Each player must meet one of the following conditions to sign-in:

1) Present their own, valid UF Gator 1 Card before each contest to be eligible to participate.

OR

2) Have a registered IMLeagues.com profile and be part of the team’s roster, in which case they may present EITHER their own, valid UF Gator 1 Card OR a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time.

Kan-Jam will be self-officiated. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the supervisors. The intramural sports supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules. The intramural sports supervisors are in absolute control of the contest site.

The official Kan-Jam rules will govern all play for any rule not covered in the following Intramural Sports rules:

### 1. Players

- **1.1** The game shall be played between two teams of two players each. Two players are required to start the game and avoid a forfeit.
- **1.2** Teams may participate with either 2 males, 2 females, or 1 male / 1 female.
- **1.3** Partners work together to score points, alternating as thrower and deflector.

### 2. The Game

- **2.1** Kan-Jam consists of one flying disc and two scoring containers, which serve as goals.
- **2.2** The goals will be placed 50 feet apart, measured from the front of the can.
- **2.3** The object of the game is to score points by throwing/deflecting the flying disc and hitting or entering the goal.
- **2.4** The game ends when a team scores exactly 21 points or an “Instant Win” is scored.
  - **2.1.1** Instant Win: thrower lands the disc inside the goal unassisted by partner. Disc can enter through the slot opening or the top of goal.
- **2.5** A coin toss or similar method will be used to determine which team throws first.
- **2.6** Teams must complete an equal number of turns before the game is over, except when an “Instant Win” occurs.
- **2.7** One partner throws the flying disc and, when necessary, the other partner redirects it toward the goal.
- **2.8** After both partners complete one throw each, the opposing team will take their turn.

### 2. Scoring

- **3.1** A team must reach an exact score of 21 points to win.
  - **3.1.1** 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.
- **3.2** Deflectors cannot double hit, catch, or carry the disc.
  - **3.2.1** No score will result if deflector double hits, catches, or carries the disc.
3.3 Deflectors can move anywhere within the playing area to redirect the disc.
3.4 The thrower can score points with a direct hit or enter the goal.
3.5 Throwers must stand behind the goal area to throw.
   3.5.1 No points are awarded if the player crosses the line.
3.6 Point Scoring will be as follows:
   3.6.1 Dinger (1 point): Redirected Hit – deflector redirects thrown disc and hits any part of the goal.
   3.6.2 Deuce (2 points): Direct Hit – thrower hits the side of the goal unassisted by partner
   3.6.3 Slam Dunk (3 points): deflector redirects the thrown disc and it lands inside the goal, either through the top of the goal or the slot opening.
   3.6.4 Instant Win: thrower lands the disc inside the goal unassisted by partner. Disc can enter through the slot opening or the top of goal.
      3.6.4.1 Should the disc enter the "Instant Win" slot and deflect out of the goal, this will be counted as a Deuce.
3.7 No Points are awarded if a throw hits the ground before striking the goal.
3.8 Three points will be awarded to throwing team if an opponent interferes with play to defend the goal. If the score is 19 or 21, 1 or 2 points are awarded.
3.9 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 tie is broken.