



## 2013 ASCE PACIFIC SOUTH WEST CONFERENCE

### KanJam Competition

#### EVENT DESCRIPTION

KanJam is a Frisbee game similar to disc golf. In this event a team works together to compete against other schools and earn points based on various scoring mechanisms.

#### PARTICIPANTS

- Each University is allowed two teams to enter the tournament.
- Each team consists of 4 players.
- Each team must have at least 2 females and 2 males; 1 per side of the KanJam court.
- Substitutes may enter the game only in the case of injury.

#### COMPETITION

- SETUP
  - KanJam consists of one flying disc and two scoring containers that serve as goals.
  - The distance between goals is 50 feet. This distance is to be measured from the front of one goal to the front of the other goal. Make sure that the instant win slots on the goals are facing each other.
- THE HAMMER
  - The right to throw last is called having The Hammer. Choosing to throw last (The Hammer) is generally considered to be an advantage, similar to having "last bats" in baseball.
  - The Hammer is decided at the beginning of the game between teams with the flip of the flying disc. The team with the winning toss is not required to take The Hammer.
- THE GAME
  - Play consists of four players per team, so a total of eight players.
  - In your team of four, you will split into partners and stand at opposite ends of the court behind the goals, so there will be two people behind each goal from your team.
  - Partners will alternate throwing and deflecting the flying disc. Pairs of two will alternate between every round of throwing and deflecting the disc.



- One partner throws the flying disc and, when necessary, the other partner redirects (deflects) it toward or into the goal. After both partners complete one throw each, the flying disc is passed to the opposing team.

## SCORING

- Scoring Mechanisms
  - *DEUCE*: A direct throw to hit the goal (2 points).
  - *DINGER*: The deflector can score by deflecting the flying disc to hit the goal (1 point).
  - *DUNK*: The deflector can score by deflecting the flying disc into the center of the goal (3 points).
  - *INSTANT WIN*: If the thrower makes a direct throw without the aid of the deflector into the slot at the front of the goal, then it is considered an instant win.
- Other Scoring Specifications
  - Deflectors can move anywhere within the playing area to redirect the disc, including in front of the goal if necessary.
  - Once a game starts with the first throw, **players must finish the game from the same end they started the game at.**
  - All official KanJam games are played to 21 points.
  - A team must achieve an exact score of 21 points to win, **and teams must complete an equal number of turns (except when an instant win is scored).**
  - If the team that starts the game reaches 21 points first, the team with The Hammer always has their last turn to either catch up in points, or, if 21 points is not attainable from one round of throwing, toss an instant win. If the team with The Hammer reaches 21 points first, they are the winners; the other team does not have another round to tie.
  - Any disagreements over the score, rules, or certain play must be decided before the game is over, unless the disagreement happens on the game deciding play.
- Going Over 21 Points
  - Since a team must score exactly 21 points, 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.
    - Example: If a team has 19 total points and accidentally dunks the flying disc into the center of the goal (3 points), their score is reduced to 16 points.



- Overtime
  - If both teams reach 21 points in the same number of rounds, the game is extended to over time.
  - Overtime consists of each team taking a single turn; this would mean that each partner will get one throw (**the partners from the pairs of 2 that throw the flying disc is decided by if it is their turn in the rotation or not**).
  - After the first team completes their turn, the team with The Hammer must either tie the opposing team's overtime score to force a second overtime round or simply score more points for the outright victory.
  - If the team with The Hammer ties the overtime score, then another round of overtime begins. **This circuit continues until one team outscores the other, or an instant win is thrown.**
  - An instant win thrown in overtime still ends the game. The opposing team does not get a chance to complete their turn, even if they have The Hammer.

## FOULS

Fouls are to be given out by the referee as he or she sees fit.

- Interference
  - If a player purposely interferes with play, they automatically forfeit the game and the opposing team is declared the winner.
  - If it is incidental interference, then a re-throw will be warranted. An example of this is if in a tournament setting, a player from another field were to run on the area of play during a throw, interference will be called and the player will be given a re-throw.
  - There are no redo's for things such as wind (unless the goal itself were to blow away in the middle of a play), and the flying disc or player hits another object such as a tree.
- Release Rule
  - The distance of the throw cannot be less than 50 feet. **This means that the extension of the arm cannot exceed the front of the goal when throwing.**
  - If a throw is deemed illegal then it would result in no points from that play.
  - Ladies are permitted to throw from ten feet closer to the goal if they want. This would put them at 40 feet from the goal. Above release rules still apply.
- Deflecting/Tipping



- Legal:
  - Slapping, hitting, striking, kicking, kneeling, and redirecting.
  - Clean deflection - Tip with hands together, striking the disc's middle edge or the disc's top center, or doing the same with one hand.
- Illegal:
  - Catching, throwing, lifting the disc, pulling the disc, pushing the disc, double hitting the disc, and any other action taken that controls the disc in any way.
  - Carry - Tipping style with hands apart, each on one edge of the disc from left to right.
- Deflections can be made using one hand or both hands. Deflections off other body parts such as foot, stomach, etc. are valid as long as there are no double-hits.

