

MCS KAN JAM RULES

Kan Jam is a dual sport with teammates standing at opposite kans. The kans are positioned 30 to 50 feet apart, depending on ability, with slots facing each other. The game starts with a flip of the disc with the winner deciding which team throws first or what side starts the game. Opponents decide on the option not selected by the winner of the toss. Players must release the disc with their entire body behind their respective kan. Discs must be deflected with a striking action, similar to volleyball, except that any body part may strike the disc. If the deflector at any time grabs, catches, or “carries” the disc, the play is dead and 0 points are awarded.

SCORING

- ∞ Once the disc hits the kan on the fly, the play is dead and is worth two points
- ∞ Discs that hit the kan after being deflected by the partner are worth one point
- ∞ Discs that go into the kan after being deflected by the partner are worth three points
- ∞ Discs that go straight into the kan whether through the slot or the top without being deflected by the partner are an instant win
- ∞ On both an instant win and a 3-point-jam the disc has to remain in the kan to receive full points
- ∞ On an instant win if the disc goes through the top or slot hits the inside of the kan and falls out, it is only worth two points
- ∞ On a 3-point jam if the disc goes into the kan hits the ground and bounces out without ever touching the kan, as rare as this play may be, it is worth 0 points. On the same play, if it hits the inside of the kan and bounces out, it is worth 1 point
- ∞ A team must reach 21 points exactly to have a chance at a possible win
 - if a team goes over you subtract the total from the previous score
example: a team has 20 points and unfortunately gets a 3-point-jam
 - ▣ their score would then go to 17 (20 minus 3 = 17)
- ∞ When a team successfully reaches 21 points their opponents have a chance for “rebuttal” (the opponents get a chance to tie starting from that same side that the 21 occurred)
 - the first player to throw may or may not hit the kan without penalty but after this every throw must gain points (including going over 21) for play to continue or the game is over
- ∞ If both teams successfully reach 21 points then a playoff takes place (each team member gets one throw, consecutively, starting from the same side that the tie occurred)
 - the team that reached 21 points first decides what team will throw first
 - the team that scores the most points from the playoff round wins the game
 - in the event of a tie, the playoff rounds continue in the same order until one team scores more points