All participants must show a valid KENT STATE UNIVERSITY ID or Government Issued ID no less than 5 minutes before the start of every game. Anyone without an ID will not be allowed to participate. **No exceptions.**

All games will be adhere to the Official Kan Jam rules; with intramural sports modifications

**THE GOALS**
- Should be placed on a flat surface, 50 feet apart
  - The distance measured between the front edge of the goals

**THE GAME**
- Four (4) Players (Doubles)
- Partners shall face each other from opposite goals
- One flying disc will be used in game play
- Partners alternate throwing and deflecting the flying disc
- The throw/release line is the front of the goal
- Deflectors can move anywhere within the playing area to re-direct the disc
- After both partners complete one throw each, the disc is passed to the opposite team
  - The Round is then scored
- There will be no re-dos, a throw is a throw
- While an opponent is throwing, refrain from talking and please step back out of their view

**DEFLECTIONS**
- Clean deflections can be made using one or both hands
- Deflections off other body parts are valid as well, as long as no double-hits occur

**SCORING**
- The winning team will be the first team to score 21 points or more, by 2 (Cap at 25)
  - 3 Points – Kan Jam: Deflector redirects the disc and it lands inside the goal, through the top or the slot
  - 2 Points – Direct Hit: Thrower hits the side of the goal unassisted by their partner
  - 1 Point – Redirected Hit: Deflector redirects the disc to hit any part of the goal

- **Automatic Win:**
  - If a thrower lands the disc inside the goal unassisted by their partner. The disc can enter through the open slot or via the top of the goal.

**THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY**