

# **KAN JAM Winter Klassic**

## **Tournament Format and Rules**

### **Hammer Option**

- Initial “hammer” option will be determined by a one round “finger shoot” or disc flip
- Subsequent “hammer” option goes to the losing team of the preceding game (playoffs only)

### **Release Rule**

- Players may throw from either side, but the release of the disc must occur from behind the goal
- Enforcement of the release rule is the responsibility of each team
- Ladies and kids 12 and under may throw from a designated line 10 feet closer to their partner
- Physically challenged players may be offered individual accommodations

### **Deflection Rule**

- When fielding a partner’s throw, the deflector may not carry or control the disc in any way
- No points will be awarded if a deflector double-hits, catches, or carries the disc
- Enforcement of the deflection rule is the responsibility of each team

### **Regular Season Play**

- Each team will play every other team in a regular season “scramble”
- Regular season “scramble” games will be played to 11 points (all other Kan Jam rules apply)
- Teams are encouraged to move along in continuous play
- Upon completion of the “scramble” round, teams will be ranked on a basis of total wins
- Teams with equal number of wins will be ranked based on head-to-head play
- In the event that head-to-head play cannot determine rank, a three-round total points shoot-out will be held between tied teams
- The top 12 teams will qualify for the playoffs (subject to change based on number of total teams)
- If, for any reason, a team leaves the competition before the “scramble” round ends, that team forfeits all of its games (including any games they may have previously won)

### **Playoffs**

- All playoff games will be played to regulation 21 points
- Top seed plays bottom seed, etc., throughout the playoffs
- Top 4 teams will get a “bye” for the first round
- First round is best of 3 series (qualifying round)
- All remaining playoff matches will be best of 7 game series