UVM Intramural Sports • Kan Jam Rules

The rules governing this intramural sport activity are derived from rules used by the National Intramural-Recreational Sports Association (NIRSA) and rules unique to the UVM Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. All important policy information can be found in the Intramural Sports Handbook, which are available on our website. All team captains and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General/Eligibility

See Overall Intramural Sports Handbook for complete listing of eligibility.

Intramural Team Participation: Individuals may only play on one team in this tournament.

UVM Identification: All players MUST present a UVM Cat Card to the IMS Supervisor prior to the start of the tournament. Players who do not have their Cat Card will be subject to the terms of the Campus Recreation ID Policy.

Equipment

1. Kans and discs will be provided by IMS staff

General Game Rules

1. Teams have 20 minutes to complete games. The tournament is a single elimination.

2. Kan Jam is a dual sport with teammates standing at opposite kans. The kans are positioned 30 to 50 feet apart, depending on ability, with slots facing each other.

3. The game starts with a flip of the disc with the winner deciding which team throws first or what side starts the game. Opponents decide on the option not selected by the winner of the toss.

4. Players must release the disc with their entire body behind their respective kan. Discs must be deflected with a striking action, similar to volleyball, except that any body part may strike the disc. If the deflector at any time grabs, catches, or “carries” the disc, the play is dead and 0 points are awarded.

Scoring

1. Discs that hit the kan after being deflected by the partner are worth one point

2. Discs that hit the kan on the fly are worth two points

3. Discs that go into the kan after being deflected by the partner are worth three points

4. Discs that go straight into the kan whether through the slot or the top without being deflected by the partner are an instant win

5. On both an instant win and a 3-point-jam the disc has to remain in the kan to receive full points

6. On an instant win if the disc goes through the top or slot, hits the inside of the kan and falls out, it is
only worth two points

7. On a 3-point jam if the disc goes into the kan hits the ground and bounces out without ever touching the kan, as rare as this play may be, it is worth 0 points. On the same play, if it hits the inside of the kan and bounces out, it is worth 1 point

8. A team must reach 21 points exactly to have a chance at a possible win
   a. If a team goes over you subtract the total from the previous score
   b. Example: a team has 20 points and unfortunately gets a 3-point-jam their score would then go to 17

9. When a team successfully reaches 21 points their opponents have a chance for “rebuttal” (the opponents get a chance to tie starting from that same side that the 21 occurred)
   a. The first player to throw may or may not hit the kan without penalty but after this every throw must gain points (including going over 21) for play to continue or the game is over

10. If both teams successfully reach 21 points then a playoff takes place (each team member gets one throw, consecutively, starting from the same side that the tie occurred)
    a. The team that reached 21 points first decides what team will throw first
    b. The team that scores the most points from the playoff round wins the game
    c. In the event of a tie, the playoff rounds continue in the same order until one team scores more points