SYSTEMS OF OFFICIATING

The system of officiating is defined by the number and type of umpires used at an event.

An event sanctioned by Curl BC will have the category of officiating best suited for that particular event. This decision is usually based on the level of the competition, availability of properly trained umpires, and the physical limitations of the ice area. The following Systems - A, B, C or D - may be used:

A.	Number of Umpires:	One Chief Umpire (minimum Level 2)
	Position:	Roving
B.	Number of Umpires:	One Game Observer or Timer per sheet, one Game Umpire and one Chief Umpire (minimum Level 2)
	Position:	Game Observers at the playing end of each sheet, Or Timers at the Home end of each sheet. Game Umpire and Chief Umpire are roving.
C.	Number of Umpires:	A game observer on each sheet and either timers (one on each sheet) or four Hog line observers, two Game Umpires and a Chief Umpire (minimum Level 3).
	Position	As required.
D.	Number of Umpires:	One game observer and one timer per sheet, a minimum of 3 Game Umpires and a Chief Umpire (minimum Level 3). Hogline officials are optional.
	Position:	One at end of sheet and hogline; one at each time clock; Game Umpires and Chief Umpire.

NOTES:

- System A is used at Zone/Regional and Inter-regional events.
- System C requires both Home and Away Game Umpires when hog line judging is in effect or Home and Timing Supervisors when game timing is in effect.
- **System D is the requirement for all Provincial championships**
- It is required that all officials - game observers, time clock operators and hog line observers - take the Level 1 Officiating Course prior to competitions. All Supervisors must have taken a Level 2 course.
- Systems C and D officiating require a Chief Umpire of Level 3 or higher.