CAN JAM

Number of players: 4

Set-up: Place the goals approximately 30-50 feet apart (the distance should be adjusted based on the skill level and abilities of the players). Divide the 4 players into 2 teams of two. One player on each team stands at either goal. One team holds the Frisbee and throws first.

How to play: The object of the game is to throw the Frisbee so that it enters, hits or goes into the top opening of the opposite goal. The first thrower stand behind or even with the goal and throws the Frisbee to the opposite goal. The teammate at the other end of the goal is a “deflector” who can assist the thrower. The deflector must stand directly behind the goal when the Frisbee is thrown. Once released by the thrower, the deflector is free to move as necessary. The deflector may use their hands to deflect the Frisbee toward the goal.

Scoring: No points if the Frisbee hits the ground before the goal.

 1 point if the Frisbee is deflected and hits the outside of the goal.

 1 point if the Frisbee hits the goal directly

 2 points if the saucer is deflected into the goal.

After both players on the first team have thrown each, the other team becomes the throwing team. The game continues with each team taking turns making two throws each. The first team to score 15 points is the winning team. The team that threw second at the beginning of the game gets to throw last. In case of a tie (15-15) the teams continue to play, alternating turns until one team has one more point than the other.

General Rules: Deflectors may only use their hands to hit or deflect the Frisbee. If the saucer hits the deflector’s body, no points are awarded.

 Deflectors cannot catch or carry the Frisbee when they deflect it or hit it off the goal. Double hits are not allowed.