

PEI CURLING ASSOCIATION



Time Clock Information

- The game time allotted to each team to complete a 10 end game shall be 75 minutes.
- The game time allotted to each team to complete an extra end shall be 10 minutes.
- Each team may call two one-minute time-outs per game excluding any extra ends. Each team may call one one-minute time-out during an extra end. Time-outs cannot be carried forward to the extra end(s) or from one extra end to another.
- During an end, a time-out may only be called from the playing surface by a player of the team whose game clock is running. If a coach wishes to call a time-out, he/she must signal the players who in turn will get the timekeepers attention by forming a letter "T" with their hands. The coach without delay will access the playing area and the one-minute timeout will start. Between ends either team may call a time-out to commence at the completion of the break between ends.
- If during an end, a measurement is required or an official's opinion on any matter, either team may request an "official's time-out" by signaling a "T" with their hands to the timekeeper. The timekeeper will immediately stop the clock and advise the official. The clock will start again at the official's direction only.
- The game will start when the lead of the team throwing first crosses the nearer T-line. The clock will run for the team throwing until that team's stone comes to rest and has cleared the house so that the next team is able to play. The instant that the house has been turned over to the other team, the clock will then switch to that team. **Please clear the house and ice quickly so you will not interfere with the delivery of the other team's rock.**
- A five-minute break can be taken after five ends. The timekeeper will signal the players to commence play. If you begin play before your five minutes is completed your clock will start again when the player delivering the stone crosses the nearest T-line.

