

University of Wyoming
INTRAMURAL SPORTS

Canoe Battleship

(Updated: 8/21)

- 1 All **eligibility** rules apply. Check your IM Handbook carefully for all other eligibility rules that apply.
- 2 **Jewelry:** NO JEWELRY WILL BE ALLOWED IN THE POOL. This includes, but is not limited to, earrings, wedding rings or bands, other rings, necklaces, bracelets, rubber bands, and metal barrettes. The only exception to this rule is a medic alert bracelet or necklace. In that case it must be taped down. **If you refuse to remove your jewelry you will not be allowed to participate.** Any player in the game found wearing illegal jewelry must immediately be replaced by a substitute. The player may not re-enter the game until all jewelry has been removed. If there is no substitute available, the offending player cannot re-enter the game until the first substitution opportunity after the clock has properly started.
- 3 **Equipment**
 - a. Attire
 - i. Participants need to follow these guidelines and consider the following recommendations
 - ii. Wearing proper swim wear will be enforced with exceptions below.
 - iii. Participants may wear t-shirts or any athletic clothing instead of, or wear over bathing suits.
 - iv. Boat shoes and or sandals are permitted and recommended; tennis shoes and boots are prohibited.
 - v. Goggles are strongly recommended, but not mandatory.
 - b. Equipment
 - i. The following equipment is allowed and recommended in the canoe:
 - ii. Each team may have two buckets, provided by Intramural Staff, inside the canoe.
 - iii. Two shields, provided by Intramural Staff, are allowed per team in the canoe.
 - iv. Protective eye wear is strongly recommended especially for those that wear contacts.
- 4 **The Teams**
 - a. Each team is required to have four people in the canoe. No more, no less. Any less than four players will be considered a forfeit due to unfair advantage of weight difference in the canoe.
 - b. Four teams are recommended to start a game of Battleship.
- 5 **The Game**
 - a. Game Play
 - i. Teams begin the heat with all four players inside the boat. Players must be sitting or kneeling in the bottom of the boat.
 - ii. **Game time is forfeit time.** A game will consist of one 20-minute bout with a continuous running clock. The clock will be stopped for official time-outs only.
 - b. Players may throw water with their buckets, shields, or hands at their opponents. Object of the Game
 - i. Each team will take its buckets and try to attack other canoes with water until their canoe is sunk, or they are the last one remaining afloat. Teams may also have one shield in their boat 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 four canoes can be in the pool at once. Teams will battle in heats and at least the top team in each heat will move on.
 - ii. If more than one team is remaining when 20 minutes has expired, both teams will move to the next round. (however, if teams are stalling in order to move on, both teams will be eliminated)
 - c. Starting the game
 - i. Participants will climb into their respective canoes from the edge of the pool while the canoes are in the loading zones of the pool.
 - ii. Intramural Staff will survey all canoes for proper equipment and all make sure all safety requirements are met.
 - iii. After canoes have been inspected, they will be spread out evenly throughout the Battle Waters of the pool.
 - iv. The Intramural Official will blow his/her whistle and the battle will begin.

6 Timing Regulations

- a. Teams may engage as soon as the whistle has blown.
- b. There are no timeouts.
- c. The Battle area will be condensed at different points in the competition.

7 Restrictions

- a. Teams may not:
 - i. Stand in or on the canoe at any time.
 - ii. Continue play after a whistle.
 - iii. Touch or retrieve another team's shield/bucket while it is in the water.
 1. Penalty for all above: 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.
 - iv. Jump out of the boat at anytime during the battle.
 - v. Physically contact any member or equipment from another team to keep them from attacking or defending.
 - vi. Move their boat out of the playing area.
 1. Penalty for all above: Disqualification

8 Elimination

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

**The Intramural Sports Staff reserves the right to stop any game whenever such a stoppage is in the best interest of safety and/or the program goals. The Intramural Sports Staff also reserves the right to combine divisions and move teams to another classification for tournament competition.*