



NU Intramural Sports

KanJam

GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.
6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

THE GAME AND THE FIELD

1. The distance between the goals is 50 feet.
2. The first team to win 3 of 5 games to **exactly 21** points is the winner.
 - **Exception:** A team wins without reaching exactly 21 points by making an instant win, thus ending the game immediately.
3. A coin toss will be used at the beginning of the game. The winner has the choice to throw first or second. The first team will throw the disc twice allowing each player a turn at being the "thrower" and the "deflector". After each player has completed 1 throw, the disc is passed to the opposing team.
4. Scoring is as follows:
 - A team must reach exactly 21 points. If a throw would raise the team's score above 21, those points are subtracted from that team's score (rather than added).
 - 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 lands the disc in the goal without assistance from the deflector. The opposing team does not get to match the toss.
 - If the thrower or deflector is interfered with by the opposing team, the throwing team will be given the choice to take 1, 2, or 3 points.
 - No points are awarded if: (a) the thrower releases the disc in front of his/her own goal, (b) a throw hits the ground before striking the goal, or (c) the deflector double hits, carries, or catches the disc.

5. Deflectors may:

- Move anywhere in the playing area to make a deflection.
- Slap, hit, strike, kick, or knee the disc to redirect it.

6. Deflectors may not:

- Touch the goal at any time.
- Catch, throw, lift, palm, pull, push, or double hit the disc.
- Stop the disc in mid air to cause it to fall straight down.
- Trap the disc between his or her body and any part of the goal.

7. Partners may not change ends of the court once the first disc has been thrown.

8. **Overtime:** If both teams reach 21 points in the same number of rounds, overtime will be played.

- One overtime round consists of each team taking one turn, that is, both players on each team will have one throw.
- Whichever team scores more points in one overtime round wins the game.
- If both teams score the same number of points in the first overtime round, a second overtime will be played.

9. **Special Scoring Cases:**

- If a deflector tips the disc into the goal and it bounces back out through the top, it is counted as 1 point.
- If a deflector tips the disc into the goal and it comes back out the slot cleanly, no points are awarded. If the disc is tipped into the goal and it comes back out the slot after hitting the goal, it is counted as 1 point.
- A deflector may not "save" an instant win that he or she thinks may pop out the top. In the case the deflector touches a disc inside the goal which has entered from the instant win slot, it is counted as 2 points. If a disc enters the instant win slot cleanly, and then it touches the deflector, it will be counted as 3 points.
- If the 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 slot, 2 points are awarded.
- If the disc enters through the 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 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 slot opening and comes back out through the 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.

10. **Rulings for a goal falling over:**

- If during a throw, the wind knocks the entire goal over, a re-throw will be awarded. Otherwise, there are no re-throws due to weather.
- If during an instant win, the goal falls over, the instant win will count if at least half of the disc remains inside the fallen goal or the disc exits through the bottom of the fallen goal. Should the disc exit through the top, 2 points are scored.
- If during bucket, the goal falls over, the bucket will count if at least half of the disc remains inside the fallen goal or the disc exits through the bottom of the fallen goal. Should the disc exit through the top, 1 point is scored.