Battleship
Rules
Revised July 2014

Intramural policies, procedures, eligibility requirements, etc., apply to IM Battleship. Please review the IM Handbook for specific information on IM policies. Captains are encouraged to share these rules as well as program policies and procedures with teammates and spectators.

I. Participation
   • In order to participate in the Battleship participants must either:
     o Pass a swim test before their first match, which includes swimming the length of the pool without stopping, standing, or touching the sides
     OR
     o Wear a life preserver while in the pool before, during, or after their match

II. Players
   • Divisions will consist of coed, men’s and women’s
   • Teams consist of a maximum of six (6) players on each team
   • Teams must have four (4) players in their canoe no more, no less
     o Coed teams must have two females and two males in their canoe
   • Teams with less than four (4) players will automatically forfeit due to unfair weight difference
   • Once the game has started, teams will not be able to substitute players until the next round

III. Player Attire
   • Participants must wear proper swim attire to be able to participate in the event
   • Participants can wear shirts as long as they are approved swim shirts
   • No shoes are allowed
   • Goggles are recommended but not required
   • University Recreation Lifeguards on duty will determine if clothing is acceptable or not
   • Jewelry may not be worn during the event
   • Life preservers may be worn if a participant desires

IV. The Game
   a. Starting the game
      • Participants will enter their respective canoes from the edge of the pool
      • Intramural staff will survey all canoes for proper equipment, ensuring all safety requirements are met
      • Canoes will then be spread throughout the playing area which is marked by lane lines
      • The Intramural supervisors will blow his/her whistle to signal the beginning of the battle
   b. Object of the Game
      • Each team will use their buckets to attack other boats in the water. Teams will fill their buckets with water and throw the water at opposing teams. Teams will try to fill opposing boats with water until their canoe is sunk, or they are the last one standing. Teams may also have one shield in their boat to fend off water from entering their boat. Teams can use their hands, buckets, or shields to move around the pool. Each game will consist of 3 heats with each team switching canoes after each heat.
   c. Timing Regulations
      • The heat will continue until a winner is declared or the time limit is reached
      • Each heat will have a 10 minute time limit
   d. Restrictions
      Teams may not...
      • Throw water from inside the canoe out into the pool or into other canoes
        • PENALTY= All players in the boat MUST fill up their buckets from the pool and dump them in their canoe
V. Scoring
   a. In each heat teams will be able to score points based on the result of the heat
      i. Winner - 3 points
      ii. 1st or 2nd boat to sink - 0 points
      iii. If time runs out with no winner declared each boat that is still floating receives 1 point
      iv. The top three teams with the most points after all games are complete will move onto the championship game

VI. Equipment
   a. University Recreation will provide a canoe and 4 buckets for each team
   b. If a team desires to replace a bucket for a shield the may do so but they must provide their own shield
      i. Shape, size, and material of the shield may be decided by the team. (no metal, sharp/pointed edges, or any material that will fall apart in the pool). *Shields MUST be handheld and may not be laid over top of the canoe.
      ii. Intramural Staff can remove shields from play if deemed unsafe or hazardous
   c. Teams may also replace buckets with squirt guns that they must provide
   d. Pool noodles are not allowed

VII. Sunken Ship
   a. Once your canoe has been sunk or your team has been disqualified, you must get out of the canoe and guide it to the edge of the pool
      • Any attempt to hinder another team after your canoe has been sunk will result in an ejection for all players involved