

CurlManitoba Rule Recommendations
2011-2012 Season
TO THE ANNUAL GENERAL MEETING
HEATHER CURLING CLUB, WINNIPEG, MANITOBA
June 4th, 2011

McDIARMID LUMBER

The McDiarmid Lumber Bonspiel with a berth will be 8 ends.

Reason—McDiarmid lumber is a Bonspiel with a berth and should be the same as the other bonspiels with a berth which are 8 ends.

TIMING

Timing will be thinking time. The game time allotted to each team to complete 10 ends shall be 42 minutes. The game time allotted to each team for 8 ends shall be 33 minutes. Extra ends will be 5 minutes.

The time allotted between ends to clear the house and start the next end will be 1 minute.

Master Curling Championships 4th end break of 5 minutes will be voluntary and agreed on by both teams and the timer or observer.

Reason—total change from the 73 minutes

Rule committee believes this is a much better system and we should be the Leaders.

TIME OUTS

Each team may request two one minute time outs during the game and once during the extra end. The clock countdown will commence when the coach accesses the team. The time out is complete when the coach calling the time out is done discussion with the team.

Reason—the committee believes we should go back to the 2 one minute time outs no matter what the CCA decides.

CurlManitoba can work with the 1 winning team on the system used at nationals

ROCK COLOR, ROCK SELECTION

last rock in tie Breakers and Quarters in the page playoff system

Last rock advantage in the first end or choice of rock color will be awarded by a draw to the button at the conclusion of the pre-game practice.

Reason—all our events have gone to draw to the button but the playoff system of 1 vs. 1 and 2 vs. 2. The page should follow the same system until such a time as the better standing team can be clearly identified.

SKILL BASED RANKING

The Skill based ranking shall be an accumulated number determined from the draw to the button stones for hammer at the conclusion of the pre-game practice.

Both team's throws will be recorded at all times. If a team removes their stone prior to measurement a maximum of 185 cms will be allotted to the team.

Each team member will be required to deliver a minimum of one (1) draw shot for last stone advantage.

In all Championship events, for the first game of an event, if there should be a tie for last stone both teams shall throw another draw shot by a different player. After the first draw the SBR accumulation will be posted and shall be used to determine last stone in case of a tie.

The accumulated SBR (less the one worst of all attempts will be dropped) for all tie breaker games.

Reason—CurlManitoba has moved to draw to the button for last rock and should now go forward with the SBR being an accumulation of the draw process.