

CHCC Day Ladies – Pace of Play

Before Stepping on the Ice

- The Ice Man is usually finished cleaning the ice close to or exactly on time. It often takes a few minutes to then shake hands, toss a coin, get the grippers off, take a slide, etc. To allow the game to get underway promptly, encourage your team to shake hands with the opposition in the lounge. Leads should quickly make their way on to the ice when ready, and spin for last rock advantage. Optionally, leads could elect to toss a coin in the lounge.

Leads and Skips

- At the completion of an End, the Lead who is throwing the first rock in the next should NOT assist with putting away the stones. This Lead should proceed to the back of sheet, remove their gripper, get their throwing aid (stick, crutch) and pull out and clean their rock and be ready to throw when the skip puts their broom down. Skips should be ready to put their broom down and start the next end while the rocks are being put away at the other end.

All Players

- Be ready to throw. If it is your turn to throw next, proceed immediately to the back of the sheet after the opposition has released their rock. Proceed to the hack, remove your gripper, get your throwing aid, clean your rock and be ready to throw when your skip takes over the ice from the opposing skip.
- After you have thrown your rock, move to the side before or immediately after your rock comes to rest, allowing the opposition to have control of the ice for their turn.
- Throwers who have delivered their first rock should proceed to the back of the sheet and get ready to throw their second rock immediately after their opponent has released their stone. Do not stand and watch the opponents stone and then proceed to get ready, this delays the pace of play.
- Players should not pull out the rocks for their opposition. While it is courteous, it slows down the game. Also, not all teams play the rocks in the numbered order. Some teams may feel that a rock curls more etc. and choose which player will throw a particular rock.
- If you are a sweeper and it is not your teams turn to throw, stand on the side lines between the hog lines. It's important not to be in the way of the throwing team and delay their ability to throw. It's also a safety issue. Do not cross the ice in front of the thrower, it is dangerous and delays the person getting ready to throw their rock.
- The Lead should pull out their own skip's rocks and place them in front of the hack so their skip can deliver their rock as quickly as possible once they have determined their shot strategy. If time allows, clean the skips rock.

- All players, particularly skips and thirds should be aware of the clock. Each end should be played within 15 minutes. If you see you are falling behind, try to play the next end more quickly so you do not fall farther behind each end.
- A buzzer will ring 15 minutes before the end of the game. Once the buzzer sounds, the teams can finish the end they are playing but they cannot start another end. The completion of the end is when the last rock leaves the hand of the skip who has the hammer.
- Each player should be ready to deliver their rock when their skip puts down the broom. Teams should keep the pace of the game moving and not slow down as they approach the time that the buzzer will sound. It is not good sportsmanship to purposefully delay or slow down a game.

Skips

- Skips can do their part to keep the game moving by minimizing the delay while deciding upon a shot. Lengthy discussions should be avoided.
- Front end players should not provide input on strategy unless asked. Even the thirds need to exercise restraint when it comes to giving advice.

Completion to an End

- It is the job of the Thirds to determine the points scored in each end. All players should remain outside the house and refrain from making observations to the Thirds.
- It is not necessary to organize and pair all of the rocks by number. This is time consuming and not necessary as each player knows which rocks they are playing. After the Thirds have determined the points scored, quickly move the rocks to their respective corners and resume play.