

KANJAM RULES

(Updated: 5/21/2018)

1) TEAM COMPOSITION & POSITION

- a. A team shall have 2 players.

2) GAMEPLAY

- a. Kans will be placed 50 feet apart.
- b. Rock-Paper-Scissors will be done to determine which team goes first. The winning team may decide to go first or second.
- c. When throwing the frisbee, the thrower may not step in front of the kan on their side. No part of your body may cross that line (including the arm extension after a throw).
- d. No points are awarded if a throw hits the ground before hitting the kan.
- e. The assisting player may not double-hit, carry, or catch the frisbee.
- f. Players may use two hands to deflect the frisbee.

3) SCORING

- a. Dinger (1 point): the frisbee hits the kan with the assistance of your teammate's deflection
- b. Deuce (2 points): the frisbee hits the kan unassisted by a teammate
- c. Bucket (3 points): the frisbee goes into the kan (in the slot or the top) with assistance of the teammate
- d. Instant win: the frisbee goes into the kan through the slot in the front or the opening at the top unassisted by a teammate
 - i. When this happens, a team is not awarded a "last toss" option
- e. A game is played to 21. A team must score exactly 21 points to win a game. If a throw raises a team's score above 21, the points from that throw are deducted from the team's score. For example, if your team has 20 points, and your teammate redirects the frisbee into the kan for a 3-point Bucket, your score is reduced to 17 points.

4) TIES

- a. If both teams score 21 points in the same number of rounds, the game goes to overtime. Rock-Paper-Scissors will be done to see who goes first. Teams will play rounds until a winner is established.