

-Texas A&M University-
Department of Recreational Sports INTRAMURAL SPORTS
Kan-Jam

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications. Play will be governed by the following rules adopted by the International Badminton Association with some exceptions.

1. PARTICIPATION

- A. Proper identification must be presented. Proper identification is a government-issued photo ID.
- B. Roster: Each player's name must appear on the roster before he/she enters a game.
- C. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- D. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- E. Intramural staff retains the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- F. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- G. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- H. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- I. **Jewelry:** Participants are not permitted to wear any jewelry.
- J. **Medical Alert Bracelets** –Permitted, must be taped flush with the skin and may be visible.
- K. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- L. **Religious Headwear** – In the event, a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- M. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes, and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- N. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.

- O. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- P. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.
- Q. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
- R. Pants – Participants are encouraged to wear athletic style shorts or pants.
- S. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.
- T. All participants must meet eligibility standards as outlined in the Texas A&M Rec Sports Handbook.
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2. PRE-GAME:

Set-Up:

- A. KanJam consists of one flying disc and two scoring containers that serve as goals.
- B. The official distance between the goals is 50 feet. This distance should be measured from the front of one goal to the front of the other goal. Place the goals 50 feet apart, with the Instant Win slots facing each other.
- C. Only the official KanJam flying disc shall be used in game play. All other flying discs are not permitted in official games.
- D. Only one flying disc is used in game play; both teams will use the same disc.

“The Hammer”

- A. 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 licks" in baseball.
- B. In order to decide the Hammer, the teams may either flip the disc in the air and call heads or tails or play a round of Rock, Paper, Scissors. Either way, the winning team is given the choice of throwing first or last (the Hammer).

3. BASIC GAME-PLAY:

- A. Play consists of four players divided into teams of two. Members of the same team (partners) stand at opposite goals.
- B. Partners will alternate throwing and deflecting a flying 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
- C. When fielding a partner's throw, the deflector may not carry or control the disc in any way. No points will be awarded if a deflector double-hits or "carries" the disc.

- D. 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.
- E. 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)
- F. If a given throw results in points that raise a team's score above 21, the points from that play are deducted from their current score and play continues
 - 1. **Example:** if a team has 19 points and accidentally dunks a bucket (3 points), their score is reduced to 16 points (current score of 19 points - 3 points = 16 points)
- G. **SCORING** - There are four ways in which a team may score points on any given turn:
 - DINGER (1 point): A redirected hit – the deflector redirects the thrown disc to hit any part of the goal
 - DEUCE (2 points): Direct hit – Thrower hits the side of the goal unassisted by partner
 - BUCKET (3 points): Slam Dunk – Deflector redirects the thrown disc and it lands inside the goal (either through the top of the goal or through the slot opening).
 - INSTANT WIN: Direct Entry – Thrower lands the disc inside the goal unassisted by partner. The disc may enter either through the slot opening on the front (most likely) or through the top of the goal.
 - When an Instant Win occurs, the throwing team is declared the winner and the opposing team does not receive a “last toss” option.

4. **OVERTIME**

- A. If both teams reach 21 points in the same number of rounds, the game is extended to overtime.
- B. Overtime consists of each team taking a single turn; this would mean that each partner will get one throw. 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.

5. **CLARIFICATIONS**

- A. Players waiting to tip may NOT touch the goal in any way, even to let it edge up to their legs for support. It must remain free standing at all times to be legal.
- B. Deflectors can move anywhere within the playing area to redirect the disc, including in front of the goal if necessary.
- C. Once the game starts with the first throw, players must finish the game from the same end. Partners are not allowed to swap ends in the middle of a game
- D. If a player purposely interferes with play, they automatically forfeit the game and the opposing team is declared the winner.
- E. In the case of incidental interference, teams will come to a mutual agreement if a re-throw should be warranted. If no agreement can be reached, the intramural staff member will make the final decision.

- F. Players must have both feet behind the BACK EDGE of the goal when releasing the disc
1. First offense = Warning
 2. Subsequent offenses = Forfeiture of turn