

1.C.8. OPTIMIST DIVISION 1 – CHIEF UMPIRE

1. Liaise with Optimist Division 1 Sunday Coordinator as needed.
2. Contact Curl BC office to obtain a copy of the most recent Rules for Officiated Play to be followed for Junior, U18 or BC Winter Games curling championships.
3. **Arrange a backup (assistant umpire to help with measures, dual timeouts)**

TASKS:

4. Weekly Routine:

- a. Post Draws
 - i. Optimist Division 1: 15 Minutes prior to first practice (i.e. 8:55 am), post Game #1 and Game #2 on White Board beside ice #6 as per Schedule as drawn up by Optimist Division 1 Manager.
- b. Prior to the pregame practice, teams flip a coin with the winner having the choice of either:
 - i. First or Second practice
 - ii. **First practice gets choice of Rock colour**
 - iii. **First Practice throws draw to button clockwise on declared shots.**
 - iv. **Second Practice throws draw to the button counter clockwise on declared shots.**
- c. In order to determine LAST ROCK ADVANTAGE, coordinate 10-minute team practices **at 9:00 and 9:15 a.m.** each game day and playoffs.
 - i. During the 10-minute practice each team may throw a maximum of 16 rocks (of their own color) on the sheet they are about to play.
 - ii. Within 1 minute following the pre-game practice, the head official will be notified by the team and any player from the team will throw a rock (full sweeping allowed) from the away end towards the glass. The distance from the center of the button to the rock will be recorded by the official.
 - iii. **First practice must throw clockwise turn, Second practice must throw counter clockwise.**
 - iv. The team whose rock is closest to the button (i.e. smallest recorded distance) will receive last stone advantage in the first end. If the draw for last stone advantage is moved by a team member prior to the measure by the official, the distance of the next defined circle away from the button will be recorded.
 - v. If the first player's rock covers the button and the distance cannot be measured, a distance of "button" is recorded on the score sheet and a second player from the team must deliver a draw to the button. If the first player's rock is short or through the house, a distance of "185.4cm" is recorded on the score sheet and a second player from the team must deliver a draw to the button. If the second player's stone is short or through the house, a distance of "185.4cm" is recorded.

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- vi. If the second team records the same first delivery distance as their opposition, a second player from the second team must deliver a draw to the button.
- vii. In the event that the first and second stones from each team are tied, the team practicing first will toss a coin. The winner of the coin toss will have last stone advantage in the first end.

d. Be in attendance for each game or ensure assigned delegate

e. Enforce Fines and Rules

f. TIME-OUTS:

- i. During an end, a time-out can be requested from the playing surface by a player of the team whose game clock is running.
 - ii. A coach may signal time-out but only the players on the ice are permitted to call the time-out.
 - iii. The team calling the time-out has the option of allowing the coach to travel to the away end. Teams not calling a time-out will limit the coach's access to the home end of the sheet only.
 - iv. Each team may request 2 time-outs per game which cannot be carried over to extra ends. Each team will be allowed one time-out in an extra end.
 - v. Once the coaches of both teams are in position with their teams, the head official will initiate the 60-second time-out.
 - vi. At the end of 60 seconds, both coaches will be notified and must leave the playing surface immediately. If the coach for the team which requested the time-out leaves the ice prior to completion of the 60 seconds, the non-calling team's coach must also leave the ice immediately.
 - vii. Under no circumstances are the coaches allowed to stand in the active house during the time-out.
- g. Allow for fair play time-outs called by the offending teams coach to inform players of improper game etiquette.
- h. Coordinate and ring, if necessary, a 2-hour 5-minute bell.
- i. The end is considered complete when the last rock of the end comes to rest.

5. One Day with Full Officiating:

- a. Via Al Kersey – OJI Administrator, contact Curl BC Director of Officials to arrange one game day in October/November with full officiating including time clocks.

6. End of Season:

- a. Edit this task description throughout the season
- b. Prepare report to give to Optimist Division 1 Manager at the end of the season for presentation to the Optimist Junior Interclub Curling League Semi-annual General Meeting on the 3rd Tuesday in April.

Estimate annual volunteer hours required for this Task (60 hrs)