

JAM TIMER MANUAL  
ROC CITY ROLLER DERBY

v. 3.0

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Manuals can also be found at <http://crazyraven.org>

Disclaimer:

This is not a WFTDA-approved document. It is a guide to how Roc City Roller Derby does this job.

## **JAM TIMING**

(Making the bout go.)

### **EQUIPMENT**

- *Stopwatch*
- *Whistle.* Fox 40 is the recommended brand. (Practice blowing it if it is your first time using a Fox 40... they're different from old-style pea whistles and require firmer blowing.)
- *Period clock or second stopwatch.* The period clock is usually on the scoreboard, but you may be required to keep a backup clock on a stopwatch.

Your job is:

- Time the period using the period clock (see above)
- Whistle the beginning of the jams
- Time the individual jams
- Whistle the end of the jam if it runs the full 2 minutes

### **PERIOD CLOCK**

- The period runs 30 minutes in a WFTDA regulation bout.
- The period clock will be stopped for time-outs (team or official) or emergencies (downed skater/ref, track obstruction, etc.) The head referee will be your point of contact for stopping and re-starting the clock.
- The period clock starts at the first whistle. If it has been stopped, it restarts at the first whistle of the jam.

### **JAM TIMING**

- The bout starts at the commencement of the first period. The head referee will signal you to start the bout. Step close to the pivot line, slightly ahead of the pack but behind the inside line (so you don't get run over.) Raise your hand to indicate the jam is about to begin.
- When only 5 seconds remain, say "5 seconds" loud enough for the referees to hear.
- One blast of the whistle and a sharp chop down with your hand starts the pack in motion. You start your timer when you blow the whistle
- When the pack has skated past the starting line (last skater's wheels past the line) OR the referees call No Pack or Out of Play on hesitating blockers still behind the line, two short blasts of the whistle starts the jammers in motion.
- If the jam runs the full two minutes, four short blasts of the whistle ends the jam. If your scoreboard is capable of displaying the 2-minute jam clock, use that to time the jam. If not, use your stopwatch.
- The players have 30 seconds between jams to line up
- As the 30 seconds ends, check quickly to make sure the referees are ready. If they are not ready as you near 5 seconds (referees out of position or huddled up), ask for an official time-out.
- When the 30 seconds ends, start the next jam
- If there is 30 seconds or less remaining on the period clock at the end of a jam and no team time-out is called, do not start a new jam. The period ends.
- The final jam can run past the end of the period. Do not whistle it off if it does so... the period will end at the natural conclusion of the jam, when the lead jammer calls it or at 2 minutes.

## **TIME OUTS**

If a TEAM time-out is called:

- Immediately check the period clock and make sure it's stopped.
- Start the jam watch and time one minute. This is the duration of the team time-out.
- Stand in front of the pivot line with your hands in the T position (Time Out hand signal) until the conclusion of the time out.
- Warn the skaters that the next whistle will be to end the time-out, not start the pack, right before you do so.
- At the end of the one minute, blow 1 long wavering whistle. Step off the track, back into the middle.
- Start the watch again immediately for the usual 30 seconds between jams, though the head ref may opt to send the pack early. If he does, watch for his hand signal, then start the pack as normal (5 second warning call, whistle.)
- Restart the period clock as the jam is blown on, if you are keeping it.

If an OFFICIAL time-out is called:

- Wait until the end of the 30 seconds between jams to signal an official time-out. That way, if they can resolve the problem quickly, they won't delay the bout unnecessarily. Loudly say "TIME OUT" and blow the long wavering whistle while doing the official time-out handsign.
- Stand in front of the pivot line as per a team time-out, holding up the Official Time-Out hand signal (fingertips on shoulders.) At the end of the time out, blow the long wavering whistle like you would after a team time-out, and give the skaters 30 seconds to line up.
- Check the period clock and make sure it's stopped
- You do not time official time-outs. They last as long as they need to. Otherwise, they are procedurally identical to team time-outs.

## **SECOND PERIOD**

- At the start of the second period, blow the long wavering whistle to signal the skaters to line up, then time the 30 seconds as per usual. The head ref can treat it like a time-out and start it earlier.
- Start the period clock on the first whistle.
- The referees should echo hand signals and whistles for time outs and the end of jams.

## **BE AWARE**

Be aware of your surroundings. Whistling a jam on when there is a time-out in progress or there is a hazard on the track is, at best, confusing for the players. At worst, it could cause an skater pile-up. Look around. The head ref may want you to get an all-clear from him/her first. If so, watch for it.

Be aware of where you are standing. There are several NSOs, referees, and the occasional blocked skater sharing the inside of the track with you. Don't get run over, and don't get in the way.

You should be positioned where you can be heard by the pack and the jammers, but not in the way of the referees. Blow your whistle and MOVE.