

Intramural Sports KanJam Doubles Rules

ELIGIBILITY RULES:

1. You must have an MTSU ID to participate.
2. No Person shall play on more than one single sex and co-rec team per sport.
3. No person shall use false identification in order to participate.

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 one disc.
- 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 or inning is given the opportunity to throw the first disc of the next round. There are no cancellations of points.
- 4. Equipment:** There will be 1 disc and 2 cans.
- 5. Point System:** The team to 21 first wins. A team must reach an exact score of 21 points to win. 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 20 points and scores a "bucket" for 3 points, their score is reduced to 17.
 - 3 points for a "bucket" or slam dunk. This occurs when the deflector redirects the thrown disc and it lands inside the goal.
 - 2 point for a "deuce" or direct hit. This occurs when the thrower hits the side of the goal unassisted by the deflector.
 - 1 point for a "dinger" or redirected hit. This occurs when the deflector redirects the thrown disc and it hits any part of the goal.
 - Instant win is making it in the slot placed on the front of the buckets.
 - No points are awarded when:
 - A throw hits the ground before striking the goal
 - The deflector double-hits, catches, or carries the disc

Game Play:

1. In doubles play partners shall stand at opposite KanJam buckets on the same side.



2. Each KanJam team will have 1 disc.
3. A coin flip or rock/paper/scissors determines which KanJam team goes first.
4. Partners stand at opposite goals, alternating throwing and deflecting. One partner throws the disc and, when necessary, the other partner redirects it towards or into the goal.
5. After both partners complete one throw each, the disc is passed to the opposing team.
6. Deflectors cannot double hit, catch, or carry the disc. Deflectors can move anywhere within the playing area to redirect the disc, while throwers must stand behind the goal area to throw.
7. Teams must complete an equal number of turns before the game is over except when an “Instant Win” occurs.
8. In the event of a tie game, the winner is decided in an overtime round. Each team completes one round and the team with the most points wins. This continues until the tie is broken.