1. AREA OF PLAY
   Each court will be represented by two goals placed 50-feet apart – measured between the fronts of each goal.
   The area between goals will remain free from any player or obstruction.
   Each tournament location may have more than one game area separated by at least 15-feet in either direction.

2. PLAYERS & SUBSTITUTIONS
   The Teams
   Each team will be allowed to have four (4) total players registered.
   Each match will be played between two teams of two (2) players. Each team must have two players present at game time.

   The Players
   During play, the players will be defined as the Thrower and the Deflector, and these roles will change with each throw of the disc.
   Throwers will be the player attempting to throw the disc into the goal
   Deflectors will be the player near the attacking goal.

   Substitutions
   Players may be substituted between games of a match
   Players may not be substituted during a game. A player that starts the game must finish the game.
   Partners may not change ends of the court once the disc has been thrown to begin a game.

3. EQUIPMENT
   Player Equipment
   Any player intentionally violating these equipment rules will receive an unsportsmanlike penalty towards the player. Unintentional violation of these equipment requirements will result in one team warning, followed by a team unsportsmanlike penalty.
   Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants. Hard cast, metal or plastic braces, hats and jewelry of any type are examples of illegal equipment. ALL visible body piercing must be removed.
   Players must wear athletic type shorts/pants. These shorts/pants must not have pockets, pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play.
   Players will not be required to wear jerseys/shirts with numbers. However, teams should play in similar shirts as to assist with designating differences between team players.

   Shoes
   Each player must wear athletic shoes. They must be made of soft, pliable upper material that covers the entire foot.
   Any exposed metal or other dangerous material will not be allowed. Screw-in cleats are strongly discouraged for this reason.
   Tennis shoes (indoor or outdoor play) and molded plastic cleats
(outdoor play only) are acceptable. Players may wear gloves consisting of soft, pliable and nonabrasive material. Players may wear a knit or stocking cap (without ball/knot at top), headbands, hair bands, or any hat of their choice.

Game Equipment
All game equipment will be provided by UNLV Intramural Sports. Substitutions of provided game equipment to participant provided game equipment will not be allowed. One disc and two goals will be provided for each playing court, and will consist of regulation Kan-Jam playing equipment.

4. GAME PLAY

Teams will alternate throwing and deflecting the disc at their established goal. One partner (“Thrower”) will throw the disc and, when necessary, the other partner (“Deflector”) will redirect the disc toward the goal. After both partners complete one throw each, the disc is passed to the opposing team.

Each game will start with a disc flip. One team will flip the disc and the other will call “heads” (Kan-Jam logo up) or “tails” (logo down). Winner of the flip will choose to throw first (top of the inning) or second (bottom of the inning). The right to throw second/last is called having The Hammer. Unless an Instant Win is thrown, the team with The Hammer will always have a chance to throw (my matching score with two throws or throwing an Instant Win). If the team with The Hammer reaches 21-points first, the other team will not have a chance to throw.

Throwing/Release
All throws must occur behind the front of the Thrower’s goal; this is the Release Line. Throwers are not required to stay in the same place for each throw.

Deflecting
Deflectors may:
Move anywhere in the playing area to make a deflection once the disc has been thrown
Slap, hit, strike, kick, or knee the disc to redirect it.
All parts of the body are fair to use to deflect the disc into the goal.

Deflectors may not:
Touch the goal at any time while the disc is in flight.
Catch, throw, lift, palm, pull, push, or double hit the disc.
Cause the disc to stop spinning in mid-flight as to cause it to fall straight down
Trap the disc between his or her body and any part of the goal.

5. SCORING
A match will consist of five games, with a team winning three games first declared match winner. Each game will be played to exactly 21-points. Going Over: If a given throw results in points that raise a team’s total score above 21, the points from that play are deducted from the current score and play will continue (i.e. if a team has 20 points and hits the goal on the fly for a Deuce (2pts), the resulting score will be 18).

Overtime
   If both teams reach 21 points in the same number of rounds, that game is extended to Overtime.
   Overtime will consist of one round (two throws by each team), with the team earning the most points during the round declared the winner.
   If both teams earn the same number of points during their round, a second Overtime period will be played. This will continue until a winner is decided.
   An Instant Win throw will automatically end the game, without the opportunity for the opposing team to make a throw.

Scoring Points
   A dinger (1 point) is scored when the Deflector deflects the disc that hits the goal without going in.
   A deuce (2 points) is scored when the Thrower hits the side of the goal without assistance from the Deflector.
   A bucket (3 points) is scored when the Deflector redirects the thrown disc into the goal.
   An Instant Win is when the Thrower tosses the disc in the goal (horizontal slit on goal) without assistance from the Deflector. On an Instant Win throw, the opposing team does not get to match the toss – regardless of which team has The Hammer.

No points are awarded if:
   the Thrower releases the disc in front of his/her own goal,
   a throw hits the ground before striking the goal, or
   the Deflector double hits, carries, or catches the disc.

Special Scoring Cases
   If a Deflector tips the disc cleanly and fully into the goal and it bounces out, it is counted as 1 point. This can be a bounce out through the top or the front slot.
   If a Deflector tips the disc into the goal and it comes back out the slot without touching any part of the goal, no points are awarded.
   If a disc enters through the Instant Win slot and comes out of the top without the Deflector touching it, 2 points are awarded.
If the disc enters through the Instant Win slot, hits the back of the goal, and comes back out through the Instant Win slot, 2 points are awarded.

If the disc enters through the Instant Win slot, comes out of the top of the goal, and then the deflector tips the disc toward the goal, it will be 2 points, provided the disc touched the goal before it was tipped.

If the disc enters the Instant Win slot and comes out of the top of the goal cleanly, the Deflector may tip it for a dinger (1 point) or a bucket (3 points).

If the disc is deflected into the Instant Win slot opening and comes back out through the Instant Win slot opening or the top, 1 point is awarded provided the disc hit the goal.

Once a disc hits the goal on the fly for 2 points, no more points can be awarded, unless somehow the disc flips into the instant win slot.

Should the deflected disc come to rest for more than five seconds on the top edge of the goal, 1 point is awarded.

Should the untouched thrown disc come to rest for more than five seconds on the edge of the goal, 2 points are awarded.

Should the deflected disc become stuck in the back part of the goal, 1 point is scored.

Should the untouched thrown disc become stuck in the back part of the goal, 2 points are scored.

Should the goal fall over during an Instant Win or Bucket throw, full points will be issued if the disc remains in the goal, falls out of the bottom of the goal, or remains at least half inside of the goal. A disc exiting the top will be scored as a Deuce (2pts) or a Dinger (1pt) if deflected.

6. VIOLATIONS & FOULS

   It is the responsibility of the playing teams to enforce the rules in a fair and sportsmanlike manner. There will not be any game officials provided, and Intramural Sports Staff will only provide an interpretation of these rules, not the situation/play in question.

   Deflectors may not touch the goal in any way, even if the goal initiates contact (as in the disc causes the goal to move).

   If any part of the Thrower’s body/hand/arm crosses the front of the goal during the throw, no points may be scored on that throw. Proper etiquette would be to issue a warning to the offending team first, prior to penalization.

   Interference

       If a player purposely interferes with play, they automatically forfeit the game and the opposing team is declared the winner.

       If incidental interference occurs, the teams will come to a mutual agreement if a re-throw should be warranted. Incidental interference would include contact by a player or disc from another game, or if the entire goal and disc are moved by wind in the
middle of the throw.  
Change of directions due to a breeze or other forces of nature will not establish a re-throw.