



Official Kan Jam Rules

Updated 10/10/2017

OBJECT OF THE GAME

- The object of the game is to score more points than the other team by throwing and deflecting, hitting and jamming the flying disc onto or into the goal.
- The game will end when one team scores exactly 21 points or “chogs” the disc for an instant win.
 - Players must get exactly 21, if you go over it reverts back to 17 points

BASIC RULES

- Teams must have at least 2 players to play each week. There are no gender restrictions.
- Teams are made up of 4 to 8 players. There are no gender restrictions.
- 2 people play in each game – teams may switch out players at any time
- Teams will play as many matches as possible in 30 minutes.

GAME PLAY

- Teams will play a best-of-one “rock paper scissors” to determine which team will throw first
- After the first game, teams will alternate who goes first.
- The game is broken up into turns (equal number of turns for each team)
 - This does NOT apply in the case of an instant win
- Each team will have, at least, one member of their team on either side of the playing field. Thus team members will be throwing the flying disc towards their teammate on the other end.

Player’s Turn

- One player will throw the flying disc while their teammate will work to deflect the flying disc onto or into the goal.
 - The deflector can ONLY use ONE HAND to slam/redirect the flying disc
 - The deflector may NOT catch, carry or double hit the disc
- The original deflector then throws the disc back to the original thrower from his end
 - The original thrower now becomes the deflector to complete their turn
- When throwing the flying disc the player must stay behind the throw line established by the front of the goal.

POINTS & SCORING

- NO points are awarded if the thrower goes over the line, or if the disc hits the ground before reaching the goal
- **1 point – Dinger**
 - The flying disc is deflected by your partner into the side of the goal
- **2 points – Deuce (a.k.a. “direct hit” or “direct”)**
 - The flying disc hits the side of the kan without help from the deflector
- **3 points – Bucket**

*The referees and SBS reserve the right to amend these rules at any time

- The flying disc is deflected through the top OR into the front slot
- **Instant Win – Chog**
 - When a player throws the disc into the front slot (in the middle of the kan) WITHOUT help from the deflector
- **In the Event of a Tie**
 - Each team has 1 more turn – the winner is the team that scores the most points
 - 1st team to exactly 21 points wins (no rebuttals)