

KanJam



Activity Format: A three week league followed by a top seeded single elimination playoff.

Policy Information: For additional information please review the Intramural Sports Handbook online at:
www.butler.edu/intramurals

Equipment

Shoes: Each player must wear athletic shoes to prevent injury.

Equipment: Equipment will be provided by the Intramural Sports staff at the game site.

Game Regulations

Players: An official team shall consist of two (2) players. Teams may have up to three (3) players on the roster. Only two (2) players may play in a single game. Subbing can be done between games.

Game Length: A match will consist of the best of three (3) games OR a 25-minute period (with a 5-minute warm-up). When the time limit is called, every game currently underway should be finished. If the outcome of that game results in a tie, the tie-break rule below should be used to determine a winner.

Officials: There will be no officials for Kan Jam. Kan Jam matches will be self-officiated. Official rules of Kan Jam shall be followed. It is suggested that any disagreement be determined by a replay of the point.

Official Game: In the event of inclement conditions, if a match has finished one game, it is over and the score is official. If the match has not yet reached one game, it is considered a cancelled match and will not be counted.

Playing Area: All Kan Jam matches will be played on the HRC Lawn.

Sport Specific Rules

The Hammer: This is the right to throw last. Choosing to have the hammer is usually considered an advantage. The ability to decide if a team wants the hammer or not, is decided by rock, paper, scissor, best two (2) out of three (3). The winner may choose the hammer or allow the other team to have the hammer. For games 2 and 3 of a match, the losing team decides who gets the hammer.

Goal Distance: Goals should be placed 50 feet apart measured from the front of each Goal. Kan Jam courts shall be no closer than 12 feet apart.

Game Play: Games consist of two (2) teams of two (2) players. Players on the same team stand across from each other. Each team takes turns of both partners throwing the disc to each other. Players may never touch the goal during game play. Players on the deflecting end may move anywhere in the field of play. Players may not switch ends during a game. Both players must always complete both throws of their turn even if they have reached 21 points.

Scoring: A game shall be won by the team who first scores exactly 21 points (unless the team with the hammer ties it).

Scoring can be done in four (4) ways:

- Dingers-1 point: Disc is deflected to hit any part of the goal
- Deuces-2 points: Thrower hits any part of the goal unassisted by partner
- Buckets-3 points: Disc is redirected into the goal. May occur through top or even the slot.
- Direct Entry-Instant Win: Thrower lands the disc directly into the goal through the slot or the top.

Going Over: If a given throw results in a team's score going over 21, the points for that play are deducted from their current score and play continues. For example, if a team has 19 points and accidentally dunks for a bucket, their score is reduced to 16 points (19-3=16).

Overtime: If both teams are tied at 21 after the same number of rounds, the game goes to overtime. This consists of each team taking a full turn. If one team scores more than the other, the game is over. If both teams score the same amount of points, then another round of overtime is played.

Interference: If a player purposely interferes with play, they automatically forfeit the game. If incidental interference occurs, teams should come to a mutual agreement if a redo should happen or not.

The Release Line: The Release line is the front edge of the goal a player is throwing from. No part of their body may cross the line at all during release of the disc (This includes hands and arms). If a player does an illegal throw, the correct etiquette is for the opposing team to give a warning. If it happens again from the same team, no points will count from that throw. This rule is the responsibility of each team to enforce.

Deflections: When fielding a partner's throw, the deflector may not carry or control the disc in any way. No points will be awarded off of a carry or double hit.

- Legal deflections: slapping, hitting, striking, kneeling, and redirecting.
- Illegal: catching, throwing, lifting, stopping the disc in midair, palming, pulling, double hitting.
- Carry: Tipping with hands apart on each edge of the disc
- Clean deflection: Tip with hands together or one hand in the middle of the disc.

Common Kan Jam Misconceptions (These are INCORRECT notions of the game):

- Tipping can only be done with one arm
- If team scores exactly 13 points they lose half their points
- Players cannot tip the disc from in front of their goal
- If a team goes over 2 points, they go down to 13.
- Players must play with a beverage in hand
- Goals are set up 30 feet apart

Bounce outs, trapped discs, in and outs, other rare situations:

Any strange play that happens should be decided among competitors what the result is. If dispute can not be resolved either replay throw or consult [official Kan Jam rules](#).

Covid-19 Policies:

Masks- Masks or gaiters are required to be worn at all times during the event. Failure to wear a mask will result in dismissal from the competition and potentially the league.

Social distancing- If it is not your turn to throw or deflect you must stand at the six foot mark outlined on the field to allow for safe distance during game play.

Frisbees- Each team will get their own disc that will only be touched by the two (or 3) players of that team. All discs will be provided by IM Staff, personal discs not allowed.

Sanitation- Each player will be required to sanitize their hands at check in, prior to the games start. The IM Staff will sanitize discs before and after each use.