

# **GAME TIMING PROCEDURES – (OES ISC9000 timing units)**

## **Prior to Pre-Game practice**

On Sheet C - All practice control will be done on Sheet C.

- Set the INT MODE clock to 10:00 minutes for pre game practice, **Red team**

(All timers must be stopped. Press INT MODE; last time set will display;  
if set at 10:00 press RUN to start clock when directed.)

If not set for 10 minutes; key in 10, press ENTER; key in 00. press ENTER;  
press RUN to start clock when directed.)

- Start the practice time when
  - the umpire announces the practice may begin and gives the timer a signal, or
  - the Timing Supervisor tells you to start the clock.

On Sheet C – Set up for the Last Stone Draw (LSD) **Blue team**

- Set the INT MODE clock to 1:00 (procedure as above)
- Run the time for each team as instructed by the official.

Prior to Game Time: All sheets

- Check the RED clock is set to **38:00** game time – reset if needed (HOME TIME)
- Check the BLUE clock is set to **38:00** game time – reset if needed (GUEST TIME)

**(To set the time for RED or BLUE clock:**

- All timers must be stopped. Press HOME TIME or GUEST TIME; key in 38, press ENTER;  
key in 00, press ENTER.)

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Standard Game time settings:

8 End Games	30:00 - Mixed, Seniors, Travelers
8 Ends Wheelchair	36:00 - Wheelchair
10 End Games	38:00 -, Canada Cup, Brier, STOH,
10 End Games	38:00 - Jr's, University, Bantam, Worlds
Pre-Game Practice	10:00
Last Stone Draw (LSD)	<b>1:01</b>
4th/5th End Break	<b>5:01</b>
Between End Break	1-3:00 - Stop Time on Stop Watch (Timed on Ice)
Extra End	8:00
Break Prior to Start of Extra End	3:00

Put 1:30 seconds on the clock display for the Time out we can adjust the way we deal with the travel time when I get to the club to see how we might handle the time outs. I like to have the clock run for the time outs so teams know how much talk time they have prior to the game clock starting again.

## Start of the Game :

Check to see which colour team has the Last Stone First End (LSFE). Circle colour of the team on your timing sheet that will deliver the 1st stone of the end. (ie: the team that does not have the LSFE). If you are not sure wait until the Game Umpire (GU) places the hammer on the scoreboard after both teams have completed their LSD.

(Centre arrows point to active clock, press RUN.)

**Thinking Time- NO CLOCK is running when the stones are traveling down the sheet of ice.**

Team A delivers the first stone of the end- no clocks are running. Team B's clock will start when:

- All stones have come to rest in play or crossed the back line. AND
- The players of the delivering team have moved to the side of the sheet AND
- The delivering team has relinquished the house to their opposition. ( Watch the delivering team skip and when they move to the backline and give up the house start the thinking time for the next team. – do not start the change over if the change over team enters early unless they are obstructing the delivering team.)

Switch the colour of the stone directly from BLUE to RED or RED to BLUE using POSS button.

Both team clocks are stopped (press STOP) TURN AND GO 30 sec when the end is completed and the counting stones have been cleared from the house. Timers can monitor the stop time on their stop watches and notify the CT if a team is consistently taking 45 sec to deliver the first stone of the next end. Teams taking a maximum of 1 min will have their Thinking time start, called to timer by the Chief Timer (CT) or Chief Umpire (CU).

Use the POSS button to ready the clock for the appropriate team to start the next end.

## 5th End Break: 5:01

If using the Time out on the clock it will display 1:30 re set Int Mode to 5:01 then after Break or when next time out called you will have to reset it to 1:30 ( practice this step so you know the process)

All time clocks must be stopped. Press INT MODE. If not set for 5:01 set the time as above. Press RUN.

**Note:** as soon as RUN is pressed 5:00 appears on the read out and the countdown begins.

(Time Clock Operators - make sure the score has been decided and the stones have been removed from the house prior to the starting the clock for the 5<sup>th</sup> end break.)

When the countdown for the break is at 00:00, press INT MODE for the game timing to return to the display. If play starts before expiration of the break the remaining time can be cancelled by pressing STOP, then INT MODE. The game timing will return to the screen.

The clock can then be started for the team that will be throwing the first of the 6<sup>th</sup> end. If the team is not ready to deliver the 1<sup>st</sup> stone of the 6<sup>th</sup> end their thinking time should start. If the team is in the hack and ready do not start their thinking time.

If the ice is not ready the Game Umpire will advise the Chief Timer to have the Time Clock Operator hold the start until the first stone of the end reaches the tee line.

[Console Pad Suggestion: - Listen for the beep. No beep, no start/ stop activity.]

# TIME CLOCK OPERATOR

## Duties

The Time Clock Operator (TCO) is responsible for operating the time clock on an assigned sheet. The operator must be thoroughly familiar with the equipment, as well as the rules governing the use of the clocks. This requires good concentration, with no interruptions during the game.

## Pre-Competition

- Instructions and an opportunity to practise with and check the operation of the clocks will be given prior to the start of the competition.
- The TCO should be familiar with the duty roster, timing forms, use of stopwatch, and behaviour codes.
- The TCO should be advised of pre-game procedures (team practices, followed by LSD).

## Before the Game

- Check in with the CT a minimum of 30-45 minutes before the game. The Timer should be in position 15 minutes before the start of the game. TCOs assigned to pre-game practice need to be in place 45 min before game time.
- Confirm that the game clocks are set for the correct amount of game time for each team.

## Procedures

- An announcement will be given to indicate when the games may begin.
- No clock running in thinking time for the 1<sup>st</sup> stone of the end unless the team is not ready in the hack for the first stone of the end.
- Time will be counted for the preparation and delivery of each stone. The time clock for the delivering team will start when the play of an opponent's stone has been completed. **Play is completed when all stones have come to rest or have crossed the back line, the skip has relinquished the playing area to the other team, the sweepers and the player who has just delivered have moved to the sides of the sheet.** At this point the opposing team becomes the delivering team and their game clock is started.
- Clocks are stopped when the last stone of an end has been completed, and the teams have agreed on the score for that end. At the conclusion of each end both time clocks are stopped for a period of time as determined by the rules of the competition or the CU. (Turn and Go 30 seconds to max 2:30 tv game)
- Clocks are stopped for both teams at the mid-game break.  
Five minutes are allowed for conference with coaches and ice cleaning. The delivering team's clock will start at the conclusion of the five minutes break. Teams are informed when one minute of the break remains, and may begin play any time after the clock shows 10 seconds remaining in the break.

- Time clocks will be stopped for Umpire's Time Outs such as an injury to a player, ruling requests, illness, or any other time an Umpire must intervene. If a team wants an Umpire's Time Out this should be signalled with an "X" (crossed arms) .
  - Team Timeouts: each team may call 2- 90 second time outs per game and 1 timeout during each extra end. The time out will be a maximum of 90 second in length. It will include any travel time by the coach to access the field of play. Time out can be cancelled by pressing the Timeout set button again
  - An offending team's time clock will be running for violations where stones require repositioning (i.e. Free Guard Zone (FGZ), when a team throw the wrong colour, and hog line violations when using electronic handles).
  - When an extra end is required, each team receives 4:30 minutes of playing time. This will apply to each extra end. The break time is 3:00 and can be posted on the clock.
  - In case of extenuating circumstances (accident, illness, broken equipment) where the clocks did not stop immediately, the Chief Umpire will advise the CT how the clocks will be adjusted.
  - If the time runs out on a team before the completion of a game, the game umpire will apply the penalty according to rule 8(3) 9(a)(b) (c), page 35 If a stone reaches the tee line at the delivering end before time expires, the stone is considered delivered in time.
  - The Chief Timer should notify the Chief Umpire whenever a team is in danger of running out of time (i.e. Only a few minutes to play the last end, down to the last 2 minutes, etc.). To ensure that a stone has reached the tee line before the time clock reaches "00" it is necessary for an Umpire to move into a position to observe the tee line at the delivering end.
- 1 min remaining with stones yet to be delivered-
- "Radio silence" for the Chief umpire to call the count- down 5-4-3-2-1-0 then the umpire on the tee line will say "Clear" or "Time violation." If a time violation the stone is stopped before it enters the house at the playing end.**