



Adult Kan Jam League Rules

Revised: 01/2022

Captains please go over the rules with your team.

COVID-19 Rules & Guidelines To maintain the spread of COVID-19 and provide a safe environment for players, spectators, and staff. Please adhere and follow the requirements listed below.

- Participants, Coach's, and spectators should always self-monitor and check temperature at home prior to attending games. Noticeable **concerns include: coughing, shortness of breath or difficulty breathing, chills, abnormal muscle pain, headache, sore throat, loss of taste or smell, diarrhea, feeling feverish or a measured temperature greater than 100.3 degrees.** If any individual does not feel good or is showing any symptoms mentioned above. Please stay home!
- Any individual whom has experienced any related symptoms or has been exposed to someone that has tested positive or tests positive CANNOT ATTEND games until they have followed the recommendation of the CDC and are cleared. The individual MUST contact the Athletic staff immediately.
- DPARD will send out notifications to the captain which should be shared with the whole team if a player tests positive for Covid-19.
- Please arrive no earlier than 15 minutes prior to your game. When games end, players and spectators should exit the facility immediately. Please do not congregate inside complex. If you must wait for your double header game, please wait in car or come back closer to game time.
- Please avoid communal coolers. It is recommended that players and managers bring their own beverages to reduce the spread of COVID-19.
- Masks are recommended but not required. Please practice social distance from one another.

General Information

1. Participants must have a valid photo ID with them at all times.
2. Each team shall designate to the DPARD Staff a team captain for the contest. The captain is required to sign the scorecard at the end of each game verifying the final score, and that all participating players have been checked in.
3. Schedules can be found at www.teamsideline.com/denton
4. **Rainouts:** The field condition line is **(940) 349-8276**, and will be updated by 4pm during the week and 9am on weekends if field conditions are questionable. If games are called due to weather, no one is allowed on the fields for practice or scrimmage. League discretion means that at 4pm the fields are playable, and if games were to be canceled it would not be until the umpires make the call at the fields. Please do not call the Athletics' Office to find out game status. If games are called at the fields, then everyone is to exit the complex immediately. One week of rainouts will be rescheduled and played at the end of the regular season schedule and before the playoffs are set to begin in your division. **Excessive rainouts: if more than one week is rained out, games will be made up on other days of the week during the season before playoffs. Partial credits or refunds will not be given if your team is unable to attend the makeup games.**

Team Rosters

1. A team consists of 2 players.
2. The maximum number of players on any roster is 4.
3. A player cannot be on two or more team rosters within the same division.
4. Rosters must include email, phone number, and signature of each player participating.
5. **Rosters must be turned in to the DPARD staff member at your First Game! Failure to turn in roster by the first game with all signatures will result in a forfeit.**
6. If a protest occurs all players must provide a valid picture id that matches their name on the roster. If the protest finds a player that is not listed on the official team roster the team must forfeit any game the player participated in.
7. Players must be at least age 18.
8. If ejected from a game, a player must leave the complex. The player may not play for the remainder of that game as well as the game the following week.

League Format:

1. Games will be to 21, best 2 out of 3.
2. Teams will play 2 teams a night.
3. Each series will last no more than 45 minutes to get all games in for the night.
4. If a team consists of more than 2 players, the same 2 players must play for the entire duration of a single game. Substitutions are only allowed in between games of a series, or if a player clearly cannot
5. The home team will decide if they want to throw first or be the "Hammer".

"The Hammer"

- The right to throw last is called having "The Hammer." Choosing to throw last (The Hammer) is similar to having "last licks" in baseball.

- In a match versus the same team that consists of more than one game (competing in a “best-of” series), the losing team automatically decides if they want The Hammer when the next game in the series begins

Throwing

1. The player’s feet must be BEHIND the can upon release. Anything to the side or in front of the can is deemed illegal.

Deflecting/Tipping:

1. When fielding a partner’s throw, the deflector may not carry or control the disc in any way. A “carry” occurs when a player catches the disc and throws it in the can.
2. A player can use 2 hands to deflect the disc

Overtime:

1. 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.
2. For example, team #1 throws and scores 2 points total. If the team with The Hammer scores a clean BUCKET (3 points) on their first throw, the game is over as a victory for team #2.

There are no referees – players are responsible for calling infractions of the rules. DPARD staff will be on site to help with a call if necessary.

1. Remember you are here to have FUN. You never want to prevent anyone else from having FUN
2. Use the 10 second rule – any point in dispute that cannot be resolved in 10 seconds – just reply the point and remember why you are here.
3. Matches are played in the spirit of competitiveness and fair play.
4. Sportsmanship is the key goal. The enjoyment of the game and the quality of the league depends on every player. If everyone does their part, all can have a great season of Kan Jam.
5. Due to the short time slots, there are no time-outs during a match
6. It is unsportsmanlike to delay a time-limited set when you are ahead
7. Unsportsmanlike behavior could result in the ejection of your team from the league permanently.

Scoring:

1. Like stated above, games will run to 21 in a best 2 out of 3 series.

How scoring works:

- DINGER – 1 point: Redirected Hit (Deflector redirects 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. This will almost always occur through the top of the goal, but may also occur if the disc is deflected into the slot opening)
- INSTANT WIN! Direct Entry (Thrower lands the disc inside the goal unassisted by partner. The disc can enter through the slot opening on the front or through the open 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).

- No points are awarded when a throw hits the ground or object (such as a tree) before striking the goal directly or making a tip.
- 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.
 - For 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).

Forfeit: Game time if forfeit time.

A team needs 2 individuals to play. If there are not 2 individuals ready to play at game time, then that game will count as a forfeit.