

## OCA TIMING GUIDELINES

1. Timers should be equipped with an official OCA time clock (preset to the appropriate time permitted for each team to complete their ends), as well as a stopwatch to be used to time breaks between ends, team timeouts, and breaks at mid-game and before extra ends. It is also helpful to have a pen/pencil and a piece of paper (or form) on which to record the time remaining for each team at the completion of each end (optional), and the number of timeouts taken by each team. An example of such a form can be found at the end of these guidelines.
2. The thinking time for each team to play a 10-end game is 40 minutes plus two 60-second timeouts to be called by the team when their clock is running. Thinking time for each team to play an 8-end game is 32 minutes plus two 60-second timeouts to be called by the team when their clock is running. (At the Silver Tankard & Women's Tankard events, 45 minutes will be used.)
3. In the first end, neither clock is running until:
  - the first rock has come to rest or has crossed the back line,
  - the players on the delivering team have moved to the side of the side,
  - the delivering team has relinquished control of the house.
4. The clock for the team about to deliver continues to run until their delivered stone crosses the nearer tee-line.

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

5. No clock is running until all the following conditions are met:
  - All stones have come to rest in play or crossed the far back line. This includes any stones that have gone out of play over the side lines, and any stones thrown through or "into the boards".
  - the players on the delivering team have moved to the side of the side,
  - the delivering team has relinquished control of the house.
 At this time the opposing team becomes the delivering team and their clock is started.
6. At the conclusion of an end both clocks are off. Once a decision on the score of the end is reached – including the measurement, if required – and all stones begin to be moved towards the back line, the team delivering the first stone of the next end has 30 seconds to commence delivery of a stone. If the stone has not crossed the near tee-line within those 30 seconds their clock should run until it does.
7. The next end is then timed in the same way as the first, see paragraphs 3, 4, 5 & 6.
8. A maximum 5-minute timeout may take place at the completion of the 5th end of a 10-end game and the 4th end of an 8-end game. Both teams must be on the ice and ready to play at the end of 5 minutes.
9. Both team clocks will be stopped for timeouts, measurements, injuries, deliveries of rocks belonging to opposing team, replacements of stones following free guard zone violations, official involvement and any other circumstances as directed by the official-in-charge.

10. Team timeouts will normally be signaled by the team to the official-in-charge. However, if the official is occupied elsewhere and does not notice the timeout being called, the timer may stop the clock at the team's request, but should notify the official-in-charge immediately. (Timers should also make a note whenever a team calls a time-out in order to advise the official-in-charge, if requested, how many remain.)
  - If the team calling the timeout has an officially declared coach, both clocks should be paused until the coach reaches the sheet on which the game is being played. At this time, the 60-second timing begins.
  - If the team calling the timeout does NOT have an official coach, the 60-second timing begins as soon as the timeout is called.
11. Each team is allowed 5 minutes thinking time to complete each extra end plus one 60-second timeout to be called by the team when their clock is running. A maximum 3-minute timeout may take place at the completion of the 10th end in a 10-end game prior to the start of any extra ends (the 8th end in an 8-end game). The 3-minutes excludes the time required for all the stones to be moved to the far end of the rink. (Note: If an extra end is required, timers will generally be supplied with a special OCA clock preset to the 5 minutes per team permitted for the end.)
12. The official-in-charge should be advised when a team has only 5 minutes left on their clock. The official-in-charge must be notified when a team's time has run out.
13. The team's final stone must reach the near tee-line prior to their time expiring to avoid a potential forfeiture of the game due to a game time violation.
14. As per CCA rules, a team may continue play after their opponent's clock has expired in attempt to tie or win the game within their allotted time.

## Time Keeping Log (Sample)

Start Time \_\_\_\_\_

Date \_\_\_\_\_

Ice \_\_\_\_\_

Colour		Red	Yellow	
Team				
Start		40:00	40:00	
<b>End</b>	1			
	2			
	3			
	4			
	5			
	Mid-game Time Out 5 mins. (Optional)			
	6			
	7			
	8			
	9			
	10			
	Time outs			
	1st			
2nd				

Warning to Official @ 5 mins left

<b>Extra</b>	1		
	Time Out		
	2		
	Time Out		