





CurlManitoba

2026-2027

COMPETITOR GUIDE











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

BROOM INSPECTION GUIDE
Brush-Inspection-Guide-2026-2027.pdf

PROVINCIAL CHAMPIONSHIP (Officiated Play)

IN ALL MATTERS CONCERNING ON ICE SITUATIONS, THE FINAL DECISION WILL BE MADE BY THE HEAD UMPIRE.

IN ALL MATTERS CONCERNING OFF ICE ISSUES, THE FINAL DECISION WILL BE MADE BY THE CURLMANITOBA EVENT MANAGER and/or COORDINATOR.

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Rules

1. The draw shall be prepared by CurlManitoba and emailed to all teams who have provided email contact information.
2. Teams that elect to add a Fifth Player must declare their fifth player 7 days prior to the start of a Provincial Championship. The start of any Championship is the pre-event practice or first the pre-game practice if there is no pre-event practice.
3. Rock colour will be pre-determined for all provincial championships with pool play. The team listed top/first in the draw will be assigned the colour at the top of the scoreboard and will practice first.
   A coin toss to determine colour and practice order will occur for all other events that are not pool play.
4. Last stone for the game will be determined by a 2 stone draw to the button, which will occur at the conclusion of each team's pre-game practice. In Championships with round robin(s), each player will throw one stone of each rotation. In Championships that are knock out(s), first practice, both players will throw with a clockwise rotation, and second practice, both players will throw with a counterclockwise rotation.
5. Curlers should be prepared to curl up to three games a day if required, including playoff games. There are no tiebreaker games.
6. It is understood that preliminary rounds, all playoff rounds, opening and closing ceremonies, and banquet/cocktail party are deemed to be one competition.
   Any team not completing an event after starting the process for all Provincial Championships for reasons other than extenuating circumstances (weather, multiple injuries, etc) will be dealt with as follows:
   i. All members of that team will be disqualified from further play in that competition and will not be allowed to compete in any CurlManitoba sanctioned competition for the remainder of the year (season) in which the default takes place.
   ii. As well, all team members involved will not be allowed to participate in any CurlManitoba sanctioned competition for the year (season) following the infraction.
7. In all games, where play cannot be continued due to ice conditions and/or problems within the building; such as power failure, condensation falling, etc., and subject to approval of the Umpire and CurlManitoba, play shall be resumed at the point of the last completed end. This rule shall not apply in games where the game has been declared due to a team being late.
8. So as not to disturb other curlers, all electronic communication devices brought on-ice must be turned to airplane mode prior to play beginning. This includes but is not limited

to cellular phones, electronic pagers, beepers, etc. At U18 and U20 championships coaches are allowed to use their phones or tablets to take notes or pictures. On ice coaches are not allowed to video games from their position on the ice.

9. Consumption of alcohol, tobacco products and cannabis products on-ice will not be permitted during all Provincial Championship play.
   Exception: Curling Club Championship, alcohol will be permitted.
10. There will be NO spare pools available at any championships. All teams at any level of play including Provincial Championships will be allowed to name a fifth player.
    Exception: At the Curling Club Championship spares are allowed ONLY if a 5th player is not on the team roster.
11. All equipment will be checked prior to the pre-event practice, any changes must be approved by an Umpire. Brooms will be on the honor system and complaint basis. CurlManitoba umpires (Ice Tech and Staff) have the authority to ask an athlete to replace a broom head cover prior to any pre-game practice. Teams may contact the umpire for a cleanliness check.
12. A player may request that an Umpire inspect a brush prior to or during a game.
13. The sixteen/twelve team two group Championship shall be seeded by the competing teams and grouped as follows:
    Asham Pool Seeds 1, 4, 5, 8, 9, 12, 13, 16
    Asham Ultra Force Pool Seeds 2, 3, 6, 7, 10, 11, 14, 15
    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
14. If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.
    Seeding will be determined by using the median of the players seeding submitted.
15. Junior's, Men's and Women's teams must submit a picture of their team uniforms to CurlManitoba seven days prior to the Provincial Championship's Pre-Event Practice by noon.
    a) Seniors and Masters teams must submit picture of their team uniform IF your team has sponsorship
16. In all Championships during a pre-event practice and a pre-game practice, a Fifth Player may participate.
17. In all Championships the pre-game practice is considered a part of the game therefore no broom heads can be changed once pre-game practice has begun.
18. If you are leaving the ice area prior to other games being complete, please do not walk across the backboard while players are delivering their stones.
19. Please remember to keep your knees and hands off the ice surface after you have thrown a stone.
20. In the event of any disagreement between skips at any CurlManitoba Championship, the Umpire shall be consulted.
21. Microphones are mandatory at all live streamed games. A player refusing to wear a microphone will be removed from the game and the team shall play with the remaining players. The team cannot bring in a fifth if a player is ejected from the game.
22. A player must use the same broom for an entire game. A player cannot change heads or switch brooms with another player.
23. In any competition where a team does not play on a specific day the team will be granted 30 minutes practice if requested and ice is available.

Rule Enforcement

Rule enforcement will operate on a complaint-based system where the Umpires will not get involved unless requested by either of the two competing teams. The hog-line rule is that a stone must be clearly released BEFORE the hog-line. If you consider hog-line violations to exist and wish that it be addressed, an Umpire will be assigned to observe all players on the sheet.
The Umpire will make hog-line calls for both teams and stones will be removed accordingly.

Broom Regulations

The World Curling broom regulations is in effect for all CurlManitoba events.
CurlManitoba will be adhering to the World Curling Broom regulations that can be found at https://worldcurling.org/brushes/

Game Time Operation

1. If a team is late and delays the start of the game and an end is declared complete, each team's clock will be adjusted by 3 minutes and 45 seconds.
2. The clock shall start once the house and playing area is turned over to the opposition. The clock will continue to run until the player delivering the stone has kicked out of the hack.
3. The time allotted between ends commences once the score is determined. If a measure is required, the Umpire will stop the clock to complete the measure.
4. During an end the team or coach whose clock is running may call a time out, or the team delivering first may call a time out between ends to commence at the completion of the break between ends.
5. The time out will start immediately when a team/coach calls the time out.
6. Time outs not used during regulation play may not be carried over to the extra ends.

Note: U18, U20 are on ice coaching and do not have time outs.

Slow Play at Belled Events

If a game is falling behind schedule, the umpire will first talk to both teams and ask them to speed up. From that point on the game will be closely observed and if the game falls farther behind schedule the following rule will apply.

If an umpire determines that a team is unnecessarily delaying a game the umpire notifies the skip of the offending team and, after that notification, if the next stone is not delivered within 45 seconds, the stone is removed immediately.

Event game times are assigned as per the following chart

	Thinking time		Breaks			Timeouts	
	Game	**Extra end**	**Between ends**	**Mid game**	**Before extra**	**Game**	**Extra end**
Men, Women (10 ends)	38 min	4 min 30 sec	1 min	5 min (5th end)	1 min	1 - 90 sec (60 seconds with 30 seconds travel time)	1 - 90 sec (60 seconds with 30 seconds travel time)
Seniors, Curling Club, Mixed (8 ends)	30 min	4 min 30 sec	1 min	5 min (4th end)	1 min	1 - 90 sec (60 seconds with 30 seconds travel time)	1 - 90 sec (60 seconds with 30 seconds travel time)
NOTE: time outs must be called from the ice and coaches can only signal the team							
On Ice Coaching							
	Thinking Time		**Breaks**			**Interactions**	
	Game	**Extra End**	**Between Ends**	**Mid Game**	**Before Extra**	**Game**	**Extra End**
U20 (8 ends)	32 min	5 min	1 min	5 min (4th end)	1 min	2	1
U18 (8 ends)	32 min	5 min	1 min	5 min (4th end)	1 min	2 per first half 2 second half	1
U20 Mixed Doubles (8 ends)	22 min	3 min	1 min	5 min (4th end)	1 min	1 Time Out	1 Time Out (60 Sec)
Bell Events							
Mixed Doubles (8 ends)	1 hour 20 min BELL	n/a	n/a	n/a	n/a	1 - 90 sec (60 seconds with 30 seconds travel time)	1 - 90 sec (60 seconds with 30 seconds travel time)
Masters (8 ends)	2 hour BELL	n/a	n/a	n/a	n/a	n/a	n/a
	In Masters Competition the last end of the game is the end being played when the bell rings						

Coaches Fair Play Time-out—clock will be stopped

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.

a) Each coach shall be provided with the opportunity to request a fair play time-out from the umpire per game.
b) A coach's fair play time-out shall only be implemented with the approval of the Head or Supervising Umpire.
c) Only the coach who requested the fair play time-out may access the playing area accompanied by a game umpire.
d) A game umpire may recommend a coach's fair play time-out.

Technical Team Time Out

Only a player on the ice may call a technical time out when the team's clock is running
An umpire is in control of a technical time out.

Game Cards

A default line up card is completed at registration prior to the event. The card MUST be signed by each player.
If a team's personnel changes from the original line up card in a subsequent game, a new line-up card must be completed and presented to the Umpire prior to the practice of that game. If a team does not complete a new line up card, the penalty will be loss of last stone in the first game the team has earned the last stone.

Dress Code (All CurlManitoba Functions)

1. All team members (including the coach) attending a Championship banquet/cocktail party are expected to respect all the sponsors for the event and wear suitable attire.
2. Blue Jeans are allowed.
3. Jeans are not allowed in the field of play.
4. Teams are required to have matching on ice apparel which are to be worn at all times when the team is on the ice including practices, games and all ceremonies.

   Exception: U18
   4 person Mixed
   Curling Club Championship
   Mixed Doubles
   U20 Mixed Doubles
5. Fifths must wear the team uniform when playing in any game. The umpires may grant an exception. Fifths may wear black attire on the bench.
6. Coaches must wear either the team uniform or a solid black jacket with their curling attire.
7. If a team or coach attends in poor fashion the penalty will be loss of last stone in the first game the team has earned the last stone.
8. A CurlManitoba Representative or a CurlManitoba Umpire will enforce the dress code.
9. Players, fifths and coaches must always display the sponsor crests when in the field of play.

Coaches Bench

1. Coaches will only be allowed access to the coach bench when their team is playing.
2. A warm jacket may be worn but must be removed prior to accessing their team except for on ice coaching events. (U18, U20)I don't think we

3. Coaches must remain seated at the coaches designated bench area at all times.
4. All cell phones and other communication devices must be on airplane mode and can be used for notes during the game
5. No verbal, visual or electronic communication is allowed.
6. Alcohol in the playing area and on the coaches bench is not allowed.

PRE-GAME PRACTICE/LAST STONE DRAW (all events)

1. Teams will provide the name and the position of the players delivering the last stone draws, including which turns, before the start of the first team practice. Failure to do so will result in an assigned distance of 399.20 cm.
2. A team may change the player delivering the LSD stone up until the time of delivery even though they have designated a different player.
3. Not applicable for mixed doubles.
4. Umpires will assume that every team that wins the Last Stone Draw will want the last stone in the first end. If a team does not want the last stone in the first end regardless of the outcome of the Last Stone Draw, they must inform the Umpire before the start of their practice.
5. Coaches may NOT deliver stones in the pre-game practice.
6. Round Robin Format Only
   The teams listed first in the draw will practice first and will be assigned the top of the scoreboard colour. The team assigned the bottom of the scoreboard colour will have the same period of practice starting immediately following the first practice's draws for last stone advantage.
7. Non Round Robin Format
   A coin toss will occur 35 minutes prior to the game time for choice of practice or colour.
8. First practice will commence as per the following chart.

Pre-game practice formats		
All Events-9 minutes **Mixed Doubles-7 minutes**	9 minute practice	7 minute practice
	Minutes before Game Time	
Coin toss for practice order/stone colour if necessary	35:00	30.00
First practice may slide	30:00	25:00
First Practice may begin	29:00	24:00
Complete LSD(s) as required for Event. The umpire will announce when LSDs can be delivered.	20:00	17:00
Umpires complete measurements required for LSD and teams switch		
Second practice may slide	18.00	15:00
Second practice may begin	17:00	14:00
Complete LSD(s) based on event	8:00	7:00
Teams access ice to begin game	1:00	1:00

8) Opposing teams must remain in the viewing area behind the glass or be positioned behind the scoreboard if in an arena setting, if space permits, for pregame practice and Last Stone Draws.
9) Last stone advantage will be determined by the Last Stone Draws before each game and will be completed immediately following each team's pre-game practice.
10) The Last Stone Draw distance is calculated using the Curl Distance app. The distance is measured either from the centre pin to the nearest point of the stone or, if the stone covers the centre, from two separate points 61 cm away from the centre pin and 90 degrees apart. The

app calculates the actual distance from the centre pin to the centre of the stone in both cases.

11) The better (lower) distance of the total of the two draws between the two teams will receive last stone advantage in the first end.
12) Last Stone Draw shall be played towards the home end. Only the named 'game' players are allowed on the ice surface for the Last Stone Draw. Full sweeping is allowed; however, one of the players must hold the target broom.
13) In Mixed team competition, the team's playing order must be followed for sweeping and holding the target broom. PLEASE refer to the event specific guide for the order of delivery.
14) During the LSD delivery, only the four players involved can be on the ice.
15) Following each team's pre-game practice, the two different previously named players from the team will each deliver a stone. There will be an announcement to deliver each Last Stone Draw as per the following chart:

Last Stone Draw rotation format by Event			
		CW = clockwise CCW = counterclockwise	
Event	**# LSD/team**	**First Practice**	**Second Practice**
Round Robin	2	1st stone CW 2nd stone CCW	1st stone CW 2nd stone CCW
Triple Knockout (any non RR formats)	2	Both stones CW	Both stones CCW
Mixed Doubles	2	1st stone CW 2nd stone CCW	1st stone CW 2nd stone CCW

16) A stone delivered after the practice time has elapsed and prior to the announcement, or not delivered within the time allotted by the umpire (the stone must reach the near tee-line before the time expires), will be assigned a distance of 199.6 cm.
17) Should the team with first practice record a cumulative distance of 0.0 cm or 399.2 cm, a third player, different from the first two throwers, will deliver a draw to the button following the same LSD rotation format and so on until a number other than 0.0 cm or 199.6 cm is registered. Mixed Doubles will alternate throwers and will throw the same turn as previously thrown.
18) If the second team registers the same two-stone distance as the team with first practice (other than 0.0 cm or 399.2 cm) the individual LSD stones are compared, and the lowest non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the same individual LSD stone distances, the teams will alternate delivering one stone each following the same LSD rotation format until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first two stones.
19) Should the team with second practice also record a cumulative distance of 0.0 cm or 399.2 cm, a third player, different from the first two throwers, from the team will deliver a draw to the button following the same LSD rotation format. The team with second practice will continue to throw (different throwers) until a different comparable distance is achieved with the first team's distance thrown in the same order.
20) If a member of the delivering team displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone will be removed and recorded as 199.6 m.
21) If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to its original position by the delivering team.

22) Only the first two stones delivered will be registered for the accumulated distance.
23) At the conclusion of the pool play round robin, with round robins of more than three games, the two largest values are eliminated, individual recorded distances will be discarded to establish the final accumulated distance.
24) Where a team plays an entire event with only 3 players, the LSD stone requirements of the missing player are shared equitably amongst the other players.
25) If an Alternate player is used, they may deliver LSD(s) for the player they are replacing. All Teams may use an Alternate player's LSD(s) for only one player position.
26) LSD stones will be delivered as per the chart above. Based on the Original Team Lineup form, the four players must fulfill the minimum number of LSD deliveries (number of clockwise and counterclockwise deliveries not applicable to Mixed Doubles).
27) In the event that a player does not fulfill their minimum LSD requirements, a score of 199.6 cm will be awarded for each deficient LSD.
    a. In order to maintain the total number of LSD measurements, the player who has the most LSDs with the same turn as the player who did not fulfill their minimum LSD requirement will have their LAST LSD with the same turn eliminated. If two or more players have the same number of LSD measurements of the deficiency in question, the last LOWER measurement thrown by these players will be eliminated.
    b. A team will throw their LSDs in every game, even if they may have a deficiency in the total number of LSDs required. The throws will determine last stone for that game.

Practice Sessions and Coaches Delivering Stones

For any pre-event or pre-game practice or special practices:
Coaches or other team offficals are not allowed to deliver stones during any practice sessions.
A registered 5th is allowed to deliver stones during any practice session.

Teams must inform the umpire of the name and position of the players and the rotation being delivered prior to the start of the pre-game practice.

A team may change the player delivering the LSD stone up until the time of delivery.

Teams must maintain the requirement of LSD throws.

POSITION OF PLAYERS

The skip or the vice skip, when it is the skip's turn to deliver, or when the skip is not on the ice is in charge of the house.

The person in charge of the house must be positioned inside the hog line, with at least one foot on the ice surface of the playing end of the sheet, while the team is in the process of delivery. If the skip, or vice-skip, are not in the Field of Play, and it is either the skip's or vice-skip's turn to deliver, any on-ice player of that team can be in charge of the house for that stone.

Any improper position of players will result in the delivered stone being removed from play, and any displaced stone shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

TEAM RANKING PROCEDURES

The following criteria (in order) will be used to rank teams at the completion of the round robin games:

1) Teams will be ranked by their respective win / loss record.
2) If two teams are tied in wins / losses, the team that won the round robin game between them will be ranked higher.
3) If more than two teams are tied, the win / loss records in games between those teams only will determine ranking.
4) When the ranking cannot be decided in bullets 1-3, then the ranking will be determined by using the total distance of the accumulated draw shot distance.
5) If teams remain tied using the accumulated distance of last stone draw, the next largest distance of the tied teams will be dropped until the tie is broken.

CRESTING STANDARDS

IT IS MANDATORY TO WEAR EVENT TITLE AND PRESENTING SPONSOR CRESTS

For the 2026-2027 season at all Provincial Championships, the following shall apply to all team personnel including:

1. Players, Coaches and Fifths (refer to dress code for fifths and coaches-page 6) when on the ice surface during play, time-outs, practice and opening ceremonies.
2. Matching uniforms are not required at the Curling Club Championship, U18 Championship, 4-person Mixed Championship, Mixed Doubles or U20 Mixed Doubles.

<u>CURLMANITOBA TITLE AND PRESENTING SPONSORS: (Mandatory)</u>

1. When both a presenting and title sponsor crest is available the following will apply:
    a. A 5 inch square area is reserved for the TITLE SPONSOR CREST on the left chest.
    b. A 5 inch square area is reserved for the PRESENTING SPONSOR CREST on the right chest.
2. When only one of the Title or Presenting sponsor crest is available the following shall apply;
    a. The sponsor crest can be placed on either the left or right chest in a 5 inch reserved square.
3. Title Sponsor crests earned by the participant in a previous year(s) may be worn on the chest at the current year championship IF:
    a. the event is sponsored by the same title sponsor
    b. the crest is identical to the current crest
4. Title and Presenting Sponsor Crests from any current year championship may be worn at any

other championship.

5. All team members including the coach MUST display the title sponsor whenever in the ice area. Coaches and Fifths on the bench are not required to display the sponsor crest unless they are accessing the ice area.

   Exception: At U18 and U20 Championships where there is on-ice coaching the coaches and fifths are not required to display the sponsor crests during an interaction or while travelling down the sheet of ice between ends.

RULES:

1. Team Sponsorship cresting shall not be in conflict with the Title/Presenting Sponsor or any other CurlManitoba Sponsors. To ensure that team sponsorship is not in conflict with CurlManitoba sponsorship it is the responsibility of the team to seek approval from CurlManitoba prior to each Provincial Championship.
   a) A picture of team uniforms (both front and back view) for Juniors, Men's and Women's teams must be submitted to CurlManitoba for approval. (Not applicable for Seniors or Masters unless your team has team sponsorship)
2. Teams will not be permitted to transport and/or display on-ice any type of sponsorship signage in any CurlManitoba conducted events.
3. Teams will not be permitted to distribute promotional items to the fans while games are in progress.
4. Brooms, bags, broom bags and pants will not display sponsorship unless the cresting fee has been paid.
5. The individual participant's own name, the team's home club or home town may be worn at any championship.
6. Head Attire is acceptable as long as they are not derogatory.
7. It is **NOT** permissible to cover unacceptable cresting or advertising with duct tape or shiny fabric. It MUST be covered in like fabric of the same color as the clothing worn.
8. Coaches must be dressed in black dress pants or black curling pants or pants that match the team's uniform to be allowed ice access.
9. Advertising of tobacco products and cannabis products on-ice will not be permitted during all Provincial Championship play.

BERTH CRESTS:

1. CurlManitoba Berth crests may be worn on the sleeves, below team sponsor cresting, or on the right or left chest if no Presenting Sponsor Crest is provided.
   It is **NOT** mandatory to wear the CurlManitoba berth crest.

MANUFACTURERS LOGOS:

1. Garment manufacturer's logos may be of various dimensions but shall be no more than 2 in^2 (13cm^2) in total area.

CRESTING ALLOWED NO CHARGE

Sleeves:

a. Team sponsorship crests are allowed between the shoulder and the elbow and may only cover an area of a maximum of 4" tall and a maximum of 4" wide in total**.**
b. Team sponsorship cresting on each player may be different and may represent more than one sponsor.

Back:

a. All team sponsorship on the back is limited to 8 inches wide and 4 inches high.

Top/Bottom of the Garment:

1. The bottom edge of the sponsor logo must be within 7 inches of the neckline or 7 inches from the hem.
2. Team sponsorship cresting on each player may be different but each player can only display one sponsor per jacket on the back of the jacket.

CRESTING ALLOWED FEE

1. Any team wishing to display any other advertising will pay a fee of:

U20s	**$200**
Men, Women	**$400**

A maximum of $400 per team for all combined events.

2. All cresting fees must be paid to the CurlManitoba office 7 days prior to any Provincial Championship.

CRESTING AND EQUIPMENT CHECK

1. Permissible cresting is at the sole discretion of CurlManitoba Umpires.
2. All cresting and uniforms will be confirmed at the pre-competition practice. Please bring all curling attire and equipment to the pre-event practice.

NATIONAL CHAMPIONSHIPS

All teams at a Provincial Championship are competing for the Provincial Title. The winning team shall be eligible to represent Manitoba at the Curling Canada Championship. However, CurlManitoba reserves the right to select the team to represent Manitoba at the National Championship.

NATIONAL CHAMPIONSHIP FUNDING		
National Championship	**CurlManitoba provides:**	**Curling Canada provides:**
U18, U20	2 shirts & 1 jacket for 5 athletes + 1 coach $500 for travel expenses	Airfare 4 athletes + 1 coach A travel subsidy – will be calculated based on region (prairies) Teams are responsible for booking their own flights Team will be paid the subsidy the week following qualification
Scotties	$500 for travel expenses	4 shirts & 1 jacket for 4 athletes and 2 shirts & 1 jacket for 1 coach Airfare 4 athletes + 1 coach 4 rooms at the Curling Canada designated Hotel Per Diem of $85/day per 4 athletes + 1 coach
Brier	$500 for travel expenses	4 shirts & 1 jacket for 4 athletes and 2 shirts & 1 jacket for 1 coach Airfare 4 athletes + 1 coach 4 rooms at the Curling Canada designated Hotel Per Diem of $85/day per 4 athletes + 1 coach
Curling Club, Seniors, Mixed	2 shirts & 1 jacket for 4 athletes + 1 coach $1000 for travel expense	100% athlete expense
Masters	Entry fee for National Championship 2 shirts & 1 jacket for 4 athletes + coach $1000 for travel expenses	N/A
Mixed Doubles	2 shirts & 1 jacket for 2 athletes + 1 coach $500 for travel expense	100% athlete expense
U20 Mixed Doubles	If playing in East/West Qualifier: Entry fee for East/West Qualifier 2 shirts & 1 jacket for 2 athletes + 1 coach	100% athlete expense
Wheelchair	2 shirts & 1 jacket for 2 athletes + 1 coach	Airfare 4 athletes + 1 coach $1000 travel expenses

NATIONAL COACHING REQUIREMENTS:

U18, U20	21 years of age Competition Coach Certification Performance Consultant as per Curling Canada
Scotties, Brier	Certified Competition Development OR Competition Coach Certified + Competition Development in Training OR Mental Performance Consultant as per Curling Canada
4 person Mixed, Seniors, Curling Club, Mixed Doubles	Competition Coach Certification OR High Performance Consultant approved by Curling Canada
Wheelchair	Competition Coach Certification

APPENDIX A
CURLMANITOBA BEHAVIOURAL GUIDELINES

All athletes at any CurlManitoba Event must show respect for the game of curling. Inappropriate behaviour of any kind will not be tolerated during a CurlManitoba Officiated Event.

- Verbal abuse directed at anyone including teammates, opposition, volunteers or CurlManitoba representatives. Rudeness to any timers, volunteers, Umpires, spectators, other athletes or CurlManitoba representatives.
- Obscene gestures that are deemed inappropriate by an Umpire and abusive behaviour to anyone.
- Behaviour that disturbs other athletes or games.
- Extreme broom slamming or breaking.
- Disrespect toward CurlManitoba partners.

Game Expulsion/Ejection

All athletes at any CurlManitoba Event must show respect for the game of curling. Inappropriate behaviour of any kind will not be tolerated during a CurlManitoba officiated event.

- The Umpires at all Championship events are empowered to eject/expel a player from a game for unsportsmanlike behaviour of any kind including verbal abuse directed at anyone including team mates, opposition, volunteers or CurlManitoba representatives
- There may be no warning for any infraction. Once a player or coach has been expelled the following procedures will be implemented:
    a. The player/coach must leave the ice surface immediately. If the individual refuses to leave the team will then forfeit the game.
    b. For the remainder of the game, the individual may not be in any public area of the facility or on the ice surface.
    c. An ejected/expelled player will not be allowed a substitute/replacement for the remainder of the game. In mixed play where 4 players are mandatory, the game will be automatically forfeited.
    d. In the matter of a coach being ejected/expelled, the team will forfeit their time outs.
    e. If the player/coach is ejected/expelled for longer than the game in question, a substitute player/coach will be allowed.
- The behavioural rules will be strictly enforced by the Umpires.
- Bad behaviour at the conclusion of the event (final game) will be penalized by the athlete being ejected from the first game of the next event that they are competing in at the same level of play.
- For specific details on an appeal process contact CurlManitoba.

When a Championship is in an Arena.

a. Coaches and athletes are expected to adhere to the policy in its entirety.

When a Championship is in a Curling Club with Bleachers on the ice.

a. Coaches and Assistant coaches may not sit in the ice area for any games that their team is playing. If they are sitting in this area, they must be removed from the area and ejected from the game in progress as coach. The alternate coach may not be added. The team will play without a coach for the remainder of the game.
b. Spectators at any Championship that are an issue by "coaching" from the sidelines or cheering inappropriately or using foul language will be asked to leave the ice area. The Umpires will determine unacceptable behaviour.

When a Championship is in a Curling Club with coaches behind the glass.

a. Unacceptable behaviour behind the glass in a curling club includes banging on the glass, yelling out of the doorway, signaling from inside to the team by using hand signals, coffee cups, etc, pacing, standing up and sitting down in a demonstrative

manner and all other behaviour that an Umpire deems as being an attempt to coach a team.

When a Team has completed an Event

a. Athletes that use inappropriate behaviour in the ice area once they have been eliminated from an event will be penalized.
b. The Umpire will present the athlete with a letter explaining the consequences of their behaviour.
c. The athlete will be charged a donation to the Endowment Fund of $100.00. CurlManitoba will administer this consequence. The Umpire will present the letter to the athlete.

There will be no warning or appeal process with this type of misconduct.
BEHAVIOURAL ISSUES ARE AT THE DISCRETION OF THE UMPIRE

APPENDIX B
CURLMANITOBA MEDIA GUIDELINES

CurlManitoba is fortunate to have great support from media across the province. Every player is asked to do their part in maintaining that support by cooperating with media when requested. The presence of photographers and cameramen is a fact during a CurlManitoba Championship. While it may seem courteous to you to stop your movement while they take their picture, it is not your responsibility to do so. Your job is to be in position to sweep or make your next shot. If you must move in front of their camera to do so, do not be concerned about it.

Social Media Guidelines for Athletes and Coaches

Definitions

The following term has this meaning in these Guidelines:

"*Social media"* – The catch-all term that is applied broadly to new computer-mediated communication media such as blogs, YouTube, Facebook, X (Twitter), Instagram, Tik Tok, etc

Purpose

1. These Guidelines provide athletes and coaches with tips and suggestions for social media use. Athletes and coaches are strongly encouraged to develop their own strategy for social media use (either written down or not) and ensure that their strategy for social media use is acceptable pursuant to the Safe Sport Manual 2026.
2. Given the nature of social media as a continually developing communication sphere, CurlManitoba trusts its athletes and coaches to use their best judgment when interacting with social media. These Guidelines are not hard and fast rules or behavioural laws; but rather ideas that will inform athletes' and coaches' best judgment.

Social Media Guidelines for Athletes

The following tips should be used by athletes to form their own strategy for social media use:

1. Set your privacy settings to restrict who can search for you and what private information other people can see.
2. Coaches, teammates, officials, or opposing competitors may all add you to Facebook or follow you on X (Twitter)). You are not required to follow anyone or be Facebook friends with anyone.
3. If you feel harassed by someone in a social medium, report it to your coach, Umpire, or to CurlManitoba.
4. Do not feel pressure to join a fan page on Facebook or follow a X (Twitter) feed.
5. Content posted on X (Twitter) and Facebook, relative to your privacy settings, is considered public. In most cases, you do not have a reasonable expectation of privacy for any material that you post.
6. Avoid posting pictures of, or alluding to, participation in illegal activity such as: speeding, physical assault, harassment, drinking alcohol (if underage), and illicit drugs.
7. Model appropriate behaviour in social media befitting your status as a) an elite athlete, and b) a member of your club and of CurlManitoba. As a Member of CurlManitoba, you have agreed to the Safe Sport Policy Manual 2026 and most follow that Code when you post material and interact with other people through social media.
8. Be aware that your public Facebook page or X (Twitter) feed may be monitored by your club, coach, or by CurlManitoba and content or behaviour demonstrated in social media may be subject to sanction under pursuant to the Safe Sport Manual 2026.

Social Media Guidelines for Coaches

The following tips should be used by coaches to form their own strategy for social media use:

1. Choosing not to engage with social media is an acceptable social media strategy. But you must have good reasons for your choice and be active in other communication media.
2. Despite what Facebook says, you are not actually "friends" with athletes. Resist commenting on athletes' personal activities, status updates, or tweets on X (Twitter).
3. Consider monitoring or being generally aware of athletes' public social media behaviour to ensure compliance with the Safe Sport Policy Manual 2026.
4. Coaches may not demand access to an athlete's private posts on X (Twitter) or Facebook.
5. Do not "friend" athletes on Facebook unless they request the connection. Never pressure athletes to "friend" you.
6. If you accept some "friend" requests, or follow one athlete on X (Twitter), you should accept all friend requests and follow all the athletes. Be careful not to show favouritism on social media.
7. Consider managing your social media so that athletes do not have the option to follow you on X (Twitter) or "friend" you on Facebook.
8. Seek permission from athletes before posting pictures or videos of the athletes on publicly available social media like a blog or on YouTube.
9. Do not use social media to 'trap' athletes if they say one thing to you in person but their social media activity reveals they were doing something different.
10. Keep selection decisions and other official team business off social media.
11. Never require athletes to join Facebook, join a Facebook group, subscribe to an X (Twitter) feed, or join a Facebook fan page about your team or organization.
12. If you create a fan page on Facebook for your team or athlete, do not make this social media site the exclusive location for important information. Duplicate important information in more official channels (like on a website or via email).
13. Ensure that parents are aware that some coach-athlete interactions may take place on Facebook.
14. Exercise appropriate discretion when using social media for your own personal communications (with friends, colleagues, and other athletes) with the knowledge that your behaviour may be used as a model by your athletes.
15. Avoid association with Facebook groups or X (Twitter) feeds with explicit sexual contact or viewpoints that might offend or compromise the coach-athlete relationship.
16. Never misrepresent yourself by using a fake name or fake profile.
17. Be aware that you may acquire information about an athlete that imposes an obligation of disclosure on your part (such as seeing pictures of underage athletes drinking during a trip).
18. Attempt to make communication with athletes in social media as one-sided as possible. Be available for athletes if they initiate contact via social media – athletes may wish to have this easy and quick access to you – but avoid imposing yourself into an athlete's personal social media space unless explicitly requested to do so.