



MIDDLE TENNESSEE STATE UNIVERSITY

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Campus Recreation

Intramural Sports

Battleship Rules Handout

ELIGIBILITY RULES

1. You must have a MTSU ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Associate Director of Intramurals, Sport Clubs, and Wellness.

THE GAME:

1. **The Battle Waters:** Aquatic center 50 meter pool. Lane lines 8 feet off edge of pool.
2. **Team:** Each team is required to have four people in the canoe. The roster max is 6. Any less than four players will be considered a forfeit due to an unfair advantage of weight difference in the canoe.
3. **Game:** The game will consist of heats and at least the top team in each heat will move on.
4. **Time-outs:** There will be no time-outs.
5. **Substitutions:** Substitutions will occur between rounds.
6. **Equipment:** Each player may have one bucket that will be provided by the Intramural Sports staff. One shield is allowed per team in the canoe. ***Note:** *There are no restrictions to buckets or shields unless safety is compromised in any way by judgment of the Intramural Sports staff.* Jewelry, casts, or any items judged as potentially dangerous by Intramural Staff **MAY NOT BE WORN** during the event.



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Wearing proper swim wear will be enforced with exceptions below. Participants may wear t-shirts or any athletic clothing instead of, or wear over bathing suits. Boat shoes and or sandals are permitted and recommended; tennis shoes and boots are prohibited. Goggles are strongly recommended, but not mandatory. *Note: *Prepare to get soaked and dress appropriately.* Protective eye wear is strongly recommended especially for those that wear contacts.

7. **Mercy Rules:** There will be no mercy rule.
8. **Championship Game:** The championship game will consist of the top teams from each heat. They will compete in one heat, and the winner is the champion.

**These rules are to ensure safety and fair play. Any special circumstances not covered will be handled appropriately by the Intramural Sports staff in determining the proper ruling.*

PLAYING REGULATIONS:

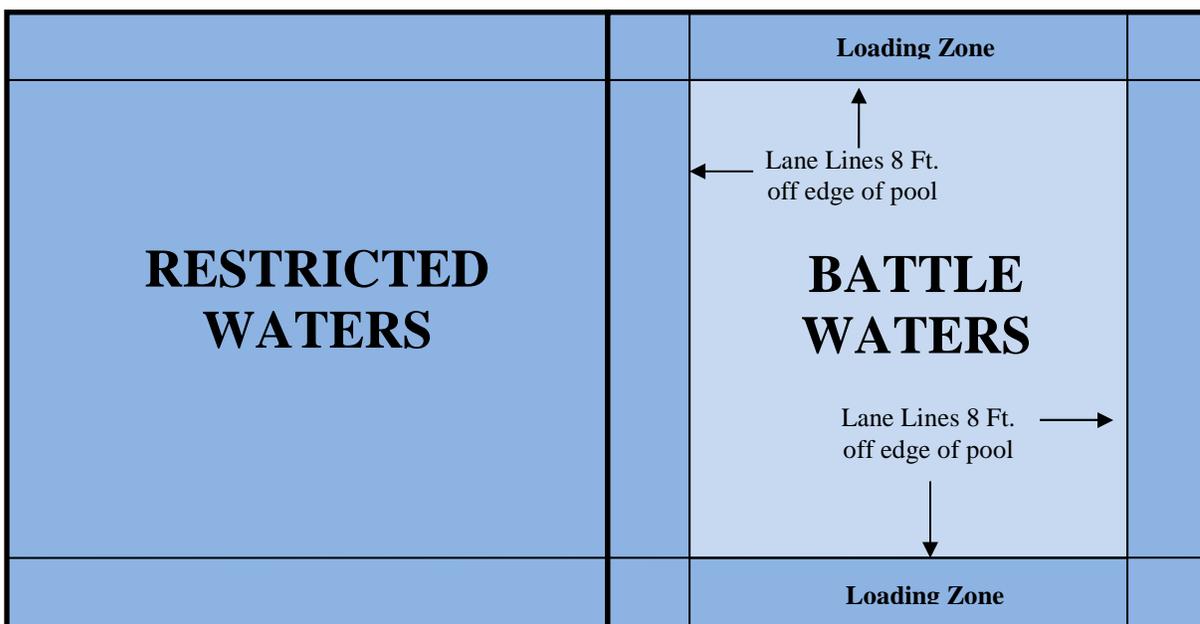
➤ **Object of the Game:**

- Each team will take four buckets and try to attack other canoes with water until their canoe is sunk, or they are the last one standing.
- 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 six 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.

➤ **Starting the Game:**

- Participants will climb into their respective canoes from the edge of the pool while the canoes are in the loading zones of the pool.
- Intramural Staff will survey all canoes for proper equipment and all make sure all safety requirements are met.
- After canoes have been inspected, they will be spread out evenly throughout the Battle Waters of the pool.
- The Intramural Supervisor will blow his/her whistle and the battle will begin.

Aquatic Center 50 Meter Pool



➤ **Timing Regulations:**

- Teams may engage as soon as the whistle has blown.
- The Battle area will be condensed at different points in the competition. Staff will bring the lanes in and instruct boats to move as they set the new boundaries, (play may be stalled for boats to reposition). The last reset in the chart will repeat as many times as necessary until one boat is left.

➤ **Restrictions**

Teams may not...

- Throw water from inside their own canoe out into the pool or in other canoes.
- Stand up at any time in the canoe.

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.



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Teams may not...

- Jump out of the boat at anytime during the battle.
- Physically contact any member or equipment from another team to keep them from attacking or defending.

Penalty: Disqualification

Teams must...

- Stay in the boundaries.

Penalty: Intramural Staff will pour a bucket of water in the boat.

Teams must...

- Be within 8ft. of another canoe.

Penalty: Intramural Staff will pour multiple buckets of water in the boat until the distance is established.

➤ **Sunken Ship**

- 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.

****Any attempt to hinder another team after your canoe has been sunk will result in an ejection for all players involved.***

BattleShip.... 8/12/15