



CurlManitoba

Co-ops of Manitoba JUNIOR Men and Women's Provincial Championship

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

National Championship March 24-April 5, 2026
Gerry Crory Countryside Sports Complex,
Sudbury, ON

**BROOM SPECIFICATIONS AS PER World Curling
Brushes in Elite Curling**
<https://worldcurling.org/brushes/>

**NOTE: Games will be 8 ends with a 4th end break and 32 minutes
thinking time**

LOCATION

Morris Curling Club
February 18-22, 2026

EVENT CONTACT INFORMATION

Chairperson: Serenity Caners
caners.serenity11@gmail.com
Steph Berard
Manager@morriscurlingclub.com

CurlManitoba: Erika Radosevic
eradosevic@curlmanitoba.org
Elaine Owen
ewen@curlmanitoba.org

ACCOMODATIONS

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

BANQUET

February 18, 2026 at 6pm
Morris Multi-plex North Hall
(attached to the curling club)
4 athlete tickets + 1 coach
\$35 for extra ticket
deadline for extra tickets is Feb. 11
Contact Steph Berard for tickets at
manager@morriscurlingclub.com or
call 1-204-746-2271

EVENT TICKETS

Event Pass: \$50
Day Pass: \$15
Last Draw of the Day: \$5
12 & under free
Cash and card accepted

OPENING CEREMONIES

February 19th at 6:30pm

REGISTRATION

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

LOCKERS

Lockers available. Please bring your own lock.

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, 2026. Born July 1, 2005 or later.

FIFTH/REPLACEMENT PLAYERS

The deadline date for naming a replacement player, a fifth player and a coach is February 11, 2026 NOON.

FORMAT

MEN: will be a full round robin of 8 teams with 4 teams advancing to a playoff.

WOMEN: will be 2 pools of 6 teams playing a round robin within their pool with the top 2 teams from each pool advancing.

All games will be 8 ends.

Clocks will be set at 32 minutes. Extra ends clocks will be set to 5 minutes. The draw will be emailed to teams one week prior to the Championship.

TEAM MEETING

The mandatory team meeting will be held at the curling club February 18th at 5pm following practice, upstairs at the curling club 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
Each player position is required to throw 2 Last Stone Draws, one of each rotation.

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 breaker round.

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

PLAYOFFS

Men: Game 1 – 1st vs 2nd. Game 2 3rd vs 4th. Semifinal – runner up of Game 1 vs winner of Game 2. Final – winner of Game 1 vs winner of semifinal.

Women: Game 1 – Asham 1st vs Asham Ultra Force 1st Game 2 – Asham 2nd vs Asham Ultra Force 2nd. Semifinal - Runner up of Game 1 vs winner of Game 2. Final - winner of Game 1 vs semifinal winner.

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: 1 vs 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.

U21 JUNIOR TIMED EVENT ON ICE COACHING RULES 2025-2026

8 end games

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:

- 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.
- 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.
- 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.
- 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.

- **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. U21 coaches will be allowed a maximum of one (1) interaction in the first half of the game and a maximum of one (1) interaction in the second half of the game. These coach interactions can occur in the same end or in different ends.
 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. 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 games.
 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. 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 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.

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

SPECIAL AWARDS

The 2026 Susan Galbraith Sportsmanship Awards and the Coaches Awards will be presented between games at a designated time.

NOTE:

Teams can live stream their own games using their own data (not the curling club Wi-Fi). Please do not set up any recording 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 games**

STONE SELECTION – Women (Round Robin 2 Pools)

GAME	LAST STONE	COLOUR
Round Robin	Last stone draw will occur (Any 2 different players)	<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	<p>If a team has a better win/loss record that team will have choice of colour AND second practice.</p> <p>If both teams have the same win/loss record the team with the less accumulated LSD will have choice of colour OR second practice</p> <p>Last stone draw will occur (Any 2 different players)</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>Runner up 1 vs 1 game vs Winner 2 vs 2 game</p>	<p>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.</p> <p>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.</p> <p>If teams are from different pools the team with the better win/loss record will have the choice of Colour AND second practice.</p> <p>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</p> <p>A LSD will determine the last stone advantage (any 2 different players)</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
<p>Final</p> <p>Winner 1 vs 1 game vs Winner Semi-final</p>	<p>The winner of the 1 vs 1 game shall be granted Last Stone Advantage AND colour AND practice first.</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

STONE SELECTION – Men (Round Robin 1 pool)

GAME	LAST STONE	COLOUR
Round Robin	Last stone draw will occur (Any 2 different players)	<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	<p>If a team has a better win/loss record that team will have Last Stone Advantage AND choice of Colour AND first practice.</p> <p>If both teams have the same win/loss record the higher ranked team will have choice of colour AND second practice</p> <p>A LSD will determine the last stone advantage (any 2 different players)</p>	<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	<p>The team with the better win/loss record will have Last stone advantage AND choice of colour AND first practice.</p> <p>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)</p>	<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 AND first practice.	<ul style="list-style-type: none">• No stone selection• The stone on the assigned game sheet shall be used
--	--	---