

## **Kan Jam**

### **The Slammin' Jammin' Disc Tossin' Game**

#### **ELIGIBILITY AND PARTICIPATION:**

1. Any at least part-time student is eligible to participate
2. AU faculty, staff and their spouses/children are eligible to play
3. Players may be added to rosters during the first week of the season, but not after that.
4. All players must be recorded on the game sheet before they are allowed to participate.

#### **TEAMS:**

1. Teams consist of two players on the field at one time
2. Ten minutes after game time is forfeit time

Team representatives, including players, substitutes, replaced players, coaches, trainers, and other persons affiliated with the team are subject to the rules of the game, and shall be governed by decisions of officials assigned to the game.

#### **SET UP**

- Kan-Jam consists of one flying disc and two scoring containers, that serve as goals
- To set up goals insert the three tabs from the outside to the inside of the container

#### **PLAYING AREA**

- The distance between the goals is to be marked at 50 feet

#### **OBJECT**

- The object of the game is to score points by throwing/deflecting the flying disc and hitting or entering the goal. The game ends when a team scores exactly 21 points or an "Instant Win" is scored

#### **TEAMS**

- Four players divided into teams of two are required to play. Members of the same team (partners) stand at opposite goals. Partners work together to score points, alternating as thrower and deflector

#### **PLAY**

- A coin toss or similar method can be used to determine which team throws first. An equal number of turns are played, similar to innings in baseball
- Partners stand at opposite goals, alternating throwing and deflecting
- One partner throws the flying disc and, when necessary, the other partner redirects it towards or into the goal
- After both partners complete one throw each, the flying disc is passed to the opposing team
- The thrower can score points with a direct hit or enter the goal
- Deflectors cannot double hit, catch, or carry the disc (hands must stay completely open when deflecting...no cupped hands or fingers)
- Deflectors can move anywhere within the playing area to redirect the disc, while throwers must stand behind the goal area to throw
- KanJam is fast paced and play is continuous
- Best of 3 games wins

## **GENERAL RULES**

- Players must remain behind the goal when throwing
  - No points are awarded if the player crosses the line
- No points are awarded if a throw hits the ground before striking the goal
- No score will result if deflector double-hits, catches, or carries the disc
- Three points will be awarded to throwing team if an opponent interferes with play to defend the goal
  - If the score is 19 or 20, 1 or 2 points are awarded
- A team must reach an **exact** score of 21 points to win
  - If a given throw results in points that raise a team's total score above 21, the points from that play are deducted from their current score and play continues.
    - For example, if a team has 20 points and scores a "Bucket" (3 points), their score is reduced to 17.
- Teams must compete an equal number of turns before the game is over except, when an "Instant Win" occurs.
  - Choosing to throw last (The hammer) is generally considered to be an advantage, similar to having "last bats" in baseball.
- In the event of a tie game, the winner is decided in an overtime round. Each team completes one round and the team with the most points wins. Overtime rounds continue until the tie is broken

## **POINT SCORING**

**DINGER (1 point)- Redirect Hit-** Deflector redirects thrown disc and hits any part of the goal.

**DEUCE (2 points)-Direct Hit-** Thrower hits the side of the goal unassisted by partner.

- **NOTE: In the rare case should the disc enter the "Instant Win" slot and deflect of the goal, this is a Deuce.**

**BUCKET (3 points)-Slam Dunk-** Deflector redirects the thrown disc and it lands inside the goal. This will almost always occurs through the top of the goal, but may also occur if the disc enters through the slot opening.

**INSTANT WIN- Direct Entry-** Thrower lands the disc inside the goal unassisted by partner. The disc can enter through the slot opening on the front or through the top of the goal. When an "Instant Win" occurs, the throwing team is declared the winner and the opposing team does not receive a "Last Toss" option.