

BATTLESHIP RULES

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications. All other policies will be enforced as stated by the Texas A&M Rec Center Aquatics Department.

1. PLAYERS & EQUIPMENT

- a. Each participant must present a current Texas A&M student ID card or a Rec Membership ID card in order to be eligible to participate. Failure to do so will prevent an individual from playing until the ID card is presented.
- b. Each team **MUST** consist of 5 players. Four of these players will participate in the canoe, and one of the players will be designated as the team's Navigator. The Navigator remains outside of the canoe at all times. Teams may not play with fewer than 5 players.
- c. Teams may consist of any combination of males and females.
- d. It is imperative that every member of the team be proficient swimmers.
- e. **Rosters:** Roster size is unlimited. Teams may add players up until 3pm of the night of championships.
- f. **Substitutions:** Substitutions may only occur between games.
- g. **Canoes:** Canoes will be provided.
- h. **Buckets & Shields:** Each canoe will be provided up to 4 buckets. Each canoe will have the option to use 2 shields. All buckets and shields will be provided on-site.
- i. **Jewelry:** Participants are not permitted to wear any visible jewelry.

2. ATTIRE

- a. It is recommended that you shower prior to entering the natatorium area.
- b. All participants must wear appropriate swim wear to participate. It is recommended, but not required, that females wear a one piece bathing suit (t-shirts are allowed but a bathing suit must be underneath). No jeans, khakis, undergarments, etc. are allowed.
- c. Goggles are strongly recommended, but not required.
- d. No shoes are allowed, except swim-specific footwear (swim shoes, fins, etc).

3. GAME FORMAT

- a. The object of the game is to use the buckets to try to sink other canoes with water until their canoe is completely submerged.
- b. Teams may also have 2 shields in their canoe to block water from entering their canoe.
- c. In order to move around in the pool, teams will utilize a NAVIGATOR that will serve as the guide for the canoe inside the pool. Teams may use their hands, buckets, and/or shields to paddle too.
- d. Teams will enter their canoe from the edge of the pool. A whistle or horn will signal the start of play.
- e. When the whistle or horn is sounded, teams must maneuver their canoes inside the lane lines. At no point during the contest should the canoe return outside the lane lines until the team has been eliminated.
 - i. At the beginning of a match, teams may begin attacking other canoes as long as they are simultaneously attempting to leave the edge of the pool and into the match play area.

- f. If a team drops a bucket or shield in the water, only members of that team may touch/retrieve the dropped item.
- g. ****NEW** Teams will be allowed to throw BOMBS (deflated balls) into another team’s canoe in order to sink it. If a bomb lands inside the canoe, teams must dump 4 completely filled buckets of water into their canoe each time. Teams are allowed to deflect bombs that are attempting to land in their canoes. Once a bomb has successfully landed in a canoe the offended team may now use that bomb at their disposal. Teams that have been eliminated are allowed to use bombs if they still have them in their possession at the time of elimination. Players may not return into the water to retrieve bombs or use any objects to retrieve bombs currently in the water. The Navigator may also deploy bombs into other canoes as well.**
- h. **Forfeit:** A team must have four players to start a game. Teams not ready to play at their scheduled starting time shall be penalized by receiving zero points for any game that they miss. Seeding will be based on point accumulation throughout the evening. “Ready to play” includes having IDs checked and dressed to play.
- i. Any special circumstances that occur will be handled by the Intramural Staff on-site.

4. **TIMING & SCORING**

- a. Points will be allocated as follows:

If there are 12 teams: 6 th place – 1 points 5 th place – 2 points 4 th place – 3 points 3 rd place – 4 points 2 nd place – 5 points 1 st place – 7 points	If there are 10 teams: 5 th place – 1 points 4 th place – 2 points 3 rd place – 3 points 2 nd place – 4 points 1 st place – 6 points	If there are 8 teams: 4 th place – 1 points 3 rd place – 2 points 2 nd place – 3 points 1 st place – 5 points
--	--	---
- b. All teams will be placed in an 8, 10, or 12 team grouping and will be guaranteed at least 2 matches.
- c. Each match will consist of 6 teams (for a 12 team group), 5 teams (for a 10 team group), or 4 teams (for an 8 team group).
- d. There will be no time limit for games. The clock will stop whenever a whistle is blown to stop play.
- e. Advancing to the next round will be determined based on tournament-specific rules.
- f. **Stalling:** If in the opinion of the official a canoe is stalling, the official will communicate with the team that the canoe must move towards other competition. THIS IS A JUDGMENT CALL.
- g. ****NEW** Teams will be awarded 3 bonus points for each successful sinking of another canoe. Only one team may receive these points and it will be at the discretion of the Intramural Sports Staff on site.**

5. **RESTRICTIONS & PENALTIES**

- Teams may NOT:
 - a. Throw water from inside of your canoe.
PENALTY = The team must COMPLETELY fill up 4 buckets from the pool and dump them in their canoe.
 - b. Stand at any time while in the canoe (or have the bottom of either foot contacting the floor of the canoe) .
PENALTY = The team must COMPLETELY fill up 4 buckets from the pool and dump them in their canoe.

- c. Continue play after a whistle.
PENALTY = The team must COMPLETELY fill up 4 buckets from the pool and dump them in their canoe.
- d. Touch (with their body) or retrieve another team's shield/bucket while it is in the water
PENALTY = The team must COMPLETELY fill up 4 buckets from the pool and dump them in their canoe.
- e. Jump out of the canoe at any time during the battle.
PENALTY = Team Disqualification
- f. Physically contact any member or equipment from another team to keep them from attacking or defending.
PENALTY = 1st offense is a team warning and ALL players in the boat must COMPLETELY fill up a bucket (4 buckets total) from the pool and dump the water into their canoe. The 2nd offense will result in team disqualification.

For all penalties, the official will blow their whistle and all "battleship activities" must cease (paddling, refilling buckets, etc.). The official will blow their whistle again to indicate the game has resumed.

6. ELIMINATION

- a. 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.
- b. If your actions cause your canoe to capsize, your team is out of the competition.
- c. Any attempt to hinder another team after your canoe has been sunk will result in your disqualification for the rest of the evening and/or ejection from Intramural Sports for all players involved. This is at the discretion of the Intramural Staff on-site.

7. CONDUCT OF PLAYERS

- a. **Verbal Conduct:** The use of profane language directed to one's self or another will not be tolerated (appropriate sea jargon is encouraged). Arguing with an official or any Intramural Staff member in an unsportsmanlike manner will not be tolerated. Failure to abide by this rule may result in one or all of the following actions:
 - a. Warning
 - b. Ejection
- b. **Ejections:** A player ejected from a game shall not participate in that game again. The official may eject a player from the pool area if deemed necessary. If ejected from the pool area, the player shall leave immediately. Failure to do so will result in that team to forfeit the game. An ejected player is automatically disqualified from **ALL** intramural contests (including other sports) until they meet with the Coordinator of Intramural Sports.