

MIDDLE TENNESSEE STATE UNIVERSITY

Campus Recreation

Intramural Sports

KanJam

ELIGIBILITY RULES:

1. You must have an MTSU ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!!
2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Competitive Sports Coordinator.

The Game

1. **The Field:** KanJam buckets are placed on a flat surface 50 feet apart for men and 40 feet for women (front to front). Each team will be given two discs.
2. **Team:** Teams will consist of 2 players and you must have 2 players to start. The roster maximum is 4 players.
3. **Game:** Scoring will be rally to 21. The winner of each round is given the opportunity to throw the first disc of the next round. There are no cancellations of points.
4. **Time-outs:** There will be no time-outs in KanJam.
5. **Substitutions:** Substitutions may occur between games, not during play.
6. **Equipment:** There will be 1 disc and 2 cans.
7. **Mercy Rules:** There are no Mercy Rules for KanJam.



8. Point System:

The team to 21 first wins.

- 3 points for a “bucket” or slam dunk.
- 1 point for a “dinger” or redirected hit.
- 2 point for a “deuce” or direct hit.
- Instant win is making it in the slot placed on the front of the buckets.
- Net the two scores together to determine the final score for that game.

Game Play:

1. In doubles play partners shall stand at opposite KanJam buckets on the same side. In singles play both players will throw from the same board.
2. Each KanJam team will have 1 disc.
3. A coin flip or rock/paper/scissors determines witch KanJam team goes first.
4. The team who goes first will begin play by throwing a disc at the opposite KanJam bucket.
5. A KanJam player may throw from anywhere behind the front of the KanJam bucket they are throwing from.
6. Alternate throws between the two opponents on both sides
7. If a disc hits the ground then bounces up to hit the bucket, that throw will not be counted as a point.
8. First team to 21 wins.

KanJam... 4/30/18

