



MANITOBA GAMES U18 MIXED DOUBLES

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](#)

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.

Time Outs

In order to encourage the involvement of coaches at all levels in the sport of curling, CurlManitoba has a policy of allowing one-90 second Time Out per team.

REGIONS/TEAMS

Mixed Doubles:	North	Huhtula/Ross
	West 1	Leadbeater/Kushniryk
	West 2	Snowden/McCutchin
	South 1	Boutet/Winkler
	South 2	Lanthier/Bitton
	East	Smith/Kowalchuk
	Winnipeg Gold 1	Bertrand-Meadows/Card
	Winnipeg Gold 2	Lagace/Le Heiget
	Winnipeg Blue 1	Buchalter/Buchel
	Winnipeg Blue 2	Reynolds/Andersen

TEAM MEETING & TEAM PRE-EVENT PRACTICE

- The team practice time is Thursday, March 5th starting at 9am and 30 minutes in duration.
- The mandatory team meeting will be held at the curling club Thursday, March 5th at 10:30am.
- 1-90 second time out

GAME TIME OPERATION

The event will be belled.

- The bell will ring at 1 hours and 20 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 20 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 5 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
15 minutes to end first practice
1st team draw for last stone
10 minutes to start second practice
5 minutes to end second practice
2nd team draw for last stone

LAST STONE

- Two same throws per team with first practice clockwise, second practice counter clockwise.
- 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.

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.

MIXED DOUBLES RULES

1. A team is composed of two players, one male, and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both athletes playing for the entire game.

The scoring shall be the same as in a regular game of curling. The "positioned" stones that are placed before the beginning of each end are eligible to be counted in the scoring.

2. Each team shall deliver five stones per end. The player delivering his/her team's first stone of the end must also deliver his/her team's last stone of that end. The other team member shall deliver the team's second, third and fourth stones for that end. The player delivering the first stone can change from end to end.

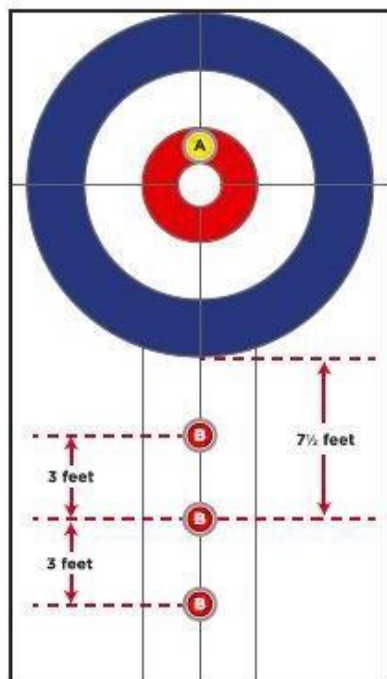
3. Modified Free Guard Zone: no stone in play, including the "positioned" stones and those in the house, can be removed to an out-of-play position prior to the delivery of the fourth stone of an end (the fourth delivered stone is the first stone that can remove stone from play). If there is a violation without exception, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.

4. Before the start of every end (except when the Power Play option is chosen), one team shall place their team's "positioned" stone at the playing end of the sheet in one of two position,

designated A or B. The opponent's "positioned" stone shall then be placed in whichever position (A or B) remains vacant.

A— Placement of the stone is placed so that the stone is bisecting the centre line and the back edge of the stone is aligned with the back edge of the 4-foot circle.

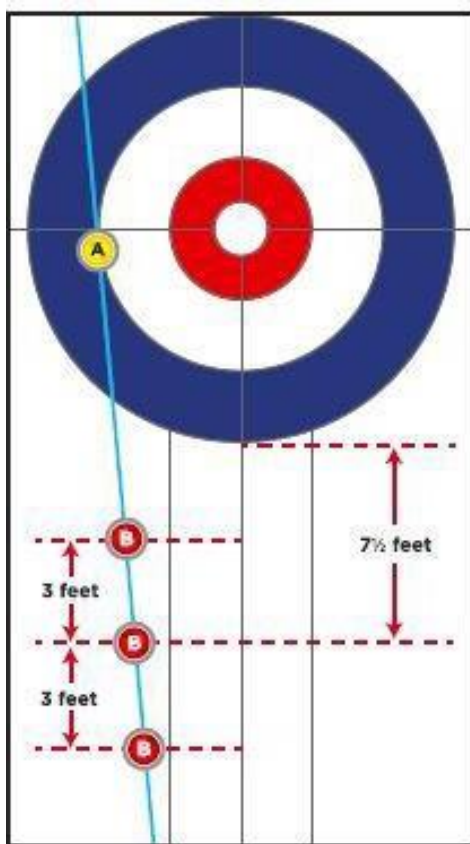
B -- Placement so that the stone is bisecting the centre line and is immediately in front or immediately behind one of the three points in the ice. Teams which mutually agree on the location. Rock placement points are placed on the centre line.



THE POWER PLAY

1. Once per game, each team with last stone, has the option to place the stones in a "power play" position. The in-house stone of the team with last stone in that end is placed with the back edge of the stone on the tee line, splitting the 8 foot and the 12 foot circle.

The guard is positioned from the centre-line to a direct line between the middle of the in- house stone and the middle of the delivering hack. The in-house stone will be directly behind the guard. The team calling the power play can decide which side of the house they would like the stones placed. A "power play" cannot be called in an extra end.



2. The team having the decision on the placement of the “positioned” stone shall be:
 - Team with the best LSD from the pre-game practice will have the choice in the first end.
 - Following the first end, the team that did not score shall have the decision on the placement.
3. If neither team scores in an end, the team that delivered the first stone in that end shall have the decision of placement in the next end.
The team whose “positioned” stone is placed in Position B in both diagrams shall deliver the first stone in that end.
4. If a player delivers a stone out of proper rotation, the delivered stone is removed and any displaced stones are returned to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of the subsequent stone, play continues as if the infraction had not occurred.

Game Procedure

Each game will consist of eight ends. If at the completion of the eight ends the score is tied, play shall continue for the extra ends required to determine the winning team.

Prior to the start of every game in the competition, each team shall be allowed a 5 minute pre-game practice on the sheet on which they will be playing.

There will be a coin toss for practice or colour and a two stone last stone draw at the end of the 5 minute pre-game practice to determine choice of placement or last stone.

STONE SELECTION --Round Robin 2 Pools

GAME	LAST STONE	COLOUR
Round Robin	Last stone draw will occur (both 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 (both player)	<ul style="list-style-type: none"> • A coin toss will occur for colour or practice
<p>Placement Games</p> <p>All placement games are shown on the draw</p>	A LSD will determine the last stone advantage (both player)	<ul style="list-style-type: none"> • A coin toss will occur for colour or practice
<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 (both player)	<ul style="list-style-type: none"> • A coin toss will occur for colour or practice