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**REVIEW FOR TIMING OFFICIALS**

Please report to the Officials area at least 40 minutes before draw time. You should be in your position 10 minutes before the game starts. The interim time is necessary to collect our equipment and receive any special instructions pertinent to that draw or game. One timer is required to be in position 35 minutes before game time to assist with the practice timing.

After the Last Stone Draw (LSD) the time clock operators will be advised by the Timing Supervisor who has the last stone in the first end and which color stone will throw first. Write the team names on the timing sheet beside the appropriate color stones.

**Points to remember:**

* Be sure the colors on the left and right side of your timing sheet match the left and right side of your clock.
* Home end Game Umpire will handle the game start and will radio the timing Game Umpire just before announcing ‘Games will begin in one minute’.
* Only one clock (usually Sheet Charlie) is run for the pre-game practice. Set all other clocks for the draw – 45 minutes prior to draw time.
* Timing Game Umpire to turn on radio before leaving Officials’ room.
* The game timing starts when the first stone comes to rest at the playing end and the delivering team relinquishes control of the house.
* Changeover from one team to the other at appropriate time.
* Do not be distracted – conversations with neighbors will inevitably lead to errors.
* When one team has delivered all eight of its stones, record their remaining time on the time sheet.
* When the last stone of the end reaches the tee line at the delivering end, stop the clock, note their time remaining and prepare for the ‘between end’ interval. When the score for an end has been determined and all stones have been moved behind the back line, begin the ‘between end’ interval. Depending on the instructions from the Chief Umpire, you may be required to run the interval on the clock.
* If a measurement is required, the ‘between end’ interval begins at the completion of the measurement.
* When the interval time runs down, ONLY if the player to deliver is not in the hack, start the game time for the team that will throw first. Stop the clock when the delivered stone reaches the tee line at the delivering end. If the player is ready to deliver, do not start the clock.
* A mandatory 5-minute break takes place at the conclusion of the 4th / 5th end. Time clocks will count down the 5-minute break. Advise the Time Clock Supervisor when there is one minute remaining in that break. When the 5 minutes is complete, , if the player to deliver is not in the hack start the clock of the team who will be delivering first. If the player is ready to deliver, do not start the clock.
* If either team is running short of time (less that 4 minutes for each end remaining), advise the Timing Supervisor.
* If an extra end appears imminent, advise the Timing Supervisor before skip stones in the 10th end.
* When the game is over, complete and sign the timing sheet, have it signed by the Game Umpire and return it to the Officials’ room.

**THINKING TIMING**

1. The thinking time allotted to each team to complete a 10 end game shall be 38 minutes. For 8 end game thinking time is 30 minutes
2. The thinking time allotted to each team to complete each extra end shall be 4.5-minutes.
3. At some events, the participants will be given a 60-second warning for the start of the game by a Game Umpire. The umpire will advise the curlers when the 60 seconds is complete and the delivering team’s game time clock shall start when:
* all stones have come to rest, or crossed the backline,
* the current delivering team has relinquished control of the house to the opposing team,
* sweepers of the current delivering team and the player who has just delivered have all moved to the extreme side of the sheet, at this time the opposing team becomes the delivering team and their game time clock shall be started.
1. Other than the first stone of each end, the time clock will *stop* when the stone being delivered reaches the Tee Line at the delivering end.

**TEAM TIME OUT**

Each team may request two time-outs per game and one time-out during each extra end. Unused time-outs cannot be carried forward to extra end(s). *Either* the coach or alternate may access to the field of play but not both.

A time-out must be requested from the playing surface by a player of the team whose game clock is running. A team’s coach or alternate player may physically signal a request for a time-out to their players on the ice but are only permitted to communicate with their players during the time-out. If a team wants a Team Time Out it uses the ‘T’ hand signal. The Game Umpire and Time Clock Operator confirm that a Time Out has been called.

If you see a time-out signal ‘T’ on your sheet, notify the Timing Supervisor immediately. (‘Time-out’ Sheet ABC, yellow stones). Stop the game clock.

When a Time Out is called, the game clock will stop for 90 seconds (includes travel time). The Game Umpire controls the Time Out on a stopwatch. If the clock has the ability to show the Time Out, use the clock time. Additional travel time may be allowed in club events if necessary. Extra travel time will be controlled by the Game Umpire.

If walkways are provided the coach must stand on the walkway, from the hogline to the backboard or on the backboard behind the sheet. If there are no walkways, the coach may walk up the dividing line of the sheet, but must progress to the backboards. They may not remain on the sheet of ice.

When the Time Out expires, the clock starts, and the Game Umpire ensures that the coach ends all discussion with the team and leaves the Field of Play promptly. The time clock will stop when the delivered stone reaches the tee-line at the delivering end.

The Time Out is recorded on the game timing form.

 **UMPIRE TIME OUT**

If called by a Game Umpire the umpire will notify the Time Clock Supervisor by radio and starts a stop watch. The Timing Clock Supervisor notifies the timing official on the appropriate sheet and ensures that the time clock is stopped promptly.

If the teams are requesting a technical time out they will use an “X” signal. If the reason is considered valid (e.g. – FGZ measure) by the Umpire, then it is considered as an Umpire’s Time Out. The game clock starts when the Umpire has rendered a decision and leaves the Field of Play, or when the Umpire directs the Timing Supervisor to tell the timer to restart the clock.

If the reason is not considered valid the game clock is restarted immediately.

Game Umpires may call a time-out at any time.

  **TIME CLOCK ADJUSTMENTS**

If a time clock malfunction or error has been recognized, the time to be given back should be noted and the necessary adjustments to the clock made between ends, except during the final end when timing adjustments must be made stone by stone. Time will only be added where required, but never taken away due to a timing error.

The Chief Umpire will notify the coaches of the occurrence and of the action taken. The Game Umpire will notify the skips of the occurrence and of the action taken.

If the malfunction occurs during the last scheduled end or an extra end, an Umpire’s Time out will be called and the necessary adjustments to the time clock will be made immediately.

If there are repeated occurrences of time clock malfunction, the time clocks for that sheet will be shut down. If subsequent play on that sheet seems to be excessively slow, stopwatch timing may be used. Both coaches and both skips will be notified.

All timing officials should have at least one functioning stopwatch with batteries that are fresh for the current season.

If a player is allowed to redeliver a stone, the clock doesn’t start until the redelivered stone and all other stones have come to rest or crossed the back line at the playing end.

If a team throws the wrong color stone, (for all stones other than the first stone of the end) stop the clock when all stones have come to rest or crossed the back line and do not start the oppositions clock until the stone is replaced.

When an end is replayed, the clock is reset to the time recorded at the completion of the previous end.

With the concurrence of the Chief Umpire, a game may be delayed if a player is sick or injured.

If extra ends are required, an optional 3-minute break will take place (if both teams agree, play may begin in the extra end immediately), and each team will be allowed 4.5 minutes of thinking time to complete each extra end. Each team will be allowed one 90 second time out for each extra end played.