



Umpiring Code of Ethics

- The role of umpires in curling is different than in many other sports in that we are there to ensure a level playing field of the competition, rather than to control the play. Curling umpires give freely of their time and training for the love of the sport.
- In the name of all the competitors, the umpires promise that we shall take part in the games, respecting and abiding by the rules, which govern them, committing ourselves to a sport in the true spirit of sportsmanship, for the glory of the sport and the honor of the teams.
- Umpires strongly believe in teamwork to ensure championships run smoothly.
- Each time we finish a championship, we hope it is not our last. We like what we do, and we hope we do make a difference. Curling has been good to us and this is our way of giving back.

UMPIRE GUIDE



LTAD STAGES:

Competitive Stream:

Learn to Compete
Train to Compete
Compete for Life

Podium Stream:

Learn to Excel
Train to Excel

TABLE OF CONTENTS

Role of the Umpire	page 3
Umpire's Conduct	page 3
Umpires selection at events	page 4
Media	page 5
Photography	page 5
Coaches Bench	page 5
Reminder to Coaches	page 5
Head Umpire Duties	page 6
Supervisor Umpire Duties	page 8
Umpire checklist	page 8
Measuring Procedures	page 8
Behavioral Policy	page 8
Playoffs	page 9
Event Specific Information	page 9
Umpire Disciplinary Action	page 10

CurlManitoba has spent a great deal of time and energy refining their rules and implementing consistency throughout Championship Events.

In curling as in most sports, umpiring is performed by dedicated volunteers without whom the sport could not progress.

This is a guide for Umpires. Reference to the CurlManitoba Rule Book and the CCA Rule Book are a necessity.

Role of an Umpire:

The role of the Umpire has been established to ensure fair play between two or more teams in any competition. Umpires act as a compliment to the game, working with the teams in a fair and neutral manner within the rules of the game, performing measurements and intervening only to make a correction or following a break of the rules.

Umpires' decisions must be made in fairness and sound judgment relative to the rules of CurlManitoba and the event.

All Umpires need a thorough knowledge and understanding of the rules, including their interpretation and implementation. Each plays an important part in the operation of any competition.

Umpires, at all times, must show respect and consideration for CurlManitoba by not discussing or stating their own opinion during an event.

Umpires' Conduct:

Umpiring in any sport is very serious and is a position of trust and responsibility. While good Umpires are respected, they may not always be appreciated by competitors, spectators and the media.

- Good working relationship with athletes, coaches, other Umpires, ice technicians, media, site personnel and CurlManitoba staff/representatives is to be expected.
- Never put yourself in a position, real or perceived, of being partial in any situation.
- Comments about any aspect of umpiring or rules shall only be discussed among the Umpires in private and not in the presence of any other people.
- All decisions shall be made in accordance with the rules quickly and fairly without being officious.
- Umpires who attend events as spectators should not expect any special privileges or recognition at the event.

Umpires Selection at Events:

Supervising Umpires at Curling Club Events

- a. Umpires must have Level 1 training
- b. Umpires must have timer training
- c. Umpires will learn tasks related to officiating at the event from the Head Umpire

Head Umpires at Curling Club Events

- a. Umpires must have worked as a Supervising Umpire at a minimum of 3 curling club events
- b. Umpires must show leadership qualities
- c. Umpires must understand the operation and responsibility of an event

Supervising Umpires at Arena Events

- a. Umpires must have worked as a Head Umpire at a minimum of 3 curling club events
- b. Umpires must have a recommendation from a Head Umpire at a curling club event

Head Umpire Arena Events

- a. Umpires must have worked at an entire curling club event such as the Masters, Seniors or Mixed as a supervising Umpire and then as a Head Umpire
- b. Umpires must have worked as the Head Umpire at a Junior Provincial Championship
- c. Umpires must have worked as a Supervising Umpire a minimum of 3 times at an entire Arena Event

NOTE:

Umpires may not work at their home club as a Head Umpire.

The feedback from the Head Umpire will be considered as a tool to determine assignments of Umpires at Curling Club and Arena events.

Media:

The media has been given the following information:

1. Report to the Umpire prior to accessing the ice.
2. Wear clean shoes.
3. Wear dark clothing with no advertising.
4. Stay between the hog lines on the side boards or carpeted walkway.
5. All mobile devices are to be on silent.
6. No flash photography is allowed.
7. Interviews are to be conducted only outside of the ice area in front of the media backdrop.
8. Umpires are NOT to be interviewed.

Photography:

Flash photography is not allowed at any time by media or spectators.

Coach's Bench:

1. Coaches will only be allowed access to the coach bench when their team is playing.
2. Accreditation must be worn at all times.
3. Coaches must be dressed in black dress pants or black curling pants or pants that match the team's uniform to be allowed ice access.
4. A warm jacket may be worn but must be removed prior to accessing their team.
5. They must remain seated at all times.
6. All cell phones or other communication devices MUST be turned off during the games.
7. No verbal, visual or electronic communication is allowed.

Reminder to coaches:

The following reminder will be given to all coaches at each event.

Coaching at a Curling Club Provincial:

- Coaching from behind the glass is not permitted. This includes holding coffee cups, sitting, standing, left hand raised, or any other action that can be construed as sending a signal to your team. A coach may be ejected from the game in progress if he/she is observed using these tactics.
- If you or your team has called a time-out and play is at the far end, pick a side to walk down, stay within 2 feet of the sideboards and stand either just behind the hog line at the far end or in the corner behind the back line (within 2 feet of the sideboards and backboards). You are not to walk across the sheet.
- If the opposition coach has called a time-out, you may meet with your team at the home end behind the playing surface. Communication with your team may commence when the opposition team's time-out starts.

- There will be no texting or surfing the internet during a game. If it is observed that you are texting or surfing the internet, your device will be confiscated for the duration of the game and returned to you at the end of the game.

Coaching at an Arena Event Provincial (sitting behind scoreboard)

- Coaching during an end is not permitted unless a time-out has been called. It is probably best not to speak to the team members at all during the end as it may be perceived that there is coaching going on.
- You may speak with your team between ends; however, if the 1 minute break expires, your game clock will start. The 1 minute break starts when the score has been determined.
- When a time-out is called by your team, you may stand anywhere on the walkway.
- If the opposition coach has called a time-out, you may meet with your team at the home end behind the playing surface. Communication with your team may commence when the opposition team's time-out starts.
- There will be no texting or surfing the internet during a game. If it is observed that you are texting or surfing the internet, your device will be confiscated for the duration of the game and returned to you at the end of the game.

Head Umpire Duties:

Pre-Competition

1. Review the Event Guideline.
2. Prepare a schedule for the Umpires and make it available in advance of the event.
3. Confirm with the Supervising Umpire(s) their arrival times, advise them of social functions that they may attend and of the dress code.
4. Conduct the timing course for all timing volunteers.
5. Set up the Umpire's room at the venue.
6. Ensure that there are sufficient copies of all necessary forms.
7. Oversee the pre-competition check of the ice, stones and the facility with the Ice Technician.
8. Meet with the observers to explain their duties.
9. Assign tasks to the Supervising Umpires(s).
10. Conduct the Question and answer period or team meeting. (U18, Juniors, Viterra, Mixed and Curling Club Championships have a mandatory team meeting).

Competition

1. Assist on the practice day with checking uniforms and equipment.
2. Be available to the coaches and teams at least 45 minutes prior to the draw time.
3. Run the pre-event practice.
4. Collect team personnel cards at the start of the competition. Collect changed personnel cards as changes are made.
5. Perform all measurements including last Stone draws (LSD).

- a) A draw to the button for last stone advantage that is moved by a delivering team member prior to the measure will be assigned the distance of the next defined circle away from the button.
For Example: If a stone was in the 8 foot ring, the measure would be to the outside edge of the 8 foot
 - b) A draw to the button for last stone advantage that is moved by a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement; the stone will be replaced to its original position by the delivering team.
6. Prepare teams for the introductions before the start of all games at Arena Events.
 7. Ensure the scoreboards are updated with names and hammer prior to the start of the game.
 8. Teams cannot slide until the 9 minute clock starts for pre-game practice.
 9. Teams can slide prior to the one minute notice til the game start time.
 10. Update SBR spreadsheet and have the accumulated revisions ready for the next draw.
 11. Be observant of all games and time clock operators.
 12. Monitor players and coaches' uniforms including crests to ensure that they follow the guidelines.
 13. Monitor movement and conduct of all persons in the Field of Play and on the coach's bench during the entire competition.
 14. Render decisions when Umpire decisions have been appealed.
 15. Resolve issues as they arise.
 16. Assign and confirm ice, with the assistance of the Ice Technician, for all tie-breakers and playoff games.
Note: For RME and Viterra Championships ice will be pre-determined (except for the tie-breakers)
 17. Prepare icing and teams for the tie-breakers and playoff games.
 18. Meet with teams after the final round prior to the playoffs to discuss stone selection, sheet assignment, and special practice time, etc. This process is repeated before each playoff game.
 19. Assign Umpires to the special practice, tie-breakers and playoff games.
 20. Oversee the placing of selected stones to the game sheet.
 21. Assist the CurlManitoba Event/Development Coordinator with media requests.
 22. Assign duties to the Supervising Umpire(s).

Post Competition

1. Pack up the Umpire's room in a orderly manner.
2. Prepare and submit the Umpire's report to CurlManitoba within 30 days of the event.

Supervising Umpire(s) Duties:

1. To assist the Head Umpire in any matters required.
2. To ensure the team names are ready for each draw.
3. To observe and participate in the Head Umpire's duties for the opportunity to become a Head Umpire.

Umpire's Checklist:

1. Ensure that CurlManitoba has provided your accommodation information.
2. Check that all supplies are available
Clipboards, pencils, SBR sheets, SBR spreadsheet, radios and headsets, team name cards, etc
3. Ensure that the Umpire room is secure
4. Check that the ice and clocks are marked correctly.
5. Check the rings, measuring devices and SBR tapes. Note any variances and post for the teams on the change room doors.

Measuring Procedures:

In the House

1. Determine which stones are to be measured.
2. Always measure in a clockwise manner.
3. For a three stone measurement always measure the odd color first. If possible, measure all three stones prior to moving any stones.
4. For four or more stones, visually determine which stone you think is shot. Bring the measuring device to this stone first. Determine if it is shot and then proceed with a three stone measurement.
5. State clearly which stone is shot to the vice-skips.
6. Never move the shot stone until the vice-skips have acknowledged the decision.
7. Confirm the score with both teams.
8. Move the shot stone toward the button.

Backline and Hog line

1. The biter stick is to be used if the stone is at the back of the house on the center line.
2. A visual decision will be used by the Umpire if the stone is not touching the center line.

Behavioral Policy:

The Behavioral Policy can be found in the Rule Supplement.
Review to the Behavioral Policy for the procedures.

Playoffs:

When 2 events are at the same venue 4 sheets of ice will be assigned to each event. The tie breakers and playoffs will be played on the said 4 sheets.

Exception: Masters and Senior Championships

Event Specific LSD, Playoffs, Stone Selection, etc

The event specific information can be found in the competitor guide.

**REFER TO THE CURLMANITOBA SUPPLEMENT AND COMPETITOR
GULDE FOR ALL RULES AND EVENT SPECIFIC INFORMTION**

CurlManitoba Disciplinary Action Report

Event: _____

Participants Name: _____

Team Name: _____

Draw, Time, Date _____

Umpire: _____

Description:

Action Taken:

Print/Signature:

UMPIRE

CurlManitoba Representative

PARTICIPANT