



Florida Southern College Intramural KanJam Rules

General Information

- 1) All participants must have their current valid FSC ID card with them.

Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

Eligibility Requirements

Intramurals are open to current FSC students, faculty, and staff with FSC ID. All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports.

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

Weather Cancellation

In the event of inclement weather, decisions regarding playing conditions will not be made before one hour prior to the day's first game. Teams should not **assume** that games are cancelled. The Office will try to contact captains if games have been cancelled. We will also post information on our Facebook page "FSC Intramural Sports" or intramural website. The office will also try to send emails out to all captains before the game is supposed to start. Games will be postponed for the following weather related reasons:

- Lightning. All outside activities will be cancelled when lightning is seen or thunder is heard. We will wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
- Tornado/hurricane watch or warning is issued for the Lakeland area.
- When rain or hail makes an outside field unsafe.

If a contest is postponed due to weather, the Assistant Director will attempt to reschedule the game.

Tournament Play

Tournament format will be determined by the number of teams that register.

Example: single vs. double elimination; one match or 2-out of-3, etc.



Starting the Game

Two participants are partners against another team of two contestants. One member from each team will take their place behind one of the cans.

Rock, Paper, Scissors will determine who elects to throw first.

Teams take turns throwing and deflecting for points. Example: Team A, Partner 1 would throw and then Team A, Partner 2 would throw back to me – then the other team would each have their throws.

Cans are set up 50 feet apart from each other.

Timing

The match shall be played until the first team of contestants reaches 21 points at the completion of a series of throws. Teams have to get exactly 21 to win. If you go over, you "bust" back to 18 points and play continues.

You can't hit the disc twice, catch and throw, or use 2 hands to deflect.

Scoring

The match shall be played until the first team of contestants reaches 21 points at the completion of a series of throws. Teams have to get exactly 21 to win. If you go over, you "bust" back to 18 points and play continues.

1 Point – Partner Deflects and hits can

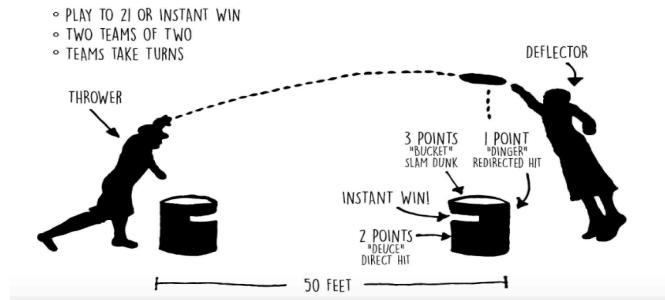
2 Points – Disc hits can without deflection

3 Points – Partner Jams disc inside of can

Teams get an equal number of turns. For Example, if the other team started and gets to 21 first, then your team gets a chance to tie (or instant win). If the team is able to tie it up, then one sudden death round is played to see which team can score more in one round.

All of this goes out the window if someone gets an instant win. Otherwise, the first team to 21 wins.

KANJAM ORIGINAL



Instant Win

An instant win is declared when someone throws the Frisbee perfectly through the mail slot on the front of the can.