

The Rules of Kan Jam

HOW TO PLAY KAN JAM

You and a partner stand at opposite kans (which are placed **50 feet apart** in regulation play) and alternate throwing and deflecting the disc. Essentially, you and a partner work together to get the disc to do one of three things: hit the kan, go inside of the kan through the top opening or, best of all, go through the kan's slot opening for an Instant Win. One player throws the disc toward the kan and the other can redirect it.

FROM WHERE DO YOU THROW THE DISC?

It is recommended that you stand at the back edge of the kan; this way, when you follow through on the throw, you will not be in danger of crossing the line.

WHO THROWS FIRST?

The throwing order can be decided with a quick round of "odds or evens" or coin-toss-like flip of the disc. The winner gets to decide whether to throw first or second. Each member of a team takes one turn throwing and one turn deflecting before passing the disc to the opposing team.

HOW DO YOU KEEP SCORE?

Kan Jam scoring is relatively simple. It takes 21 points to win. Here is a breakdown of how it works:

- **DINGER (1 point):** Your teammate deflects the disc to hit the kan.
- **DEUCE (2 points):** The disc throw hits the kan, unassisted by a teammate.
- **BUCKET (3 points):** Your teammate deflects the throw into the kan.
- **INSTANT WIN:** The disc throw goes into the kan through the small slot opening in the front. Game over.

WHAT HAPPENS IF YOU GO OVER 21?

Your team must get exactly 21 points to win. If a throw raises a team's score above 21, the points from that throw are deducted from the team's score. For example, if your team has 20 points, and your teammate redirects the disc into the kan for a 3-point Bucket, your score is reduced to 17 points.

WHAT IF THERE IS A TIE?

If both teams score 21 points in the same number of rounds, the game goes to overtime.