The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

I. Roster
   A. Catcard is required. NO I.D. = NO PLAY! No exceptions!
   B. Teams may have a maximum of six players on their team
   C. Once the heat starts, teams will not have the ability to substitute players
   D. Four people must be in canoe, no more no less.
   E. CoRec Modification: Each team must have 2 females and 2 males in their canoe at all times.

II. Attire
   A. Jewelry, casts, or any items judged as potentially dangerous by Staff may not be worn during this event.
   B. Protective eye wear is recommended, especially for those that wear contacts.
   C. Goggles may also be worn, but are not mandatory.
   D. Wearing proper swim wear will be enforced. No jeans, boxer briefs or underwear. Gym shorts are allowed
   E. You will get soaked, so dress appropriately.

III. Equipment
   A. Each team is provided with one paddle, one shield and three buckets
   B. Buckets may not be placed behind the back seat
   C. Participants can only have one piece of equipment in possession
   D. Life jackets are available if needed
   E. If your team loses control of the bucket or paddle during the game, continue. You must retrieve the paddle while staying inside of your canoe.

IV. How It Works
   A. Each team attempts to sink their opponent’s canoe by throwing water into their opponent’s canoe. The last canoe afloat wins the heat.
   B. Teams begin the heat with all four players inside the canoe.
   C. The Referee will blow their whistle to begin the battle and teams may engage as soon as the whistle is blown.
   D. Up to six canoes could be in the pool at once.
   E. Each heat is 20 minutes rolling clock
   F. The battle field reduces after a set number of minutes have expired
      i. 1st boat sunk or 5/10 minutes expired = three quarters of the pool length
      ii. 2nd boat sunk or 10/15 minutes expired = half of the pool
iii. After 15/20 minutes expired = quarter of the pool
iv. If canoes are still afloat at the end of regulation, an overtime period will be played. At every minute, boats left will be required to put three-full buckets in their boat.

G. First heat begins at 1pm. New heats will start every 30 minutes and progress until all teams have played in either two or three heats. All teams should be in attendance at least 15 minutes prior to their heat. Heats may take place quickly, causing the event to progress ahead of schedule.

H. Any team not present at the start of their heat will receive no points

I. Teams will battle in heats. Points will be assigned based on the order of elimination from each heat, then totaled together to advance winners/decide seeding to semifinals or championship heat. Points have no factor in playoff heats.

J. In all heats and rounds, boats must be sunk to be eliminated, no water measurements will be taken.

K. Team numbers will decide how many teams advance to playoff rounds.

L. If necessary, any score ties will be broken with a one round playoff. If time does not permit this, then we will utilize a coin flip.

M. Points will be allocated as follows
   i. 1st place – 7
   ii. 2nd place – 5
   iii. 3rd place – 4
   iv. 4th place – 3
   v. 5th Place – 2
   vi. 6th Place – 1

V. Elimination

A. Eliminated teams must immediately exit the pool without touching other canoes, players, or equipment. Penalty: Team disqualification

B. A team is eliminated when:
   i. Their canoe capsizes.
   ii. A player jumps or falls out of the canoe.
   iii. Both sidewalls of the canoe are underwater.
   iv. Players refuse to comply with rules or directions of an official.
   v. A game official rules a team is eliminated due to unsportsmanlike conduct or dangerous play.

C. When your boat sinks or your team has been disqualified, you must get out of the canoe and guide it to the loading area of the pool.

D. Teams should help remove their boat from the water.

VI. Restriction and Penalties

A. Stalling
i. If officials feel a team is stalling and does not make a strategic move to advance in the game, they will say stall and the team will have 10 seconds to advance and battle another team.

ii. If the game comes to a stalemate with no team advancing on the other, the Intramural staff in the pool will move the canoes closer to each other.

B. Penalties

i. Penalty buckets will be used to penalize teams for breaking game rules.

ii. For all penalties, the official will blow their whistle and all “battleship activities” must cease (paddling, refilling buckets, etc.). The official will blow their whistle again to indicate the game has resumed.

iii. They will announce which boat receives the penalty. The penalized boat will be required to fill three full buckets and dump them into their canoe.

iv. Penalty Buckets: Teams committing the fouls below must fill up three of their buckets and pour it into their boat

1. Teams may not remove water from their canoe or into other canoes
2. Players may not touch an opponent, opponent’s equipment or canoe
3. Players may not stand in the canoe or kneel in the seats.
4. Players must immediately freeze when an officials whistle is blown.

VII. Conduct

A. The Intramural Sports programs promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

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