League Days/Times- Tuesday (9-11pm)

KanJam Rules

Game Play-  [https://youtu.be/hwF90SDWkEI](https://youtu.be/hwF90SDWkEI)

All official KanJam games are played to 21 points. Depending on the exact format, some tournaments and leagues will adjust "regular season" play to shortened games.

A team must achieve an exact score of 21 points to win, and teams must complete an equal number of turns (except when an Instant Win is scored). See Going over for more.

If the team that starts the game reaches 21 points first, the team with The Hammer always has their last turn to either catch up in points, or, if 21 points is not attainable from one round of throwing, toss an Instant Win. If the team with The Hammer reaches 21 points first, they are the winners; the other team does not have another round to tie.

Any disputes over the score, rules, or a certain play must be decided before the game is over, unless the dispute happens on the game-deciding play. Disputes should be resolved prior to completion of a game or series.

Going Over-Since a team must score exactly 21 points, if a given throw results in points that raise a team’s total score above 21, the points from that play are deducted from their current score and play continues. For example, if a team has 19 points and accidentally dunks a BUCKET (3 points), their score is reduced to 16 points (current score of 19 points – 3 points = 16 points). If a team has 20 points and hits the goal on the fly for a DEUCE (2 points), their score is reduced to 18 points (current score of 20 points – 2 points = 18 points).