

KANJAM

game instructions

GAME RULES

NUMBER OF PLAYERS: 4

- The scoring goals should be placed 50 feet apart.
- Team members stand at opposite goals.
- Each round one teammate is the 'Thrower' who throws the disc and the other is the 'defender' who will use their hands to push (not grab) the disc towards the scoring goals.
- Players must remain behind the score goals when throwing.
- A team must reach 21 points **exactly**. If the points earned would raise a teams total above 21, the points are deducted instead.
Example: a team has 20 points and scores a 'bucket' worth 3 points, their total would be 23, two points over. Instead it reduces to 17, and play continues.

SCORING

- Dinger- 1 point:** Redirected Hit- Deflector redirects thrown disc and hits part of the goal
- Deuce- 2 points:** Direct Hit- Thrower hits the side of the goal unassisted by their partner.
- Bucket- 3 points:** Slam Dunk- Deflector redirects the thrown disc and it lands inside the goal
- Instant Win- Direct Entry-** Thrower lands the disc inside the goal, unassisted.

For full instructions: <https://www.kanjam.com/how-to-play>