

FALL 2025 KANJAM RULES

(Updated 6/17/2025)

Recent rule changes are italicized and highlighted in gray.

Rule 1: Facility

1. All matches will be played at Hubbard Park south of the Iowa Memorial Union.
2. Alcohol and tobacco are not permitted at park or in the parking lot.

Rule 2: Player Eligibility

1. All Intramural Sports eligibility rules apply. Please check the [Intramural Sports Rules and Regulations](#) carefully.
2. To check-in, each participant must have a photo available through IMLeagues, or must provide a University of Iowa or government-issued photo ID.

Rule 3: Team Composition

1. Any combination of two people can play together on a team. Rosters must be finalized before play begins. Teams can have up to three participants on their IMLeagues roster. Once a contest begins, the same two players must play the entirety of the tournament.

Rule 4: Ground Rules

1. **Set-Up:** The Kans will be set-up 35 feet apart from each other. Teammates will stand on opposite ends so that they are not standing next to each other at the same goal.
2. **Tournament Format:** The tournament will consist of pool play, followed by single elimination.
3. **Match Format:**
 - a. Match format during pool play will be one game.
 - i. The one game shall be played to 21 points. Once a team scores 21, the team with the lower score will have one chance to reach 21 points and tie the game.
 - b. Match format during bracket play will be best 2-out-of-3.
 - i. Each game shall be played to 21 points. Once a team scores 21, the team with the lower score will have one chance to reach 21 points and tie the game. If the losing team fails to do so, the other team will win. Teams do not need to land exactly on 21 points.
4. **First Throw:** Similar to a coin flip, teams shall flip the disc to determine who shall throw first.
5. **Self-Officiated:** Matches will be self-officiated. All participants are expected to know the rules of the sport.
6. **Scoring:** Teams can earn 1, 2, 3, or win instantly with each legal throw. The point criteria are as follows:
 - a. One point if a player's throw is deflected by their teammate and hits the Kan.
 - b. Two points if the disc is thrown and hits the Kan without deflection.
 - c. Three points if a player's throw is deflected by their teammate directly into the Kan.
 - d. A player instantly wins the game if they throw the disc into the slot of the Kan or if the disc sinks directly into the Kan.
7. **Tie Breaker:** *If both teams reach 21 an overtime tie-breaker round will be played. Each team completes one round (all players get one chance to throw unless an instant win is achieved) and the team with the most points wins. Overtime rounds continue until the tie is broken.*
8. **Legal Throw:** Each player must stand behind the Kan on their end for a throw to be legal.

9. **Deflections:** Deflections must be instantaneous and shall not involve grasping or palming of the disc.

Rule 6: Game Time, Forfeits, and Defaults

1. Teams must remain on-site at Hubbard Park for the duration of their participation in the tournament.
2. Teams will be scheduled a time for their first matches of pool play and the single-elimination tournament. Teams must be present within 10-minutes of the designated time to avoid a forfeit. The tournament will proceed as quickly as possible through the bracket. Teams still competing in the tournament must stay present at Hubbard Park to avoid a forfeit.
3. Registered teams that can no longer play and would like to avoid the forfeit fine must notify the Sport Programs Staff by 10:00 a.m. the day of the tournament by completing the Default Form found on the Intramural Sports website.

INCLEMENT WEATHER

If there is inclement weather and Intramural Sports are scheduled, check the [Intramural Sports website](#) for cancellation information. The Sport Programs Staff will also attempt to notify participants scheduled to play that night. You can also sign-up for Intramural Sports notifications through the [Recreational Services app](#).

LIGHTNING POLICY

In the case of lightning within 8 miles of the game site during outdoor sports, play will be suspended. Play may not resume until there have been zero lightning strikes within 8 miles for 30 minutes. Determinations on lightning strikes will be made by Sport Programs Staff on-site using lightning detection software. Lightning detected by the system does not need to be visible to participants or staff.