CurlManitoba

HEAD UMPIRE
2026-2027

HEAD UMPIRE

The position of Head Umpire is one that should receive respect from players, coaches, other Umpires, host committee and representatives of the organization governing the competition. To gain and retain this respect, Head Umpires must be aware of their conduct 24 hours a day during the time of the competition and must keep the following points in mind.
The Head Umpire must demonstrate qualities of leadership and the ability to negotiate and arbitrate effectively.
As a Head Umpire, documents pertaining to the event are CurlManitoba's Rule, General Competitor Guide and the Event Specific Competitor Guides and should be reviewed.

HEAD UMPIRE'S DUTIES

Pre-Competition Duties

- Prepare a working schedule for the Umpires and make it available before the competition
- Confirm with the other Umpires their arrival times
- Conduct the timer training & observers duties (arena events)
- Set up the Umpire's room at the venue with assistance from the Supervising Umpires
- Ensure there are sufficient copies of all documents needed
- Oversee the check of the ice and measuring devices
- Check Laser measures
- Ensure center holes have been drilled to correct depth, width, and location
- Ensure triangulation holes have been drilled to correct distance and locations at home end
- Check clocks are set correctly
- Meet with the Umpires to review rules and game procedure. Ensure that all Curl Distance apps have the correct settings.
- Conduct on ice measuring practice with umpires prior to competition start.
- Assign tasks to the Supervising Umpires for pre-competition practices and the competition
- Collect default line up cards with signatures
- Conduct the Team Meeting or Q & A
- Conduct the Coach's meeting at events with On-Ice Coaching.

During the Competition

- Assist on the practice day with checking uniforms and brooms
- Run the Pre-Event Practice
- Be available to the coaches and teams at least 45 minutes before draw times
- Collect team line-up changes
- Update Last Stone Draw (LSD) spreadsheet and have accumulated results ready for the next draw
- Post updated LSD results to CurlMb website
- Be observant of all games and clock operations for the Timers Umpires

- Monitor players' and coaches' uniforms and crests to ensure they conform to guidelines
- Monitor movements and conduct of all persons in the Field of Play and on the coaches' bench
- Assign ice for playoff games if changes are required (Bunge and RME are predetermined)
- Meet with representatives of the playoff teams after the final round robin game to discuss stone selection
- Meet with the Timing Supervisor to discuss and determine which timers will be utilized for playoffs
- Oversee the placing of selected stones on to the game sheet for playoff games
- Assign umpires to playoff games evening practice at the Bunge and RME
- Assist the CurlManitoba Event/Development Coordinator with media request

Post Competition Duties

- Assist with the teams getting to closing ceremonies
- Pack up all equipment with the assistance of the Supervising Umpires
- Prepare and submit an Umpire Report within 30 days of the event

HEAD UMPIRE'S CHECK LIST

A list of the umpire equipment and documents are found in the event binder

TEAM MEETING DOCUMENT

Prepare team meeting document

Remind coaches of the following:

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. The non-delivering team may speak quietly with their coach until the opposition rock crosses the delivery t-Line
- 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

TEAM RANKING

The following criteria (in order) will be used to rank teams at the completion of the round robin games:
Teams will be ranked by their win/loss record.

- If two teams are tied, the team that won their round robin game will be ranked higher
- If more than two teams are tied, the w/l record between those teams will determine ranking
- Where ranking cannot be decided in the above manner, then ranking will be determined by using the accumulated distance format used for this championship
- If teams are tied using the accumulated distance format for last stone draw, the tied teams next largest distance will be dropped until the tie is broken

PROCEDURE WHEN A TEAM IS LOW ON TIME

- The timing supervisor closely observes the time clock operations of all sheets that are low on time
- At 0:45 remaining there is a radio warning to the Head Umpire (i.e. – "Sheet Alpha, red stones, low on time")
- The Head Umpire will assign a Supervising Umpire to watch the T-line for that sheet (preferably one sheet away if there is a sheet that there is no game being played on)
- The Supervising Umpire will start their stopwatch in coordination with the clock at 0:20. The Supervising Umpire will then check the time clock to ensure coordination between the time clock and their stopwatch
- When the stone reaches the t-line the Supervising Umpire will stop their watch and will inform the Head Umpire if the stone was delivered in time (if the stopwatch is over 0:20 and the time on the clock is at 0:00 then the stone was NOT delivered in time and the team has run out of time)
- IF the team has run out of time (AFTER all stones have come to rest) the Head Umpire will direct the Supervising Umpire for that sheet to call a technical time out and inform the team that they have run out of time
- When a team runs out of time, the Head Umpire will be available to answer any questions from the teams involved (after all games of the draw are finished)

PROCEDURE TO APPLY GAME TIME OPERATION

A team may continue to play after their opponent's game clock has expired
The Head Umpire will be positioned at the playing end so that communication is achieved.
A technical time out is called to explain the process to both teams.

Process

- Play will continue with all stones currently in play remaining in play. Regular delivery rotation continues for non-offending team
- The team with time left will deliver as normal starting with a 20 second interval (timed by the Head Umpire) prior to their Thinking Time starting (stops as normal). When their stone has come to rest and all out of play stones are moved past the T-line, another 20 second interval will be timed by the Head Umpire. When the 20 second interval is completed, their Thinking Time will begin. The Thinking time will stop once the delivered stone reaches the nearer T-line (regular process). This will be repeated for all remaining stones, or until their time expires (if this is the case)
- A team may continue play after their opponent's game clock has expired in an attempt to tie or win the game within their allotted game time
  (a) The team whose time has expired shall be considered the non-delivering team from this point on and all rules shall be applied accordingly
  (b) The non-offending team shall be allotted an interval of a maximum of 20 seconds between their consecutive deliveries. Time management shall be under the direction of the Head Umpire who shall communicate as required with the Time Clock Supervisor. Their time clock shall start at the expiration of the 20-second interval. The time clock will stop when the delivered stone reaches the nearer tee-line
  (c) If the non-offending team scores sufficient additional points to win the game within their allotted

time, they shall be declared the winner

(d) If the non-offending team scores sufficient additional points to tie the game within their game time, an extra end(s) shall be played. The team that incurred the time violation shall deliver the first stone of the extra end

(e) If the non-offending team is unable to score sufficient additional points to tie or win the game within their allotted time, they shall lose the game

TIMING BETWEEN ENDS

- The Head Umpire will disclose at the team meeting or in the Team Meeting Document the length of between-the-end breaks
- If teams are not delivering the first stone of the end within one minute, their clock will start
- When the score for an end has been determined and all stones have been moved behind the back line, the break-between-ends will start. If a measurement is required, the break begins at the completion of the measurement
- For the break that defines the halfway point of the game, the teams will be notified when one minute remains in the break. The Supervising Umpire will only notify teams that are at the sheet and will not go looking for teams
- The clock will start once the first stone has come to rest and the team with the last stone has met all of the conditions of thinking time

PRE-COMPETITION PRACTICE

Pre-Competition Practice when available is 30 minutes. Each team will be given 30 minutes of practice on a designated sheet

PRE-GAME PRACTICE

- Pre-Game Practice will be 9 minutes except Mixed Doubles which will be 7 minutes
- Coaches may NOT deliver stones in the pre-game practice
- During Round Robin play, the team listed first or on the top in the draw will practice first and will be assigned the colour of stone on the top of the scoreboard
- During Triple Knockout play, the teams will have a coin toss to determine practice and colour
- Following the nine-minute pre-game practice, there will be an announcement to deliver the Last Stone Draw (LSD)

EVENING PRACTICE

- For the Bunge and the RME Championships there is evening practice which immediately follows the final draw of the day
- The sessions are for ten minutes on the sheet the team has signed up for
- Teams may deliver any stones from the sheet during this assigned practice session
- All five team members may practice
- Coaches **may not** deliver stones during evening practice. Speed traps are permitted