



# UTM INTRAMURALS – OPEN KANJAM

## RULES AND REGULATIONS

*All KanJam rules are set out by UTM Intramurals. Please review the following league rules:*

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### NUMBER OF PLAYERS

- Games are played with a minimum 2 players per team
- All teams will have a maximum roster size of 4 players

### DEFAULTS

- For every minute that a team is late their opponent will be given 2 points towards their total score in the first set
- If a team does not have both players present by 10 minutes past the scheduled time, the team will lose by default
- The default score will be recorded as 2-0

### EQUIPMENT

- All Kanjam equipment will be provided by UTM Intramurals.
- Kanjam goals will be placed 50' apart.

### LENGTH OF THE GAME AND SCORING SYSTEM

- All games will consist of a best two out of three set series format or best score after 45 minutes
- 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.
- Point Scoring will be as follows:
  - **Dinger (1 point):** Redirected Hit – deflector redirects thrown disc and hits any part of the goal.
  - **Deuce (2 points):** Direct Hit – thrower hits the side of the goal unassisted by partner
  - **Bucket (3 points):** deflector redirects the thrown disc and it lands inside the goal, either through the top of the goal or the slot opening
  - Three points will be awarded to throwing team if an opponent interferes with play to defend the goal. If the score is 19 or 20, 2 or 1 point(s) are awarded respectively.
  - **Instant Win:** thrower lands the disc inside the goal unassisted by partner. Disc can enter through the slot opening or the top of goal

- Should the disc enter the "Instant Win" slot and deflect out of the goal, this will be counted as a Deuce.
- No points are awarded if a throw hits the ground before striking the goal.
- Teams will receive the following points for winning a game:
  - WIN = 3 points
  - TIE = 1 point
  - LOSS = 0 points
  - DEFAULT = -1 point

## **OFFICIALS**

- All games will be self-officiated by participants

## **PLAY**

- To determine who will throw first, teams will select one individual to have a rock, paper or scissors best of 1 game.
- If a third set is required: rock, paper, scissors will be played again to determine who will start service of that set. Best of 1 game for rock, paper & scissors.
- Throwers must stand behind the goal area to throw
  - No points are awarded if the player crosses the line.
- Deflectors can move anywhere within the playing area to redirect the disc
- Deflectors cannot double hit, catch or carry the disc.
- No score will result if deflector double hits, catches or carries the disc.
- The thrower can score points with a direct hit or enter the goal
- Teams who are not throwing, must stand outside of the designated throwing area

## **TIE BREAKING RULES AND PLAYOFFS**

- There are no time limits during the playoff games.
- 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. Overtime rounds continue until the tie is broken.