



# Canoe Battleship Rules

Canoe Battleship is a non-contact sport, but injuries are a possibility. The department of University Recreation, Intramural Sports assumes no responsibility for injuries; however basic, first aid will be available.

Regulations published in the Intramural Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications.

Canoe Battleship will be conducted under the rules of the National Intramural and Recreational Sports Association published rule book. A review of these rules, along with the Intramural Sports modifications are as follows:

All Rule and Policy and Procedure updates/changes are highlighted in yellow.

## **ELIGIBILITY AND GUIDELINES**

All participants must meet the eligibility guidelines as outlined in the Intramural Sports Participants Handbook.

## **PLAYERS AND ROSTERS**

1. The game shall be played between teams of three (3) players each in a battleship canoe. With a minimum of 2 to begin play.
2. Players **MUST** meet the eligibility requirements to participate.

### *Restrictions*

- Participants shall not:
  - Remove water from inside of their canoe out into the pool or into an opposing team's canoe with their body or bucket.
  - Throw any equipment.
  - Stand in the canoe or jumping out of the canoe at any time.
  - Throw water out of the pool.
    - Penalty: The team committing these infractions must pour three buckets of water into their canoe.
  - Physically contact any member or equipment from another team to keep them from attacking or defending.
    - Penalty: Disqualification
  - Attempt to hinder another team after your canoe has been sunk.
    - Penalty: ejection/ possible dismissal from the event
- Teams shall not:
  - Ram an opponent's canoe
    - Penalty: if deliberate, the offending team will be eliminated from the competition and may be dismissed from the event

## **UNIFORMS AND EQUIPMENT**

1. Proper swimwear is required.
2. No shoes or footwear is permitted.
3. Goggles are recommended, but not required (not provided)
4. All players **MUST** be able to swim.
5. Knee and ankle braces that are unaltered from the manufacturer's original design/production are permitted and do not require any additional padding or covering. Sharp edges from wear and tear or any other deflection would be considered as an alteration even if unintentional.
6. A guard, case, or brace made of hard and unyielding substance, such as, but not limited to, leather, plaster, plastic, or metal shall not be worn on the elbow, hand, finger/thumb, wrist or forearm, even if it is covered with soft padding.
7. Life jackets are not required during play but will be provided.
8. No hard-billed hats, bandanas or anything with a knot or unyielding material are to be worn on the head during competition. Players may wear a one-piece elastic headband made of a soft, pliable material (i.e., sleeve, sweatband). Knit stocking caps will be allowed during cold weather. Rubber or cloth bands may be used to control hair. No other headwear will be allowed with exceptions for religious materials.

## **RULES OF PLAY**

### *General Information*

- There are no timeouts.
- Canoes and buckets are provided by UREC Sports.

### *The Game*

- The object of battleship is to eliminate all other canoes by using a bucket to throw water into their canoes before your own team's canoe sinks.
- Once a canoe has sunk, that team is eliminated from competition and may no longer throw water into opposing team's canoes.
- A game is won when a team completely eliminates all of the other canoes by sinking them.
- Each round will start with 2-4 canoes spread evenly throughout the battle zone.
- Teams may engage only after the official whistle has sounded.
- If a team capsizes their canoe, before it sinks, they are eliminated.
- The battle zone may decrease as time goes on.
- Participants may use the buckets or their arms to paddle and navigate their canoe.

### *Tournament Structure*

- Canoe Battleship will be ran in tournament structure with a pool play to begin.
- 2 Rounds of pool play will be played.
- Teams will be awarded points for their finish within their pool play.
  - 1<sup>st</sup>: 5 Points
  - 2<sup>nd</sup>: 3 Points
  - 3<sup>rd</sup>: 1 Point
  - 4<sup>th</sup>: 0 Points
- The four teams with the highest point totals will be placed in the championship round.
- If time permits, teams that did not qualify for the championship round may be put into one final round.

DISCLAIMER: UREC Sports staff reserved the right to alter the tournament structure on sight if there is a need to do so.

### **Team Captain Responsibilities**

Each organization/team should have an intramural team captain. The method by which this captain is selected is entirely up to the team. This individual should serve as a liaison between the organization/team and the intramural sports staff. The captain is a vital link to the success of an organization/team. Some duties of the captain include:

- Take responsibility of all forfeit payments incurred for their team and understand that they are ineligible to play ANY intramural activity until the forfeit fee is paid.
- Be familiar with the rules of the sport and all intramural policies and procedures.
- Ensure their team members follow all eligibility requirements.
- Responsible for communicating game time, location, and ID policy to teammates.
- Represent the team and be the primary communicator with the officials and Sport Programs Staff
- **Ensure good sportsmanship among teammates.**
- Cooperate with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the Sport Program's staff the day following the occurrences.

### **Forfeits**

- Teams who do not show or do not meet the minimum requirement to begin play will be charged a forfeit fine of \$10.

## **PARTICIPANT CONDUCT POLICY**

Intramural Sports prioritizes sportsmanship by all teams, spectators, and staff. The captain is responsible for the behavior of all its team members and representatives. Everyone is expected to conduct themselves in accordance with the The Code of Student Life, University conduct standards, and policies set forth by University Recreation. Actions by team members and representatives during intramural activities that extend beyond the realm of decency will not be tolerated. Individuals violating will be suspended until meeting with the Assistant Director and/or Coordinator of Club and Intramural Sports. We will be using a “2, 3, 4” method of determining eligibility for all leagues and major tournaments. The following will be in effect for the activity’s season:

- a. The accumulation of TWO (2) unsporting conduct fouls in a game will result in the ejection of the individual from the game, and procedures outlined in the “Ejections” section.
- b. The accumulation of THREE (3) total unsporting conducts fouls during an activity’s season will result in the dismissal of the individual from the activity for the remainder of its season. The accumulation of Three (3) unsporting conduct by a team will result in in the forfeiture of the contest
- c. The accumulation of FOUR (4) total unsporting conduct fouls by the team’s individual participants during an activity’s season will result in the dismissal of the team from the activity for the remainder of the season.

\*Unsporting totals rollover to playoffs

## **PARTICIPANT CONDUCT FACTS**

1. Any flagrant attempt to cause physical harm to another participant and/or staff member will result in immediate ejection and suspension from all UREC facilities and programming.
2. Any Participant Conduct will be reviewed by the Intramural Sports professional staff.