



HOSTED BY CAL STATE FULLERTON

PACIFIC SOUTHWEST CONFERENCE 2020

KAN JAM RULES

Kan Jam

Pacific Southwest Conference 2019

1. EVENT DESCRIPTION

- A. An outdoor Kan Jam tournament where teams will be randomly placed into an 18 team, single elimination bracket. The tournament will constitute of 2 players from each school competing with one another.

2. PARTICIPANT RULES

- A. Teams will be disqualified if they fail to meet the following requirements:
- B. Each University may enter only one team.
- C. Each team may consist of 4 players at maximum. Any school that uses 4 players (a.k.a. 2 teams) must have one female and one underclassman. Both requirements cannot be met by the same person.
- D. Each team member must be a registered participant of the PSWC 2018.

3. GENERAL RULES

A. The Hammer:

- i. The right to throw last is called having The Hammer. The Hammer is decided by flipping the flying disc having one player call heads or tails, heads being the Kan Jam side of the disc. The team winning the call is not forced to take The Hammer.

B. Game Play:

- i. Play consists of four players divided into teams of two. Members of the same team stand at opposite goals. Partners will alternate throwing and deflecting a flying disc. After both partners complete one throw each, the flying disc is passed to the opposing team.
- ii. 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 always remain free standing. Deflectors can move anywhere within the playing area to redirect the disc, including in front of the goal if necessary.
- iii. Once the game starts with the first throw, players must finish the game from the same end. No player substitutions are allowed in the middle of a game.

C. Interference:

- i. If a player purposely interferes with play, they automatically forfeit the game and the opposing team is declared the winner. If it is incidental interference, the referee will determine if a re-throw should be warranted.
- ii. It is not unusual to have players from adjacent courts running out to make a play on or near another court. If a player from another court is in the way, interference can be called and a rethrow is permitted.



- iii. There is no redo for things such as wind unless the entire goal itself blows away in the middle of a throw or a deflection. There is also no redo for a situation where a player jumps for a tip and hits a tree or other object.

D. Throwing/Release Rule:

- i. The distance of the throw is 50 feet. Extending the throwing arm beyond the goal's front edge is illegal. No re-throw will be given if violated. The release rule is the responsibility of each team but will be enforced by the referees.
- ii. To avoid this issue, players should have their feet no farther than the back edge of the goal when stepping to throw the disc. This way, their reach cannot extend close to or right at the release line (the front edge of the goal).

E. Deflecting/Tipping:

- i. 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.
 - 1. Legal: slapping, hitting, striking, kicking, kneeling, and redirecting.
 - 2. Illegal: catching, throwing, lifting the disc, carrying, double hitting the disc, and any other action taken that controls the disc in any way.
- ii. The legality of a questionable hit/action will be decided by the referee.

F. Bounce-Outs:

- i. If a deflector tips the disc into the goal and it bounces out, it is only counting as 1 point.

G. Into the Slot and Out of the Goal:

- i. 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.

H. Disc Hits the Goal First and then Deflected into Goal:

- i. If a disc strikes the goal on the fly without deflection, it is a DEUCE (2 points) regardless if your partner then tips it either into the goal for a BUCKET (3 points), hits the goal for a DINGER (1 point), or misses completely. Once the disc hits the goal on the fly the score will be two points.

I. Goal Falls Over on an Instant Win or a Deflection

- i. If the goal falls over on an Instant Win shot or a BUCKET (3 points), scoring will depend on which end the disc exits. The Instant Win or BUCKET (3 points) will only count in the following scenarios:
 - 1. Disc exits through the bottom of the goal
 - 2. At least half of the disc remains inside the fallen goal.



4. SCORING:

- A. Kan Jam games are played to 21 points. A team must achieve an **exact** score of 21 points to win. Except when an Instant Win is scored, teams must complete an equal number of turns. 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.
- B. If the team with The Hammer reaches 21 points first, they are the winners and the other team does not have another round to tie.
- C. Points are as follows:
 5. **DINGER** - 1 point: Redirected Hit - Deflector redirects thrown disc to hit any part of the goal.
 6. **DEUCE** - 2 points: Direct Hit - Thrower hits the side of the goal unassisted by partner.
 7. **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.
 8. **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".
 9. **NO POINTS**: No points are awarded when a throw hits the ground or object (such as a tree) before striking or entering the goal.
 - A. **Going Over 21**:
 - i. 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).
 - B. **Overtime**:
 - i. If both teams reach 21 points in the same number of rounds, the game is extended to over time. Overtime consists of each player getting 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
 - ii. An Instant Win thrown in overtime still ends the game. The opposing team does not get a chance to complete their turn, even if they have The Hammer.