

-Texas A&M University-
 Department of Recreational Sports
 INTRAMURAL SPORTS

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. PARTICIPATION

- a. Proper identification must be presented to check in. Proper identification is a government-issued photo ID.
- b. Roster: Each player's name must appear on the roster before he/she enters a game.
- c. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- d. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- e. Intramural staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- f. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- g. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- h. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- i. **Jewelry:** Participants are not permitted to wear any jewelry.
- j. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
- k. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- l. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- m. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- n. **Equipment:** If the team does not have the same or similar color, **ALL** team members **MUST** wear jerseys provided by the Department of Recreational Sports. A shirt (must have the sleeves attached) must be worn under the jerseys provided by the Department of Recreational Sports, or the player will not be allowed to play. If a team has its own jerseys with numbers, the

numbers must be whole numbers, no more than 2 digits, and the jerseys must be of the SAME/SIMILAR color.

- o. If eyeglasses are worn, each player is responsible for the safety of own glasses.
- p. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- q. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.
- r. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
- s. Pants – Participants are encouraged to wear athletic style shorts or pants.
- t. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.

2. THE GAME

- a. Each team **MUST** consist of five (5) players. Four (4) 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 five (5) players.
- b. **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.
- 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. **Substitutions:** Substitutions may only occur between games.

2. EQUIPMENT

- a. **Canoes:** Canoes will be provided.
- b. **Buckets & Shields:** Each canoe will be provided up to four (4) buckets. Each canoe will have the option to use two (2) shields. All buckets and shields will be provided on-site.
- c. It is recommended that you shower prior to entering the natatorium area.
- d. All participants must wear appropriate swim wear to participate. It is recommend, 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.
- e. Goggles are recommended, but not required.
- f. 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. 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.
- c. Teams will enter their canoe from the edge of the pool.
- d. 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.**

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
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- 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 three (3) bonus points for each successful sinking of another canoe. Only one (1) 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 the 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.