 8 teams)**

GAME	LAST STONE	COLOUR
Round Robin	Last stone draw will occur (Any 2 different players)	• 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 will have Last Stone Advantage AND choice of Colour AND first practice. If both teams have the same win/loss record the team with the less accumulated LSD will have choice of colour OR second practice A LSD will determine the last stone advantage (any 2 different players)	• 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 team with the better win/loss record will have Last stone advantage AND colour AND first practice. If teams have the same record the runner up of the 1 vs 2 game will have choice of Colour AND 2nd practice. A LSD will determine the last stone advantage (any 2 different players)	• 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 AND first practice.	• No stone selection • The stone on the assigned game sheet shall be used
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