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.

Additions and revisions are highlighted in grey

I. Roster
   A. Catcard is required. NO I.D. = NO PLAY! No exceptions!
   B. There will be a players meeting 30 minutes to an hour before the event. The players’ meeting is mandatory for all teams. (Lose 4 points if a team representative does not attend)
   C. Teams may have a maximum of six players on their team
   D. Once the heat starts, teams will not have the ability to substitute players
   E. Four people in a canoe, no more no less. Two guys and two girls. No exceptions!

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. Participants can only have one piece of equipment in possession
    C. Life jackets are available if needed
    D. 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. Each heat is 15 minutes and the field reduces after the following
      i. After 10 minutes = three quarters of the pool length
      ii. After 5 minutes = half of the pool
      iii. After 2 minutes = quarter of the pool

Battleship Policies and Rules
C. First heat begins at 6pm. New heats will start every 20 minutes and progress until all teams have played twice. **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**

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

E. Teams begin the heat will all four players inside the canoe.

F. The Referee will blow his or her whistle to begin the battle and teams may engage as soon as the whistle is blown.

G. Up to four canoes will be in the pool at once.

H. Teams will battle in two 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 on playoff rounds

I. In all rounds, boats must be sunk to be eliminated, no measurements will be taken.

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

K. 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.

L. The last canoes afloat will decide advancement in playoff and championship heats

M. Points will be allocated as follows
   i. 1st place – 8
   ii. 2nd place – 6
   iii. 3rd place – 4
   iv. 4th place - 2

V. **Restriction and Penalties**

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

   B. Game Officials will blow their whistle to stop play when penalty buckets are issued. They will announce which boat receives the penalty. The penalized boat will be required to fill four full buckets and dump them into their canoe.

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

      i. Teams may not remove water from their canoe or into other canoes
      ii. Players may not touch an opponent, opponent's equipment or canoe
      iii. Players may not stand in the canoe or kneel in the seats. Players may sit on the seats or sit/kneel on the bottom of the canoe.
      iv. Players must immediately freeze when an officials whistle is blown
      v. 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.

VI. 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.

E. If canoes are still afloat at the end of regulation, a five-minute overtime period will be played. At every minute, boats left will be required to put four-full buckets in their boat.

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.