



CLOCK RULES

25th May 2026 – Version 1.2



PRINCIPLES

In high-level competition, it is strongly recommended to ensure that games are completed as per the rules, Time management is very important from the perspective of the overall organization of the event but also to ensure fairness in play. A game must be finished within the 2h timeframe allotted for it.

CLOCK USAGE AT WTC

The clock should be used for time management between two players. The use of the clock is mandatory when :

- One player requests the use of the clock; the opponent must accept and cannot refuse to play with a clock.
- A referee or the TO wants to ensure that the game ends on time (to be used whenever previous game resulted in bad time management).

OFFICIAL TIME

In any case, the official round time will be always the reference. **No additional time will be granted. You are responsible to correctly managing the time of your game.**

OFFICIAL TIME FOLLOW UP

A time display will be present in the hall so that you can check the remaining round time at any given moment, Officiating staff will call out reference points during the game indicating where you should be in your turn, confirming that you and your opponent are on point for game time, or indicating that you both need to speed up the game, Likewise, remaining round time will be called by the officiating staff.

All efforts will be made so we can all manage the fact that games should not run out of time but should reach a natural conclusion with all turns played by both players, Ultimately though, the players are to be held accountable for managing their time.

SET UP THE CLOCK TIME AT THE START OF THE ROUND

Players must split the time between the two players based on the official clock displaying remaining round time at the step : **3 - SETUP OPERATIVES**. The process is described next page.

PAUSING THE CLOCK

Players are **not allowed** to pause the time, at any point. Only if : officiating staff can decide to do so at their discretion.



CLOCK USAGE PROCESS DURING A GAME

The pairings are announced
The players must setup the Clock immediately
START OF THE OFFICIAL ROUND TIME

- 1 - SET UP THE BATTLE**
- 2 - SELECT OPERATIVES**
- 3 - SETUP OPERATIVES**

Before start this phases, setup the Clock immediately, Players must divide the Official round time remaining on screen between the two players

Start the clock on the player's time with initiative

Setup Equipment, Alternate the Clock each time a player setup one
Setup Operative, Alternate the Clock each time a player setup operatives

4 - PLAY THE BATTLE

The roll-off and occurs on the time of the player who has initiative previously

Alternate the Clock each time a player want to use initiative card

Strategic gambit

Alternate the Clock, starting with the player who won the initiative, each time a player select a primary Ops or want to use a Strategical ploy, or an ability allowed during this phases.

Alternate the Clock at each activation, interruption Ability, Guard, Counter Act.

End of the turn 1

The time to flip the token from activated to ready and the roll-off of the next turn is on the player **who won the initiative** turn 1

End of the turn 2

The time to flip the token from activated to ready, calculate scoring and roll-off of next turn is on the player **who lost the initiative** turn 1

End of the turn 3

The time to flip the token from activated to ready, calculate scoring and roll-off of next turn is on the player **who lost the initiative** turn 1

End of the turn 4

The time to flip the token from activated to ready, calculate scoring and roll-off of next turn is on the player **who won the initiative** turn 1

FIGHT & SHOOT TIME MANAGEMENT

The entire sequence is under the time of the player who initiates the action.

However, if the opponent uses a tactical ploy or an ability, the clock is managed on his time for the duration. Player must don't use unnecessary time, if happen an advertisement will be given.

OFFICIAL TIME END

OFFICIAL TIME

PLAYERS CLOCK TIME



CLOCK OUT OF TIME USE CASES

A PLAYER RUNNING OUT OF TIME

Here we describe the cases to use when a player has run out of time on the clock.

A player who has no more time on their clock must follow these rules:

Use case 1 - If one player reaches the end of their time, and their opponent's time is equal or less than 5 min to the official remaining time, apply the following :

- When it's their turn to activate an operative, if they have any left, they must pass.
- They cannot perform a **COUNTER ACT**.
- They cannot use the ability if they are on **GUARD**.
- They can score points for **TAC OPS**, **KILL OPS**, and **CRIT OPS** if the normal scoring conditions are met.

Use case 2 - If one player reaches the end of their time, and their opponent's time is more than 5 min to the official remaining time, apply the following :

Take the remaining time displayed on the control screens, subtract the remaining time from the clock. Divide the result by two and add the result to the total time for both players. Then continue playing.

Eg: If there are 15 minutes of Official Time remaining, and the player with the remaining time has 8 minutes, perform the operation $15 - 8$, leaving 7 minutes. Divide the remaining time by 2, so add 3 minute and 30 sec to the total time for both players.

BOTH PLAYERS RUNNING OUT OF TIME

If both players run out of time :

- The action being resolved must be completed (combat, shooting, movement) and this is the end the activation, no reaction like **guard action** or **Counter act** or **reaction** can be executed.
- end of the turn,
- end of the battle.

Exception : if the official Time left is more than 5 min, both player will continue to play until the end of the official time. Resolve the time remaining, apply the following :

Take the official remaining time on the control screens, divide the remaining time by two and add the result of the division to the time of both players and continue playing.

Eg : 10 min left, divide by 2 the time remaining add 5 min to the both Player's time
This use case should not happen; next round will be followed by the TO during the Clock Setup



OFFICIAL TIME END

THE OFFICIAL TIME ENDS AND YOUR GAME IS NOT FINISHED?

The officiating staff will notify all players when official round time has ended. Players that, at that point, haven't finished the round should refer to the process below where we describe how to end the matchup depending on the situation you are in:

During one turn

- You cannot do actions after the official end of round notification
- The action being resolved must be completed (combat, shooting, movement) and this is the end the activation, no reaction like **guard action** or **Counter act** can be executed.
- end of the turn,
- end of the battle.

During Initiative step or Strategic gambit

- **This is the immediate end of the battle,**
- **Do not play on. Do not score any points for a turn that has not been started.**

When players are in a situation where the game hasn't finished when the round time has been called, they will be obliged to use a clock from that point onwards and will be on a watchlist for gametime management issues.

TIME NOT SYNCHRONIZED

If the total of both player time remaining on the clock is more than the official Time, the Clock is desynchronized (except if initiated by officiating staff, the TO will decide what is the right process to apply). Whenever this occurs, the players will until the end of the official time without any consideration of the Clock.

Players will be notified to make it not happen again during the event.

Enjoy the Clock rules, Enjoy to play against players form all over the world, keep in mind, win or lose with fairness is the most grateful for players.