



## **Kan Jam Rules**

### **Facility**

Games will be played on the Turf Field in front of the Student Rec Center

### **Eligibility**

Please reference the Intramural Sports Participant Handbook for player eligibility guidelines.

The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants

upon request. University ID or SRC membership cards will be required during all intramural activities.

Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.

Participants must have an SRC membership and purchase an IM All Access Pass before being permitted

To play any intramural sport activity. Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: [www.wvugo.wvu.edu](http://www.wvugo.wvu.edu) or at the SRC Front Desk.

### **Students**

All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

### **Spouses/Affiliates**

Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

### **Game Play**

Play consists of four players divided into teams of two. Members of the same team (partners) stand at opposite goals. This simply means partners stand at opposite ends of the court. Partners will alternate throwing and deflecting a flying disc.

One partner throws the flying disc and, when necessary, the other partner redirects (deflects) it toward 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 to the goal or the deflector can score by deflecting the flying disc to hit or land inside the goal.

Players waiting to tip may NOT touch the goal in any way, even to let it edge up to their legs for support. It must remain free standing at all times to be legal.

Deflectors can move anywhere within the playing area to redirect the disc, including in front of the goal if necessary.

A team must achieve an exact score of 21 points to win, and teams must complete an equal number of turns (except when an Instant Win is scored).

If the team that starts the game reaches 21 points first, the team with The Hammer always has their last turn to either catch up in points, or, if 21 points is not attainable from one round of throwing, toss an Instant Win. If the team with The Hammer reaches 21 points first, they are the winners; the other team does not have another round to tie.

### **The Hammer**

The right to throw last is called having The Hammer. Choosing to throw last (The Hammer) is generally considered to be an advantage, similar to having “last bats” in baseball.

### **Going Over**

Since a team must score exactly 21 points, 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 19 points and accidentally dunks a BUCKET (3 points), their score is reduced to 16 points (current score of 19 points – 3 points = 16 points). If a team has 20 points and hits the goal on the fly for a DEUCE (2 points), their score is reduced to 18 points (current score of 20 points – 2 points = 18 points).

Players from the same team must each complete one throw every turn, except when an Instant Win is thrown on the first shot of a turn and certain situations in Overtime. Once again, anytime an Instant Win is thrown, the game is automatically over.

Once a team reaches 21 points on the first throw of their turn, they still must toss the disc back to the starting goal. In the event the disc happens to hit the goal on the fly on the toss back or their partner accidentally tips it to score points, that team will be over 21 points, and follows the rules described above for going over.

### **Overtime**

If both teams reach 21 points in the same number of rounds, the game is extended to overtime.

Overtime consists of each team taking a single turn; this would mean that each partner will get one throw. After the first team completes their turn, the team with The Hammer must either tie the opposing team's overtime score to force a second overtime round or simply score more points for the outright victory.

For example, team #1 throws and scores 2 points total. If the team with The Hammer scores a clean BUCKET (3 points) on their first throw, the game is over as a victory for team #2. In this case, there is no need for the team with The Hammer to throw the disc back, as they already won the game.

### **Throwing/Release**

Players must have both feet behind the BACK EDGE of the goal when releasing the disc. Players cannot step up to the 50' line in front of the goal, as this is simply for measuring the distance between the goals. This is not a stepping line. The rule applies to ALL players, regardless of age or gender.

When a throw is deemed illegal (foot fault), the correct etiquette would be to issue that team a warning. The second violation of this rule by the same team would result in no points from that play. There will be no re-throw or make up of that play.

### **Deflecting/Tipping**

The most important aspect of the game is deflecting (tipping). KanJam in essence is a game of deflection. While there is no one perfect way to tip, there are many tips which should be considered "carries." A carry is not only when a player catches and throws the disc into the goal. A carry is called on any illegal deflection.

When fielding a partner's throw, the deflector may not carry or control the disc in any way. No points will be awarded if a deflector double-hits or "carries" the disc.

Legal: slapping, hitting, striking, kicking, kneeing, and redirecting.

Illegal: catching, throwing, lifting the disc, stopping the disc in mid air to cause it to fall straight down, palming of the disc to control its flight, pulling the disc, pushing the disc, double hitting the disc, and any other action taken that controls the disc in any way.

### **Misconceptions**

House rules and unawareness of official KanJam play has created several common myths most new players seem to have. Here are a few of these INCORRECT notions about KanJam:

- Tipping must be done with only one hand.
- If a team lands on 13 points exactly for a score, they reduce their point total.

- Players cannot tip a disc in front of their own goal.

These house rules and misconceptions should be ignored to be considered an official KanJam game.

### **Scoring**

DINGER – 1 point: *Redirected Hit*

Deflector redirects thrown disc to hit any part of the goal.

DEUCE – 2 points: *Direct Hit*

Thrower hits the side of the goal unassisted by partner.

BUCKET – 3 points: *Slam Dunk*

Deflector redirects the thrown disc and it lands inside the goal. This will almost always occur through the top of the goal but may also occur if the disc is deflected into 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 open 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.

No points are awarded when a throw hits the ground or object (such as a tree) before striking the goal directly or making a tip.

### **Bounce outs**

OUT THE TOP – If a deflector tips the disc into the goal and it bounces back out through the top, it is only counted as 1 point. A bounce-out will count as 1 point, regardless if the disc touches the goal off the deflection or comes out of the goal cleanly.

OUT THE SLOT – If a deflector tips the disc into the goal and it comes back out the slot, this also counts as 1 point. In this situation, the disc must touch the goal off the deflection in order to count as 1 point. If the disc is tipped into the goal and comes out the slot cleanly, it will be no points.

### **Into the Slot and Out of the Goal**

If a player throws a disc and it enters the slot opening and comes out the top of the goal without the deflector touching the disc, it is not an Instant Win, but rather a DEUCE (2 points). To be a legal Instant Win, the disc must remain inside the goal. If this happens and the disc doesn't touch the goal at all, it is no points.

### **Sportsmanship**

Teams will receive a rating each week, by the officials' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be

eligible for playoff participation. Sportsmanship ratings are outlined as follows:

5.0 = Superior→Outwardly enthusiastic and courteous to other teams and their players

4.0 = Good→Respectful, pleasant behavior, no warnings

3.0 = Average→Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls.

2.0 = Poor→Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections

1.0 = Unacceptable→No control over unsportsmanlike behavior, one ejection

Further Questions can be directed to [intramural.sports@mail.wvu.edu](mailto:intramural.sports@mail.wvu.edu)