

KAN JAM RULES

- 2 teams of 2 players – games are played to 21 points.
- Kan Jam will be a best of 3 series. Meaning, the first team to win 2 games will advance to the next round.
- Teammates will stand at opposite goals/kans, across from one another
- There is NO defense in this game – you cannot physically interfere with the offensive team in ANY way during their turn. Intentional interference will result in a forfeit of the game.
- A coin toss will determine which team is The Hammer for the first game. The Hammer will throw second but will also have a chance to tie the game should the opposing team reach 21 points first. The Hammer is the equivalent to having “last bat” in baseball. If The Hammer reaches 21 points first, the game is over.
- After game 1, the losing team will have the option to choose to be The Hammer. They may accept or decline.
- An additional coin toss will determine The Hammer in a game 3 scenario.

Offense/Scoring:

- A player on offense will throw the disc at the goal/kan with their teammate acting as a goalie for them
- If the disc hits the goal/kan with no assistance it is worth 2 points
- If the disc is deflected by a teammate and then hits the goal/kan it is worth 1 point
- If the disc is deflected by a teammate and it goes into the top of the goal/kan it is worth 3 points
- If the disc enters the slot or floats into the top (and stays inside the goal/kan) without assistance it is an instant win
- The “goalie” on offense can use the entire playing field to help assist their teammate’s throw
 - A player can use both hands to deflect the disc but CANNOT grab the disc. No double hits. Any variation of grabbing the disc or a double hit will result in zero points for the throw
- Once both offensive players have thrown the disc (to each other), the scores are combined and the disc is handed to the opposing team
- Continue to score and alternate turns until a team reaches 21 points
- A team MUST hit 21 points exactly – without going over
 - If a team goes over 21 that score is deducted from their current score. Example: A team has 19 points, throws the disc and the goalie hits the disc into the goal/kan (3 points). Those 3 points are then deducted from the current score (19) changing the team’s current score to 16. And play continues.
- If both teams reach 21 points on the same turn then overtime ensues. Overtime is a shoot-out where each team gets one full turn (both players throw) and the highest score wins.
- In the event of a game 3, the game will be played to 15 points

