Spring 2017 Intramural Sports Canoe Battleship Rules
(Updated 11/29/16)

Rule 1: Facility
1. All games will be played at the WRC lap pool. The boundary is the four foot area of the pool. (provided by the lane lines and the three boundaries of the pool)

Rule 2: Player Eligibility
1. All intramural sports eligibility rules apply. Please check IMleagues.com for more details.
2. All players must check-in with their University of Northern Iowa ID cards with the Intramural Supervisor prior to participating.

Rule 3: Team Composition and Requirements
1. The “heat” shall be played between three to four teams of four players each. Teams will have to wait for their respective heats.
2. Appropriate swimwear is required to be worn by all players who will be in a canoe.

Rule 4: Equipment
1. Will be provided: a bucket (coffee canister) to each member and a paddle board to the back member.

Rule 5: Object of the Game
1. Teams attempt to sink their opponents by throwing water from their bucket into their opponents’ boats.
2. During qualifying heats, A predetermine number of boats afloat (typically one or two depending on registration) will advance to the next round
3. The last boat afloat in the final round will win the tournament

Rule 6: Game Play
1. Players must be sitting or kneeling in the bottom of the boat to begin
2. At the start of rounds, the boats will be evenly spread along the perimeter of the battle waters. An official will instruct the canoes to push off towards the center of the pool. An official will then whistle to start play.
3. Teams may engage as soon as the starting whistle is blown.
4. Players may throw water with their buckets or hands at their opponents. One may never use the paddle board to splash water into opponent’s boat.
5. Cannot use paddle board to block water, used only for steering the boat forward or backward).
6. When play is paused by an official, all play must stop including throwing water and moving the boat within the pool.
**Rule 7: Restrictions**

1. Players **may not** take water out their own canoes.
   a. **Penalty:** Replacement of water at official’s discretion plus one large penalty bucket.

2. Players may not touch an opponent, opponent’s equipment (in possession of an opponent or in the pool), or an opponent’s boat
   a. **Penalty:** One large penalty bucket. Any intentional act of tipping an opponent’s boat may result in team disqualification.

3. Players may not touch the side of the pool or any lane lines within the pool in an effort to push off or otherwise direct or propel their boat within the water.
   a. **Penalty:** One large penalty bucket

4. A team may never possess more than three buckets.
   a. **Penalty:** One large penalty bucket

5. Players must immediately freeze when an official’s whistle is blown.
   a. **Penalty:** One large penalty bucket

6. During the stoppage of play all players are prohibited from throwing water at opponents or removing water from their canoes.
   a. **Penalty:** One large penalty bucket

7. If a player falls out of or intentionally leaves their team’s boat.
   a. **Penalty:** One large penalty bucket
      i. If a player falls out of the boat, play will stop, the player will get out of the pool, the team will play shorthanded, and play will resume on the official’s whistle.

8. If a team is intentionally stalling to avoid contact with other boats.
   a. **Penalty:** One large penalty bucket

9. Game officials will blow their whistles to stop play when a penalty bucket is issued. They will announce which boat receives the penalty. The penalized boat will be required to bring the canoe to the side of the pool, where the official will administer the penalty bucket.

10. Teams are prohibited from collaborating with other canoes.

**Rule 8: Elimination**

1. A team is eliminated when:
   a. Its canoe capsizes or both sidewalls of the canoe are underwater.
   b. A game official rules a team eliminated due to unsportsmanlike conduct or dangerous play.
   c. If a canoe receives more than three penalty buckets

2. Once eliminated, the game officials will stop play until the eliminated team and its canoe clear the playing area.