



On Ice Coaching Rules

The rules outlined below are based on, if not directly copied, from CurlManitoba's On Ice Coaching Rules document. The MJCT intention is to follow the rules put forth as closely as possible such that the experience of on-ice coaching for players and coaches is as similar as possible between MJCT and CurlManitoba events.

Rules

1. Coaches will be allowed a maximum of one (1) interaction per end. Opposing coaches will also be allowed to interact with their respective team until the team that called the interaction's communication has concluded. The same rule applies for extra ends. Unused interactions cannot be carried over.
2. Coach Interactions will last between 30-60 seconds, but not longer. Coaches may meet with their team either on the backboard or on the sideline between the hoglines.
3. Interactions can be called by the team in control of the house or their coach. If the coach is calling, they can vocalize to the player in control of the house.
4. Coaches are responsible for keeping track and policing the number of interactions used per end. Disagreements will be brought forth to the Umpire.
5. Coaches will be allowed up to thirty (30) 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.
6. Coaches will have four (4) minutes to meet with their teams at the 4th end break.
7. 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.
8. Coaches are to stay on the backboards at the ends of the sheet or meet their team on the sideline between the hog lines for all interactions.
9. A single interaction will officially end after the coach and curlers stop talking and the coach returns to their designated seat behind the sheet.
10. There will be absolutely no talking or body language to teams unless during an interaction, opposition interaction, or between ends. Penalties to coaches include:
 - i. First Offense - Warning.
 - ii. Second Offense - loss of interaction in the same or following end.
 - iii. Third Offense - sitting inside with no interactions for the remainder of the current game (if before mid-game break) and the entire next game (if after mid game break)
11. Coaches are allowed to use their phone or tablet to record game statistics and notes but are not permitted to use those devices or smart watches for communication purposes.

Participation

Coaches who do not wish to participate in on-ice coaching may sit inside the club at the designated coaches table by their sheet. For coaches not on the ice surface the following rules apply

1. Per end and between end interactions will not apply in any form. If the opponent initiates an interaction with their team the coach inside the club may not interact with their team.
2. If the coach chooses to not start the game on-ice, the team will be given two (2) timeouts for the game as per the MJCT rules.
3. A coach may choose to leave the ice surface and cease on-ice coaching at any time. If a coach chooses to do so the following modifications to their timeouts will apply depending on the end the coach exits the ice surface
 - a. Ends 1-2: the team will have two (2) timeouts for the remainder of the game
 - b. Ends 3-5: the team will have one (1) timeout for the remainder of the game
 - c. Ends 6+: the team will have zero (0) timeouts for the remainder of the game
4. If a coach chooses to leave the ice between ends, the end to be played will count as the end the coach left the ice. For example, if a coach leaves the ice between the second and third end then they left during the third end.
5. Once a coach chooses to exit the ice surface they may not return to perform on-ice coaching this includes extra ends

Event Bells

A bell will ring at 2 hours for all events where on-ice coaching is being used. The second bell system used at all MJCT events will apply with the second bell ringing at 2 hours and 20 minutes.