

## **RA Curling Club (RACC) Buzzer Rule**

The RA Curling Club Council has adopted a new Buzzer Rule. The buzzer rule will be applied consistently across all leagues, both daytime and evening.

It is the Council's hope that this new rule will lead to more timely completion of all league games and help to reduce the delays in the start of game play for any subsequent leagues.

### **The Rule:**

- When the buzzer sounds (or a bell is rung), teams may complete the end that they are currently playing. A new end must not be started.
- An end will be considered to have started if the first rock of the end has been thrown.
- The buzzer (or bell) will sound at the following time prior to the end of the league's time slot:
  - For a four-person (two-hour) league game: 20 minutes
  - For a Doubles game: 10 minutes
  - For a Stick League game: 10 minutes

### **Some helpful tips to speed up game play (note these are not officially part of the Buzzer rule)**

There are a number of techniques you can use to speed up play, including:

1. If the start time has passed and one player on a four-person team is missing, start anyway – the missing player can join the team when they arrive.
2. Skips and thirds should not waste time discussing easy-to-decide shots such as single hits. Save the strategy discussions for the tough shots with many rocks in play.
3. The front end should set up the third and skip rocks in front of the hack, so that the back end are ready to go after they decide the shot and don't have to take time getting their rocks in place.
4. DO NOT set up rocks for the other team. This is an old "courtesy" that is no longer practiced, as it can be dangerous if the rock is not where the member of the other team expects it to be and can actually slow down the game, especially if they, for example, want to throw their rocks out of numerical order. Instead just get out of the other team's way as quickly as possible, so they can setup and deliver their rocks.
5. Put the rocks away as quickly as possible after an end. It's not necessary to put the rocks in order as players can find their rocks when they are about to deliver.
6. For the starting team each end, the lead should be in the hack with the first rock getting ready to deliver while the second and third are putting away the remaining rocks.
7. Players should always get in the hack and be ready to deliver as quickly as possible. A few seconds wasted by each player in each end can add up to minutes by the end of the match.