

Canoe Battleship

ELIGIBILITY

All participants must have an active WRC membership, Intramural Sports Play Pass, and show their UNI or Government issued ID prior to each contest. Eligibility status is the responsibility of each individual participant and the Team Captain.

TEAMS

- 1.1 Minimum of 2 players per team
- 1.2 Maximum of 4 players in a canoe at a time

THE GAME

- 2.1 Players must be seated or kneeling at the bottom of the boat.
- 2.2 The duration of the game will be 20 minutes. The clock will stop for official's timeouts only.
- 2.3 The object of the game is to "sink" the other canoes. Players may throw water with their buckets and/or hands.
- 2.4 Tournament brackets will be sent out prior to matchup.

EQUIPMENT

- 3.1 No jewelry of any kind is permitted while participating in any Intramural activity. If jewelry is discovered by an official during the game, the player must leave the court and cannot re-enter until it is taken off. Medical jewelry that is taped with pertinent information showing is the only acceptable jewelry.
- 3.2 The Aquatics Attire Policy must be followed at this event. Undergarments, gym or street clothes, and see-through swimwear is not allowed. Appropriate swim attire is required.
- 3.3 Goggles are recommended, but not mandatory.
- 3.4 Canoes and buckets will be provided

VIOLATIONS

- 4.1 Players may not stand in the canoe at any time (Penalty: team must fill up their bucket and dump it in their own canoe. Upon second violation, they will be disqualified).
- 4.2 Players must stop on the official's whistle (Penalty: team must fill up their bucket and dump it in their own canoe. Upon second violation, they will be disqualified).
- 4.3 Players may not touch or retrieve another team's bucket while it is in the water (Penalty: team must fill up their bucket and dump it in their own canoe. Upon second violation, they will be disqualified).
- 4.4 Players may not jump out of the canoe at any time (Penalty: disqualification).
- 4.5 Players may not physically contact any member or equipment from another team to keep them from attacking or defending (Penalty: disqualification).
- 4.6 Players may not move their boat out of the playing area (Penalty: disqualification).
- 4.7 Players may not take water out of their own canoes (Penalty: Replacement of water at official's discretion plus fill up one bucket and dump it in their own canoe. Upon second violation, they will be disqualified)

ELIMINATION

- 5.1 A team is eliminated when:
 - Their boat capsizes or both sidewalls of the boat are underwater.
 - Their boat leaves the playing area (teams may NOT use their canoe to push one another out).
 - A player falls out of the boat.
 - Players refuse to comply with game rules or directions of a game official.
 - A game official rules a team is eliminated due to unsportsmanlike conduct or dangerous play.

Questions or concerns regarding the rules and regulations should be directed to imsports@uni.edu