

Jammer Penalties Visualised

4.4.2 defines the rules for jammer penalties:

A Jammer may have their penalty time shortened if the other Jammer also receives a penalty. In this case, the two Jammers serve as little time as possible so long as:

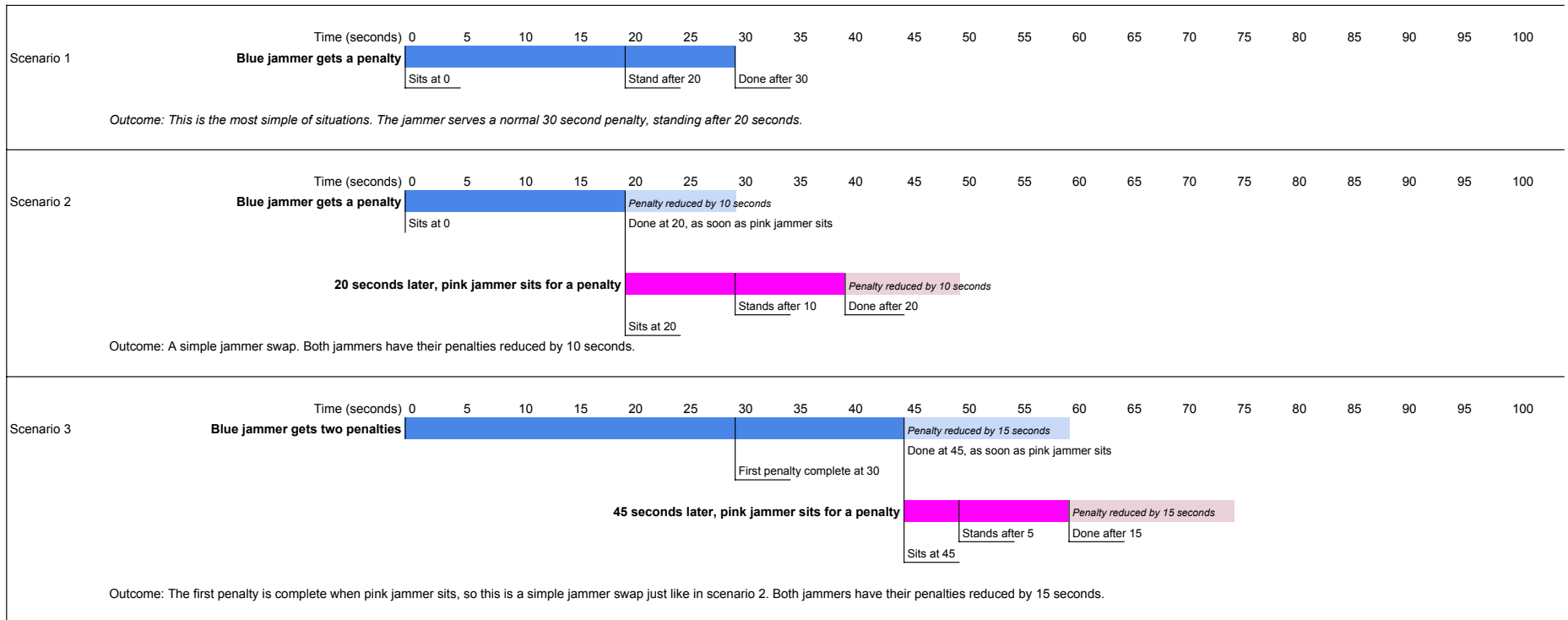
- 1) the two Jammers serve an equivalent amount of penalty time, per penalty
- 2) whenever possible given point 1, there is at least one Jammer who is not serving a penalty

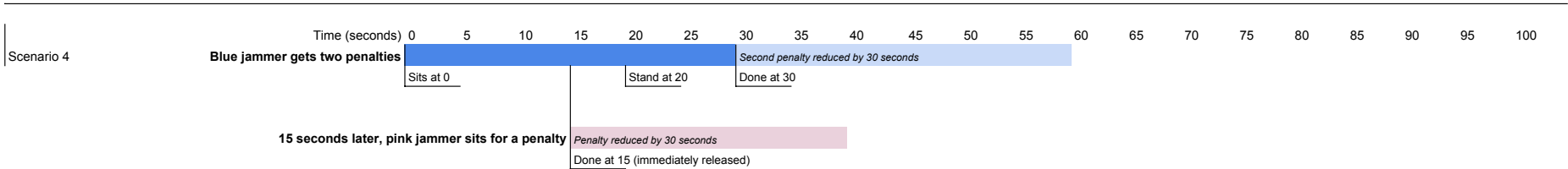
Examples and clarifications are available in the casebook, but it can be hard to visualise. This resource aims to give you a clear visualisation of what happens and why.

For the sake of simple maths, all examples will have events that occur on exactly 5 second intervals but in real gameplay the same principles apply but the maths is done to the exact time.

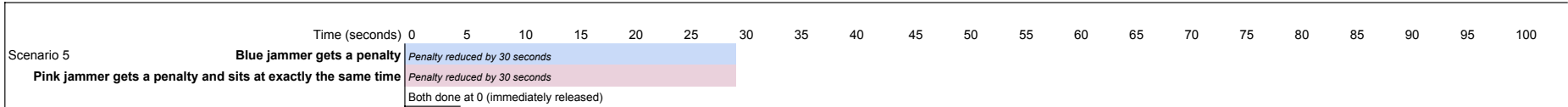
This resource also doesn't cover what happens with the jam ending during a jammer's penalty. The important thing to remember here is that a swap cannot happen between jams, so if the second jammer arrives between jams then the swap will occur at the start of the next one.

This resource is by Twixxi, feel free to distribute it anywhere. Please send corrections and feedback to twixxi691@gmail.com

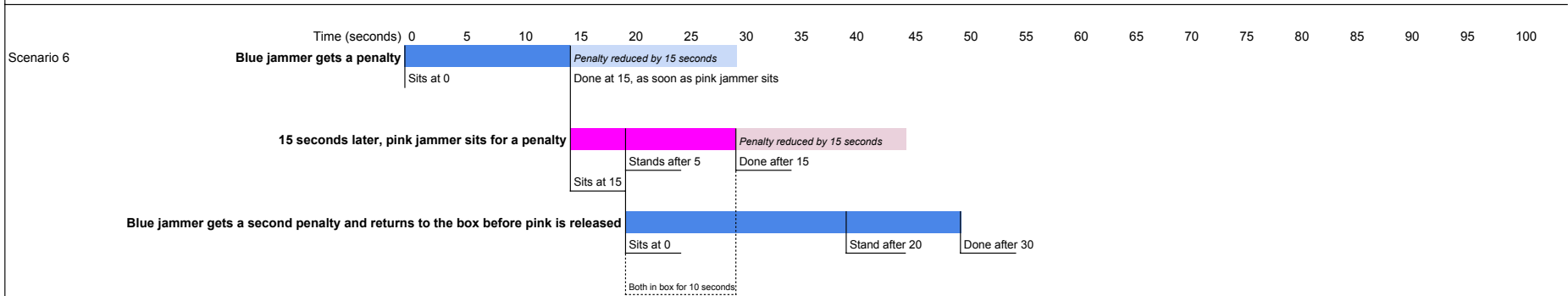




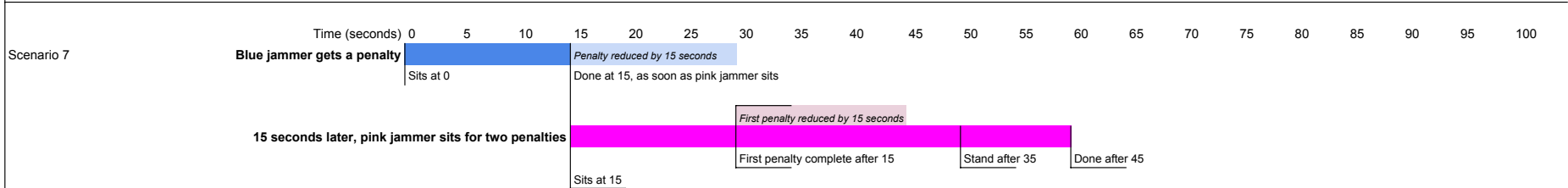
Outcome: We can only match up penalties one-to-one, so the second blue penalty and the pink penalty are both reduced by 30 seconds.



Outcome: Both jammers are immediately released. Note that if both jammers sat between two jams, even if not at the same moment, they would both be released at the start of the next jam.



Outcome: We can only match up penalties one-to-one, so when blue jammer returns we do not do a further swap. For ten seconds, both jammers are in the box.



Outcome: We match up penalties one-to-one, so both blue's penalty and pink's first penalty are reduced by 15 seconds. Pink's second penalty is unaffected and lasts 30 seconds.

