



MANITOBA GAMES U15 MEN AND WOMEN

BROOM SPECIFICATIONS AS PER World Curling Brushes in Elite Curling

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

Competition compliant heads are required

LOCATION

Burntwood Curling Club
Thompson, MB

EVENT CONTACT INFORMATION

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ACCOMODATIONS: All athletes, coaches and managers are required to stay in the accommodations provided by Sport Manitoba
<https://www.mbgames.ca/guide-to-games>

OPENING CEREMONIES: Opening and Closing ceremonies information is provided by Sport Manitoba <https://www.mbgames.ca/guide-to-games>

REGISTRATION: Registration is through Sport Manitoba [Registration Instructions](#)

FIFTH/REPLACEMENT PLAYERS

No fifths allowed

UNIFORMS

Hoodies are provided to athletes, coach and manager and it is **mandatory to wear the hoodies for all games. Plain t shirts can be worn if removing the hoodie.**

Hoodies will be distributed at your team's pre-event practice.

FORMAT

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

- Extra end to be played if the game is tied
- An end is complete once the last stone crossed the throwing T-line

As this is a multi-sport event a team completes for their region. The draw is displayed by region.

REGIONS/TEAMS

MEN:	North	Marques
	West 1	Kadigamuwa
	West 2	Stanley
	South 1	Pearase
	South 2	McEwen
	East	Van Ryssel
	Winnipeg Gold	Andersen
	Winnipeg Blue	Brown

Women:	North	McKenzie
	West 1	Snowden
	West 2	Stewart
	South 1	Wiebe
	South 2	McLean
	East	Einarson
	Winnipeg Gold	Jack
	Winnipeg Blue	Reynolds

TEAM MEETING & TEAM PRE-EVENT PRACTICE

U15 Men and Women:

- The team practice time is Monday, March 2nd starting at 9am.
- The mandatory team meeting will be held at the curling club Monday, March 2nd at 10:45am
- On ice coaching

GAME TIME OPERATION

The event will be belled.

- The bell will ring at 1 hours and 50 minutes, which indicates to finish the end and play one more.
- There will be a 20 minute bell that will start immediately after the 1 hour and 50 minute bell and marks the end of the game

PRACTICE ICE/ COIN TOSS

- A coin toss will occur 25 minutes before game time, allowing teams to determine who has choice of practice or stone colour.
- Teams are allowed 7 minutes of practice time.
- First practice will begin 20 minutes prior to game time.
- A bell will ring to signify the beginning and conclusion of each practice session allowing for teams to switch over.

Bell: 20 minutes to start first practice
13 minutes to end first practice
1st team draw for last stone

10 minutes to start second practice
3 minutes to end second practice
2nd team draw for last stone

LAST STONE

- Last stone will be determined by a draw to the button at the completion of the team's practice.
- Two same throws per team with first practice clockwise, second practice counter clockwise.
- Each player must throw one Last Stone Draw.
- All draw measurements will be determined by the Umpires. Please do not remove your stone.

TIE BREAKER

There will be no tie-breakers. Team placement will be determined by the umpires.

PLAYOFFS

The playoff round is shown on the draw.

ON ICE COACHING U15

1 hour and 50 minute bell-finish the end and play one more
20 minute bell starting immediately after the 1 hour and 50 bell marks the end of the game
2 minute 4th end break

1. MANITOBA GAMES 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 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.

9. Coaches will also have two (2) 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.
10. 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.
11. 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.
12. There will be absolutely no talking or body language by the coach 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.
13. 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. 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.
14. 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.

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.

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.

STONE SELECTION --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 or practice will be determined by a coin toss
<p style="text-align: center;">Semi-Final</p> <p style="text-align: center;">GAME 1 1st place in Pool A vs 2nd place in Pool B</p> <p style="text-align: center;">GAME 2 1st place in Pool B vs 2nd place in Pool A</p>	A LSD will determine the last stone advantage (any 2 different players)	<ul style="list-style-type: none"> • Colour or practice will be determined by a coin toss
<p>Placement Games</p> <p>All placement games are shown on the draw</p>	A LSD will determine the last stone advantage (any 2 different players)	<ul style="list-style-type: none"> • Colour or practice will be determined by a coin toss
<p>Finals</p> <p style="text-align: center;">Gold/ Silver Game Winner Game 1 vs Winner Game 2</p> <p style="text-align: center;">Bronze Game Runner Up Game 1 vs Runner Up Game 2</p>	A LSD will determine the last stone advantage (any 2 different players)	<ul style="list-style-type: none"> • Colour or practice will be determined by a coin toss