

Rules of Thinking Time (Taken from CCA Rules of Officiated Play 2012-2014)

Rule 8 ~ Game Time Operation

(1) Thinking Time allotted to each team to complete a ten (10) end game shall be 40 minutes. Thinking Time allotted to each team to complete an eight (8) end game shall be 32 minutes. Thinking Time allotted to each team to complete each extra end shall be five (5) minutes.

(a) A stone that has reached the nearer tee line before time expires shall be allowed to continue and shall be considered as having been played within the allotted time.

(b) If the allotted time of a team expires before the team's final stone of the game has reached the nearer tee line, the umpire shall call a time-out and apply the penalty as follows:

(ii) If the non-offending team is not declared the winner as per 8(1)(i), they shall be provided the opportunity to use their remaining time to continue play in an attempt to tie or win the game as outlined in 8(2); or

(iii) If the non-offending team has no stones left to deliver, the end shall be considered over and the score for the end determined as per Rule 14. If the game results in a tie, an extra end(s) shall be played in accordance with Rule 14(11). The team that incurred the time violation shall deliver the first stone of the extra end.

(2) A team may continue play after their opponent's time clock has expired in an attempt to tie or win the game within their allotted time.

(b) The non-offending team shall be allotted an interval of a maximum of twenty (20) seconds between their consecutive deliveries. Time management shall be under the direction of the Chief 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.

(3) During a ten (10) end game, a mandatory break of five (5) minutes shall take place at the conclusion of the fifth (5th) end. During an eight (8) end game, a mandatory break of five (5) minutes shall take place at the conclusion of the fourth (4th) end. All other allotted time for breaks between ends including extra ends shall be determined by the rules of the competition or as determined by the Chief Umpire.

(7)

(a) If a player is allowed or required to redeliver a stone, the time clock will not operate.

(8)

(a) Each team may request two (2) time-outs per game and one (1) time-out during any extra end. The time-out will be a maximum of ninety (90) seconds in length. It will include any travel time by the coach (or alternate) to access to the field of play.

(b) During an end, a time-out may only be requested from the playing surface by a player of the delivery team. A team's coach or alternate player may physically signal a request for their players on the ice but are only permitted to communicate with their players during the time-out.

(d) In arena settings and with the approval of the Chief Umpire, the coach and alternate player may communicate with their team during breaks between ends when neither team's time clock is running.

(e) For communication as permitted in Rule 8(8)(c);

(i) The coach **or** alternate player of the team who requested the time-out may access the playing area adjacent to or at the end of the sheet but shall not access the playing surface.

(ii) The team that did not request the time-out may communicate for the same time as the coach or the alternate player who called the time-out, however, they must stay at the home end. They shall not cause any delay to the stone being delivered.

(9) Except as provided for in Rule 17(4), the delivering team's time clock shall be started when:

(c) The opposing team has relinquished control of the house.

(10) At the conclusion of each end [Rule 14(7)] both time clocks shall be stopped for a period of time as determined by the rules of the competition or the Chief Umpire.

With the adoption of 'thinking time', here are the parameters to operate the clocks.

Both teams are off clock to start the game. Team A delivers first stone in the first end (no clocks are running). The delivering team is allowed a maximum of 1 minute to deliver the first stone of an end. If the delivering team has not delivered its first stone within one minute, their clock will start.

Team B's clock will start when:

- (a) all stones have come to rest in play or have crossed the back line, and*
- (b) the sweepers and player who has just delivered have moved to the extreme side of the sheet, and*
- (c) the delivering team has relinquished control of the house.*

Team B's game clock will continue to run until Team B's delivered stone reaches the near tee-line, at which time Team B's game clock will stop and no clock will run until points (a) (b) and (c) above are met. Then Team A's clock will begin.

No clocks are running when a stone is in motion after the near tee-line.

At the conclusion of each end, both game time clocks shall remain stopped for a period of time as determined by the rules of the competition or the Chief Umpire. The appropriate game time clock shall be started when points (a) (b) and (c) above are met following the delivery of the first stone of the subsequent end.

(3) This removes the countdown clock as it is no longer relevant. Also, the clock will not start at the end of the 5th end break.

(8) Time-outs – this rule was changed in 2011-2012 but is now in the rule book. Umpires should remember this is not a 60 second time-out with 30 seconds of travel time. This is a 90 second time-out that includes any travel time. If a coach gets to the team in 15 seconds, they still have 75 seconds left. If they take 75 seconds to get to their team, then they have 15 seconds to visit.