

Battleship

General Rules

- All teams must show up and be checked in by their designated game time.
- There is no grace period for Battleship.
- Players must show their Panther Card or a government issued photo ID to the Intramural Sports staff to sign-in for each game. Players without a valid form of ID will not be allowed to play
- Sportsmanship:
 - A player may be ejected at any time by an official, scorekeeper, or supervisor.
 - If ejected, the player automatically must sit out at least the next scheduled game. The player and team are also subject to further suspension/discipline depending on the judgment of the Competitive Sports Coordinator. If a player is ejected from a game, that player must meet with the Competitive Sports Coordinator before being allowed to participate in further games. It is the player's responsibility to schedule the meeting with the Competitive Sports Coordinator. The meeting must take place in the Coordinator's office the next day at the earliest.
 - After each game, both teams will be given a SPORTSMANSHIP RATING by the officials, scorekeepers, and supervisors. (See the "Player Conduct & Sportsmanship" section on the Policies page for more information)

Teams

- Each team will consist of three (3) players in a canoe per heat. Rosters will be limited to four (4) players
- Swimwear compliant with the aquatics center's policy must be worn
- Teams are encouraged, but not obligated, to wear costumes. However, costumes cannot use the following materials
 - Glitter
 - Paper
 - Glass

Equipment

- The department will provide all necessary equipment to teams
- Each team will have two buckets (1 large, 1 small), two (2) "cannon balls", and a kick board
 - A team may never have more than two buckets, one kick board, and two cannon balls

Timing

- The game will start when all three players are seated in their canoe and have been pushed off the edge by a game official
- Each heat will continue until only one canoe remains afloat
- In order to encourage competitive play, the playing area will be reduced, and teams will be asked to add two penalty buckets to their canoe at the request of an official

Gameplay

- The goal of the game is to get water into your opponents' canoes until they sink
- Teams may use their buckets, kickboards, or hands to get water into their opponents' canoes
- Cannonballs
 - Each team can have a maximum of two (2) cannonballs at once
 - Penalty: Two buckets
 - Cannonballs may be thrown at other canoes. If the cannonball comes to rest inside the canoe, the team must add two penalty buckets to their canoe

- A team can block cannonballs from entering their canoe using their hands, buckets, or kickboards
 - A team that has less than two (2) cannonballs may retrieve loose cannonballs in the playing area or their canoe
- Water cannot be removed from the canoe at any time during play
 - Penalty: Two buckets
- Players cannot touch an opponents' canoe, equipment, or player
 - Penalty: Two buckets
- Players cannot stand in their canoe at any moment during play
- A team is eliminated when:
 - Their canoe capsizes
 - A player falls out of the canoe
 - Both side walls of the canoe are underwater
 - Players refuse to comply with game rules or directions of a game officials
 - A game official rules a team is eliminated due to unsporting behavior or dangerous play
 - The team will be ejected and will not be allowed to continue participating
- Eliminated teams must exit the pool immediately without touching any canoes, equipment, or players