UTM INTRAMURALS – OPEN KANJAM
RULES AND REGULATIONS

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

NUMBER OF PLAYERS
- Each team will consist of 2 players per team of any gender
  - All team will have a maximum roster size of 3 players
- Partners work together to score points, alternating as thrower and deflector.

DEFAULTS
- If a team does not have both players present by 5 minutes past the scheduled time, the team will lose by default
  - A default is when a team does not have the minimum amount of players to start a game
- Defaults will be recorded as a 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 40 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**
Revised May 2021

- TIE = 1 point
- LOSS = 0 points
- DEFAULT = -1 point

OFFICIALS
- All games will be self-officiated by participants
- Game Managers will be present to help with clarifying rules and to be presented the final score

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

END OF GAME
- All games will consist of a best two out of three set game or best score after 40 minutes.

SUBSTITUTIONS, FOULS & INFRACTIONS
- Fighting, verbal slurs and foul language will not be tolerated.
- An ejection will result in an appearance before the administration staff. NOTE: the minimum penalty for fighting is a one-year suspension

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.

COVID-19 SPECIFIC RULES
- Participants must check in with a valid UCheck and their T-card at the beginning of the games
- Participants must be registered on IMLeagues or will not be able to participate
- All players will show the Game Manager their T-Card, and allow the Game Manager to verify the number
- All players must sanitize their hands when they arrive at a hand sanitizing station
- Once participants check in, players can begin warm up and toss ONLY their team coloured disc in their designated pitching box
- Masks are highly encouraged during the games
- Equipment will be sanitized frequently by Game Managers
- Following the match, participants will be required to verify the score with the Game Manager
  - No signature will be required on the Game Sheet by the Team Captain
Once the score has been verified players will be asked to leave the playing area for the next game to begin
No spectators will be allowed to watch the game