

MANAGING THE CLOCK

Presented By: Patti Caldwell
Provincial Officiating Coordinator



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Managing the Clock Agenda

- Curl Time
- Thinking Time
- Time Saver Tips
- Time Out's
- Mid-Game breaks
- The Officiating System
 - Who does the timing?
 - Who do you talk to?
- Questions & Answers

Curl Time- What is it?

- Curl Time is the timing application used at WCF tour events, provincial, Canadian, and World Championships.
- The Curl Time application is available through the World Curling Federation as a free download.
- CurlTime download:
<http://www.worldcurling.org/curltime>

Incorporating Curl Time

- Curl Time can be used on any Device
 - There are some issues downloading on a MAC
- Curl Time can be used by coaches throughout the season to assess the team's time management skills, and adjust accordingly.
- Using Curl Time as part of your team's training can help the team to manage performing under the clock, and mitigate the distraction of "worrying about the clock".
- Using Curl Time will give you insight into the program being used in competitions and is easy to navigate.
- There are some new features available on Curl Time that can give you valuable insight into your team.
 - For example: Shot Clock

CURL TIME - TRAINING

- There are training videos available online that can walk you through how to use all of the features of the application.
- Curling Timing Training:
<http://www.worldcurling.org/curling-timing-training>

THINKING TIME- Game Allotments

- Curling Canada Rule 20 (page 58-60)
- Thinking Time allotted to each team to:
 - Complete 10 ends = 38 minutes
 - Complete 8 ends = 30 minutes
 - Extra End = 4 minutes and 30 seconds
 - Wheelchairs = 38 minutes
 - Extra End = 6 minutes
 - Mixed Doubles = 24 minutes
 - Extra End = 3 minutes

How does Thinking Time work?

- A team's clock will start running once they have control of the house and up until their player has crossed the near t-line during their delivery.
 - This accounts for the time it takes for the team to decide on a shot and to start to deliver the rock.
 - The old method was to run the clock from the time the team took control of the house and up until the rock came to a stop.
 - Which limited the game play style (more draw shots = more time used).
 - This new method does not “penalize” teams for calling an aggressive game.
- How “thinking time” was incorporated:
<https://www.curling.ca/blog/2011/11/28/thinking-time-a-new-rule-gets-a-look-at-the-canada-cup-of-curling/>

Starting & Stopping the Clock

- A teams Clock will **START** when these 3 components have been met:
 - The delivered stone(s) have come to rest and / or all stones have crossed the back line.
 - The sweepers have moved to the side of the sheet
 - The house has been relinquished
- The teams clock will **STOP** when the person delivering the rock has crossed the nearest t-line.
- An end is considered complete with the score has been decided and the rocks are moved to the sides/corners.
- Between Ends :
 - Teams then have 30-45 seconds before the clock of the delivering team will be started.
 - This time can be used by teams to have a quick huddle and prepare for the start of the next end.

TIME SAVER TIPS

- **FREE Lead Rocks:**
 - The team that delivers first in an end can gain a “free” stone if they are ready to throw before the 30-45seconds have expired between ends.
 - This can be achieved by:
 - your team discussing the next end as the other team throws their last stone
 - your lead checking in with the skip during the end “clean-up” before the 30-45 seconds between end starts. *knowing your ques for end strategy
 - your lead preparing to throw while your skip discusses the end plan with the second and third (who can confirm with the lead).
- **BE READY TO THROW**
 - Once your oppositions stone has crossed the hogline you may slide into the hack area and prepare for your shot.
- **Assign a player to “watch the clock”:**
 - This will help your team to Manage their Time.
 - Determine as a team who will watch the clock, and when they should mention “the time” and how to mention it.
 - Could lead into using a TIME OUT.

TIME-OUTS

- There are 2 ways that an official will time your Time-Out
 - The Time Clocks can be used for the time-out.
 - A stopwatch can be used by the on-ice supervisor for the time out.
 - Ask the Chief Umpire of the event how time-outs will be timed and managed by officials, you will then be an informed coach.
 - Processes can change from event to event.
- Time-Outs are 90 seconds.
 - Additional travel time may be added at the discretion of the Chief Umpire for the event. Ask if there will be any additional travel time.
 - This can be case dependent on the layout of the facility and where the coaches will be located.
 - At the end of the 90 seconds, and coach travel time the teams clock will be started.
- Time-outs can be used to give your team “extra” time to deliver a rock to get you through an end.
 - You are allowed to deliver your stone with your timeout clock still running.

MID-GAME BREAKS

- At the completion of the 4th or 5th end your team will have a 5 minute break.
- The break is usually timed on your game clock.
 - Please discuss how mid-game breaks will be handled if there are no clocks being used at your event with the Chief Umpire.
- Managing your mid-game break:
 - Choose one player start their stopwatch at the beginning of the break.
 - Set a “x” minute team reminder to refocus and prepare to start the next end.
 - For example: 1 minute warning- Ask if an official will make this announcement.
 - Know your players & teams mid-game break routine.
 - For example: bathroom visit, then snack, then team huddle to ensure everyone’s needs are met before the 5 minutes have expired.
 - Teams are expected to be ready to throw at the completion of the 5 minutes.
 - The lead should be in the hack ready to deliver the first stone of the end.
 - The Chief Umpire may instruct the timing official to start a team’s clock if they are not prepared to deliver their first at the conclusion of the mid-game break (0:00sec).

THE OFFICIATING SYSTEM

- Prior to any event the officiating system being used should be communicated to the coaches of the participating teams.
 - **Regional Events**
 - Officiated by a Chief Umpire (Level 2+ certification)
 - **Provincial Events**
 - Provincial Chief Umpire
 - Game Umpires (Home, Away, and Timing Supervisors)
 - Technical Officials* Level 1's: (Game observers, Time Clock Operators, Hogline Observers)

TECHNICAL OFFICIALS

- The 3 technical official roles are filled by **VOLUNTEERS**
 - (Time Clock Operators, Game Observers, and Hogline Observers)
 - They have volunteered their time to ensure success at the event you are participating in.
 - Some of the officials may have taken the Level 1 Officiating training, and some may have only had a quick overview of what they are helping with.
 - Some may be working towards their certification status and are committed to their officiating roles.
- Keep this in mind when you have a concern about timing, game observation, or hogline observation.
 - **Teams on the ice:**
 - Go to your on ice observer who will get a supervisor for your team.
 - **Coaches:** Approach the Chief Umpire off of the ice.

SUPERVISORS & CHIEF UMPIRES

Level 2's and Up

- All of these official roles are filled by **VOLUNTEERS**
 - They are volunteering their time to ensure the success at the event you are participating in.
 - These officials have had Level 1 & Level 2 training and Certification.

Supervisors: Home, Away, Timing
Chief Umpires

MISTAKES- They Happen

- Every officiating volunteer is doing their best to fulfill their role at your event, and human error can occur.
 - It is not the best practice to sit beside the person timing your game (you could be a distraction!)
 - Give the time clock operators a “stress free zone” to help them concentrate on their task at hand- looking after your teams time.
- Luckily mistakes can be fixed! There is no timing error that cannot be fixed.

FIXING TIMING MISTAKES

- If a team notices that there has been a timing error they can call a Technical Time-Out and speak to the on ice Supervisor or Chief Umpire (or both!)
 - If a team is not satisfied with the on-ice supervisor they can ask to speak to the Chief Umpire for clarification.
 - The Chief Umpire has the final decision.
- The event Supervisor or Chief Umpire will make the best decision with the information they are given in the situation at hand. They will do their best to insure that the team will not be penalized in any way for timing errors.
- The Timing Rule:
 - A team whose clock has run due to a timing error (wrong clock running) will have double the agreed error time added back to its clock (rule 20 (11) page 60).

CHIEF UMPIRES & SUPERVISORS

- All officials are approachable and are there to insure fair play for everyone.
- When there is an issue talk to the CHIEF UMPIRE. They have the knowledge and training to give you the best answer to your questions.
 - The Chief Umpire has the final say in any scenario.
- If you are dissatisfied with a Chief Umpire and their handling of a situation you can contact:
 - the Provincial Officiating Coordinator – Patti Caldwell
 - Curl BC – Kim Dennis or Will Sutton



QUESTIONS and ANSWERS



THANK YOU!!

- **For any questions or comments on this webinar, or suggestions for future webinars please contact:**

- **Kim Dennis**

- Phone: 604-333-3619
- Email: kdennis@curlbc.ca

**Curl BC
Contacts**