UNIVERSITY OF MASSACHUSETTS
INTRAMURAL SPORTS

KAN JAM RULES

The current available *Official Kan Jam rules* will govern play with intramural modifications.

Each player must present his/her [valid UMass UCard](#) to participate in each and every intramural contest.

For the full list of intramural policies and procedures, please read the [Intramural Participant’s Guide](#).

Team captains are responsible for the conduct and eligibility of their teams and adherence to the rules governing play.

I. THE GAME
   A. 4 players (doubles)
   B. Distance measured between front edge of the goals
   C. 50 feet between goals
   D. Team partners face each other from opposite goals
   E. One flying disc is used in game play
   F. Partners alternate throwing and deflecting the flying disc
   G. The throw/release line is the front of the goal
   H. Deflectors can move anywhere within the playing area to redirect the disc
   I. After both partners complete one throw each, the disc is passed to the opposite team
   J. The round is then scored (See Scoring)
   K. There will be no re-dos, a throw is a throw
   L. While an opponent is throwing, refrain from talking and please step back out of his/her view

II. DEFLECTIONS
   A. Clean deflections can be made using one or both hands
   B. Deflections off other body parts are valid as well, as long as no double-hits occur

III. SCORING
   A. Winner is first team to score 21 points or more by 2 and capped at 25
   B. Instant Win! Thrower lands the disc inside the goal unassisted by partner. The disc can enter through the slot opening or the top of the goal. In this instance, the throwing team is declared the winner
   C. 3 points for a *Kan Jam*. Deflector redirects the disc and it lands inside the goal, through the top or the slot
   D. 2 points for a direct hit. Thrower hits the side of the goal unassisted by partner
   E. 1 point for a redirected hit. Deflector redirects thrown disc to hit any part of the goal

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