

UTM Intramural Battleship Rules

I. Governing Rules

1. All Intramural participants must present a valid Skyhawk ID card in order to participate.
No exceptions.
2. All regulations regarding forfeits, defaults, protests, and rescheduling are outlined in the program handbook. These rules **must** be followed to the letter.
3. Intramural sports are offered to UT Martin students on a voluntary basis and each student participates at their own risk. Participants are responsible for ensuring that they are physically fit to participate in the selected sport(s), and are encouraged to check with their family physician or Student Health prior to participation.
4. The officiating will be done by referees who are in absolute control of the game. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

II. General Information:

- There will be multiple lifeguards on duty during this event.
- Each team will have 3 people in a boat

III. Equipment:

- **Canoe-** Each team will be provided with one canoe.
- **Buckets-** Teams can have up to two 5-gallon buckets in their canoe. All of which will be provided.
- **Shields-** Each team will be provided with two (2) shields for defense.
- **Attire-** Appropriate swimwear attire must be worn at all times. A cotton t-shirt or swim shorts may be worn over top of swimwear, however, may not contain self-applied paint and/or ink of any kind. Protective Knee pads may be worn. Life jackets must be worn by all participants inside boat.
- **Eyewear-** Protective eyewear, such as goggles, are recommended but not required.

5. Playing the Game:

- **Starting the game**
 - Participants will climb into their respective canoes from the edge of the pool while the canoes are on sides of the pool. No participant will attempt to enter the canoe while in the water.
 - Intramural staff will survey all canoes for proper equipment and make sure all safety requirements are met.
 - Once all canoes are inspected, they will spread out evenly throughout the water.
 - The Intramural supervisor will blow his/her whistle and the battle will begin.

- **Object of the Game**

- Each team will take their buckets and try to attack other canoes with water until their canoe is sunk, or they are the last team standing. Shields are used to deflect water from coming into one's boat.

- ***Teams may only use their hands to remove water from their own canoe.***

- In order to move around the pool, teams must use their hands or buckets.
- If a bucket or shield is dropped in the water, any team can direct their canoe to retrieve the lost item. Players are not allowed to jump out of the canoe in order to retrieve the item.
- Participants may NOT steady their boat using the pool wall or other boats once play has started. There is absolutely no touching other team's boat.

- **Time of Match**

- Timing rules may be adjusted due to the number of teams.
- Playing time will be a 20 minute running clock.
- Teams may engage as soon as the whistle has blown.
- If the game comes to a stale mate with no team advancing on the other, the Intramural staff in the pool will move the canoes closer to each other.
- The Battle area may 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).
- If neither team has sunk after time has expired, the champion will be decided by a tiebreaker. Whichever canoe has the least amount of water inside of it, will be declared the winner. The tiebreaker will be decided by the intramural staff.

- **Restrictions**

- Teams may not:
 - Stand up in their canoe at any time
 - **Penalty: 5 gallons of water ! ! ! ! ! ! canoe. Second offense will be a disqualification.**
 - Jump out of their canoe at any time during battle.
 - **Penalty: Disqualification from the tournament.**
 - Physically contact any member or equipment of another team to keep them from attacking or defending. This includes pushing off other canoes in order to change direction.
 - **Penalty: Disqualification from the tournament.**

- **Sunken Ship**

- Once your canoe has been sunk or your team has been disqualified, all members must abandon the canoe and immediately exit the water. Intramural staff in and around the pool will guide the canoe to its proper location.
- **Any attempt to hinder another team after your canoe has been sunk will result in an ejection for all players involved.**

