

**Court Dimension**

- The official distance between the goals is 50 feet. This distance will 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.
- For tournaments and leagues with multiple courts set up aside one another – Kan Jam courts will be placed no less than 15 feet apart from each other to allow room for deflecting.

**Sportsmanship**

- Each participant is accountable for his/her actions and each team captain is responsible for the actions of the team members as well as team spectators. In order to encourage proper conduct during games, officials, supervisors and administrative personnel shall make decisions on whether to warn, penalize, or eject players or teams for poor sportsmanship. These decisions are final. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

**ID Policy**

- All players must have either their UH Cougar Card or government issued document ID and sign in at the court prior to the start of the tournament.

**Protests**

- Participants cannot protest official's judgment, only rule interpretation or player eligibility.
- Protests of rule interpretation must be made immediately after the play in question. Protest of an ineligible player must be made before halftime. In order to protest, team captains must notify the official or supervisor.

**Equipment**

- Shoes are REQUIRED inside the rec center at all times. Therefore, you MUST wear shoes while participating in Table Tennis.
- Kan Jam supplies will be provided for the tournament.

**Location**

- Kan Jam is going to be located in the CRWC or outside at the CRWC fields if weather permits.

**Game Format**

- Participants will play in a single elimination bracket
- The game shall be played to the predetermined number of twenty-one points. The first player/team to reach (or exceed) that amount at the conclusion of an inning is the winner.
  - Participants do not need to win by two
  - Score will not reset to 16 if the winning player exceeds 21 points

**Game Play Rules**

- Four players (teams of two) compete against one another until a single winner is determined.
  - Teams will stay in their designated lane opposite each other when tossing the disc and return to designated waiting area when their opponent is tossing.

**Scoring**

- **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.

- **GOAL FALLS OVER**
  - If the goal falls over on an Instant Win shot or a BUCKET (3 points), scoring will depend on which end the disc exits. The Instant Win or BUCKET (3 points) will only count in the following scenarios:
    - Disc exits through the bottom of the goal.
    - Disc remains inside the “fallen” goal.
    - More than half of the disc remains inside the fallen goal. If exactly half the disc remains in the goal and half out of the goal, then the Instant Win or BUCKET (3 points) will count.
  - A disc exiting the top, as the goal falls, is scored as only a DEUCE (2 points) on the Instant Win shot and a DINGER (1 point) on the deflected shot.
- **BOUNCE-OUTS**
  - OUT THE TOP – If a deflector tips the disc into the goal and it bounces back out through the top, it is only counted as 1 point. A bounce-out will count as 1 point, regardless if the disc touches the goal off the deflection or comes out of the goal cleanly.
  - OUT THE SLOT – If a deflector tips the disc into the goal and it comes back out the slot, this also counts as 1 point. In this situation, the disc must touch the goal off the deflection in order to count as 1 point. If the disc is tipped into the goal and comes out the slot cleanly, it will be no points.
  - If a player touches the disc (or catches it) as it is bouncing up, this is a double hit: the disc is dead where it is touched. As long as the player touches the disc a second time before it hits the ground outside the goal, this is still a legal BUCKET (3 points).
    - A player may NOT use this same strategy to “save” an Instant Win he or she thinks may pop out of the top. In the case a player touches a disc inside the goal which has entered from the Instant Win slot, this shall be scored as a DEUCE (2 points) as long as the disc touches the goal first. If the disc enters the slot cleanly and then touches the player, this will be scored a BUCKET (3 points). To avoid the issue and confusion, if a disc seems to be approaching the Instant Win slot, simply back away and become a spectator.