

Club Rules for Curling with the Clock

The time clock is used to ensure that league play ice time is being used efficiently and that there is time to prepare the ice between games. The Board of Directors will notify the Division Executives which draws will require the clock to ensure efficient ice use, but essentially this will be any draw with a game scheduled shortly afterwards. The Division Executives can then decide if the clock will be used for the remaining draws in their leagues.

If you need a refresher on how to operate the clock, please ask our Club Manager Glen Boyd or our Ice Maker Eric Cooper.

The clock is pre-programmed to count down from 1hr and 50mins.

Game Scoring Reference:

- 1) If the last rock in the 7th end has crossed the hog line at the delivering end before time has expired – continue playing the 8th end in its entirety.
- 2) If time expires before the last rock in the 7th end has crossed the hog line at the delivering end, the 8th end will not be played. Kindly return the rocks to base.
- 3) If the 7th end has not been started before the clock expires, only the end under play when the clock expires will be completed. Kindly return the rocks to base.
- 4) If a tie breaker is required after time has expired the only option is 'skip's rocks' (one rock thrown per team following League "rules"). Kindly return the rocks to base.

A calendar will be posted in the bar area indicating which draws the Board has determined will require the use of the time clock.

LCC, Board of Directors