

Battleship Rules

Mission Statement:

Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled U of A fee paying students and U of A Faculty/Staff that have a current Department of Campus Recreation membership.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard.
4. No ID, no play, no exceptions.
5. **If your team forfeits, \$30 will be charged to the Bursur's account of the captain.**

Rule 2: Players

1. Each team is required to have exactly 4 people in the canoe. Any less than 4 players will be considered a forfeit due to an unfair advantage of weight difference in the canoe.
2. 2 other people on the roster may be on the sides of the pool to throw water in opposing canoes.
3. The maximum number of players on a roster is 20.

Rule 3: Player Attire

1. Wearing proper swim wear will be enforced.
2. Participants may wear shirts or any athletic clothing over bathing suits.
3. Boat shoes or sandals are permitted and recommended. Tennis shoes and boots are prohibited.
4. Goggles are strongly recommended, but not mandatory.
5. Note: Prepare to get soaked and dress appropriately.

Rule 4: Equipment

1. Each player may have one bucket of any size inside the canoe. (A bucket is anything that can hold water).
2. One shield is allowed per team in the canoe. Shape, size, and material of the shield are left up to the teams.
3. Note: There are no restrictions to buckets or shields unless safety is compromised in any way by judgment of the Supervisor on site.
4. Jewelry, casts, or any items judged as potentially dangerous by the Supervisor may not be worn during the event.
5. Protective eye wear is strongly recommended especially for those that wear contacts.
6. Buckets and shields will be provided by the Supervisor for those teams that do not bring their own.

Rule 5: General Rules

1. These rules are to ensure safety and fair play. Any special circumstances not covered in the rules will be handled appropriately by the Supervisor in determining the proper ruling.
2. Participants will climb into their respective canoes from the edge of the pool while the canoes are in the loading zones of the pool.
3. The Supervisor will survey all canoes for proper equipment and all make sure all safety requirements are met.
4. After canoes have been inspected, they will be spread out evenly throughout the battle waters of the pool.
5. The Supervisor will blow his/her whistle and the battle will begin.
6. Teams may engage in battle as soon as the whistle has blown.
7. Each team will take their buckets and try to sink other canoes with water. Teams may also have one shield to fend off water from entering their boat. In order to move around in the pool, teams must use their hands, buckets, or shields. Up to 4 canoes can be in the pool at once.
8. The battle area will be condensed at different points in the competition. The Supervisor will bring the lanes in and instruct boats to move as they set the new boundaries, (play may be stalled for boats to reposition).

Boundary Resetting	Automatic Reset	If previous doesn't occur
1st Time	Three boats are remaining	10 minutes have expired
2nd Time	Two boats are remaining	20 minutes have expired
3rd Time	5 minutes have elapsed (<i>Repeat until winner is declared</i>)	

The last reset in the chart will repeat as many times as necessary until one boat is left.

Rule 6: Penalties

1. Throw water from inside the canoe out into the pool or in other canoes.
 - a. Penalty: The team committing the foul must fill up all of their buckets and pour it into their boat as a warning. The next offense will be disqualification.
2. Physically contact any member or equipment from another team to keep them from attacking or defending.
 - a. Penalty: Disqualification
3. Once your canoe has been sunk or your team has been disqualified, you must get out of the canoe and guide it to the loading zone of the pool.
4. Any attempt to hinder another team after your canoe has been sunk will result in an ejection for all players involved.

**ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR
CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**