



2026

TEAM EVENT

CLOCK RULES

V1.0

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CLOCK RULES

We pride our event for its high level of play and also its high level of sportsmanship too. However we appreciate that with a game as complex as Warhammer 40000, especially played against the calibre of opponent that you'll find at the event you may need time to think and consider your moves carefully. You also have to ensure that both you and your opponent have that luxury of time and so we split the time evenly using a chess clock.

For our event:

- **The use of a chess clock is mandatory for all games.** There are multiple options for a physical clock, or apps - some of which are also used to score your games - that have a clock function. Whatever you are using, you must allow your opponent to also use it to swap time back to you. It is strongly recommended that you bring a clock that is easy to see who's time is being used.
- **Rounds at the WTC last 4 hours and 30 minutes.** This includes time for your team and your opponents to pair and establish who is playing who. After you have been paired with your opponent you should go to your table unless you're involved in further pairings. Once there, ensure that all objectives are in place, terrain is set correctly, and that you've ensured that your opponent is aware of any rules they need to know about your army - please see our sportsmanship section on that.
- **Once you have done this, take the time remaining in the round (you can find this on BCP), remove 5 minutes as a safeguard in case a referee needs to be called to the table to help resolve something that may require a pause to the clock briefly, and divide the remaining time between both players equally.**
 - An example: Neil and Tom are paired early in the Attacker and Defender stage with 4 hours and 20 mins left on the round time.
 - After going to their table and setting up the game they have 4 hours and 10 minutes left.
 - They talk through each army and what it does to avoid any sportsmanship issues and to ensure a good game can be had by both players, there is 3 hours and 55 minutes left in the round.
 - They take 5 minutes off the round time and divide the time equally to both have 1 hour and 55 minutes to play. They then start the game normally.
- **Before the game starts players should discuss how they want to handle the clock switching back and forth between them, for example you could say that you are happy to allow your opponent to roll all their saves on your time. During the game players are free to swap the clock back and forth so that the active player is using their time for their actions, thinking, or dice rolling. You should be aware that when the game time is running low this is more likely to happen. When doing so you should also ensure that the clock is switched back to your time when this has finished, continued failure to do so may incur a penalty (see below). This will of course be for phases in their own turn but may also include, but not be limited to:**
 - Rolling armour saves or other things like Feel No Pain mechanics
 - Removing casualties
 - Time to consider the use of a stratagem or ability
 - Acting in another players phase such as close combat, interventions, reactionary abilities such as shoot on death and so on
- **Both players are responsible for the time on the clock being correct.** It is your shared responsibility to ensure that the clock is on the correct player at all times. ***If you feel for any reason that the clock is being mismanaged by your opponent then you should call a referee immediately.*** If a referee is not spoken to at the time, while the game is being played, we have no chance of resolving an issue.
- Players have all the time on their clock to finish their game. While we would hope that the players have managed



CLOCK RULES

their time and do not need to play in a rushed fashion at any point, as long as a player has time left on a clock he can start a turn.

- If a player's time reaches 0, they are unable to act. If they are in the middle of a turn they stop playing immediately. They may only make saving throws (not feel no pain rolls) and morale tests, may not fight back in combat, move, shoot, use command phase buffs, or any other action that would require the player to make a decision. That player should still use their side of the clock to make these rolls so as not to take time away from their opponent. **That player should still use their side of the clock to make these rolls so as not to take time away from their opponent.** That player must make all efforts to complete any rolls as quickly as they can so as not to use any additional time where possible, **failure to do so will incur a penalty in addition to the one they'll receive for running out of time - please see below.**
- **Players that are out of time may not draw Secondary Mission cards, or Challenger Cards. If the player has active Secondary Missions, that they've either already drawn or that are Fixed missions they can still score them if they're able to without taking any action. For instance if you've previously drawn Engage on all Fronts, and run out of time but at the end of that turn are in all 4 table quarters you will score 4 points. Equally if you've chosen Assassinate as fixed, and during your opponent's part of the turn a character dies through hazardous or some other source of damage you will score points for the character unit being destroyed.**

They may score objectives that they hold, as well as any secondaries that they are eligible to score as well. If an opponent decides to allow you to play on despite you having no time left this is at their own discretion and can be rescinded at any point without incurring a sportsmanship penalty. It is your obligation to complete your half of the game in a timely manner, not your opponents to let you spend more time than you have.

PENALTIES

The event needs to run smoothly and to its timetable and because of this the players need to adhere to the round times. Players should have plenty of time to play due to the length of the round, and so there should be no reason that all games can't reach their natural conclusion.

To enforce this there will be penalties imposed on any team that has a player that is unable to finish their game within their allotted time. This is called a Timekeeping Foul. These penalties will be applied to the team, and will carry through the rounds to the end of the event. It is possible to earn more than one penalty in a round if more than one player on a team commits a timekeeping foul. **To be clear, it doesn't matter if different players on the team, during different rounds, commit a foul, the penalties are cumulative.**

Timekeeping fouls earned through running out of time in the round will not stack with any other penalty that has been applied to your team for any other reason unless the judges feel that this should be the case. This will be an extreme circumstance and not the usual way that this will be handled.

- **First offence.** A warning is given to the team, no penalty is applied to the player, or the team. You can consider this a friendly warning to advise your players to be more mindful of the time in the round. The team captain will be spoken to to ensure that their players realise this is the case, and that a further penalty should be avoided.
- **Second offence.** An official warning is given to the team. No other penalty is applied at this time. The captain will be spoken to again to ensure that his team knows that further penalties will have a serious effect on their games.
- **Third offence.** A penalty that is equivalent to a yellow card is given to the team and they will lose 25 points from



CLOCK RULES

their round score. The captain will be made aware of this.

- **Fourth and subsequent offences.** A penalty equivalent to a red card will be issued to the team and they will lose 50 points from their round score. The captain will be advised that it is imperative that they find a way to work with your players to ensure that this doesn't happen again. This will not carry with it expulsion from the event, and will only change the score you earn in the round.

OTHER TIMEKEEPING PENALTIES

There are other ways that a player can commit a timekeeping foul not limited to the ones listed below. These will incur a penalty which can range from an official warning to a red card and everything in between. These penalties are mostly to do with the mismanagement of the clock in an unsportsmanlike way and will be treated as a sportsmanship foul, and can therefore stack with other penalties that the team has received.

- **Failure to use the clock in a way that complies with our sportsmanship policies.** Attempting to use the clock as a weapon, not switching the clock back to you or your opponent in a timely fashion, perceived malicious use of the clock, **attempts to mislead your opponent**, and other situations can carry a penalty depending on the severity of the situation. This also covers any player that has run out of time, and is still not playing in a timely fashion.
- **Players are not allowed to pause the clock at any time.** Pausing the clock may only be done by a referee if they feel it is necessary during a game. If a player pauses the clock at any time this is a foul. As well as any penalty applied the referee may adjust the clock to establish what they feel is the correct game state.
- **Nobody other than a referee can use the clock other than the players in that game without the explicit permission of BOTH players.** If anyone other than the players at that table use the clock in any way, then this will incur a minimum penalty of a yellow card applied to their team and 25 points taken from that teams round score. Coaches, support staff and anyone that is not playing in the game should never touch the clock while it is running.

It is our aim to ensure that all games reach a natural conclusion, at the event, and that this document serves as a reference so our referees do not need to resort to assigning penalties to players and teams. For your team's sake, please ensure that every player knows these rules. Make sure you have shared these rules with your teammates and that they have read and understand them.