

Timers "Cheat Sheet"

The court referee will tell you how many minutes are allotted for the players that you are timing. (see below)

Do not time the white ball (Jack)

For the colored balls...

Start the clock when the ref signals with the paddle

Stop the clock when the ball stops or touches an outside line

Otherwise, once signaled, the clock runs UNLESS the ref tells you to stop it!

When the clock approaches their last minute, prepare to call out loudly enough for the players to hear "one minute" "30 seconds" "10seconds", "time"(when time runs out)

At the end of the end:

Make sure the time is written down for each color on the scoresheet.

Reset the clocks (They get their full time each end)

Post the scores for the End and the Total scores

OTHER TIMING SITUATIONS:

The players are given 2 minutes when they first come on court to throw practice balls. The referee may ask you to start the timer and notify the referee when the time is up.

Time outs are 3 minutes. Let the court ref know when there are 30 seconds left on the clock.

Don't time penalty balls

Do time tie breaks (an extra end)

Time allotments:

Throwers, Classes 1, 2, and 4 =

5 min/player

Ramp players, Class 3 w/ assistive device=

6 min/player

Throwers, Team and BC4 pairs

6 min/team

Ramp. BC3 Pairs

8 min/pair