

BATTLESHIP Rules & Regulations

The University of Akron Student Recreation & Wellness Services Intramural Sports

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of officials assigned to the game as well as the site supervisor.

GENERAL INFORMATION:

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- Battleship shall take place in the Ocasek Natatorium, adjoining the Student Recreation & Wellness Center.
- Each team will consist of four (4) people; teams with less than four (4) players will not be permitted to participate.
 - Team composition may be any combination of males and/or females.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.

EQUIPMENT:

- **Canoe** – All canoes will be provided by SRWS. No modifications and/or additions may be made to the canoes.
- **Buckets** – Each participant will be provided with one (1) 2-gallon bucket to use during competition. Participants are not permitted to bring their own bucket, and each person may only hold/use one (1) bucket at any time.
- **Attire** – Appropriate swimwear attire must be worn at all time. 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, and are encouraged.
- **Life Vests** – Although not required, the use of life vests or PFDs is encouraged and will be provided. Only PFDs provided by SRWS may be worn.
- **Eyewear** – Protective eyewear, such as goggles, are recommended but not required.
- **Jewelry** – Jewelry, casts, headwear, or any unyielding items judged to be illegal or potentially dangerous by the officials may not be worn.
 - Only Medical Alert bracelets and/or necklaces will be permitted, and must be taped to the body, leaving vital information visible.
- Any other equipment is not permitted, including, but not limited to sponges, shields, water guns, bilge pumps or paddles. The final decision on any questionable items will be at the discretion of Intramural Sports staff.

COMPETITION FORMAT:

- A battle will consist of at most six (6) boats competing simultaneously. The number of boats may be adjusted, at the discretion of tournament staff, depending on the number of entries.
- Playing time for each battle shall be 12 minutes, with continuous running clock.

- Should time expire with multiple canoes remaining and there is still not a reigning boat, the canoe holding the least amount of water (as determined by the officials) will be declared the winner.

THE GAME:

- Teams will battle until there is only one (1) remaining canoe afloat.
- Teams will begin with three (3) members seated in their canoe, and one (1) member in the water as the "Skipper."
 - The Skipper will assist in steering/guiding the team's canoe, and must hold onto the bow (marked with colored tape) **at all times.**
- Upon the official's whistle, teams may maneuver their canoe and attempt to flood the opponents' boats with water.
- Teams may propel their canoe using **hands only.**
- Buckets may only be used to flood opponents' boats. **NO BAILING ALLOWED.**
- Buckets may NOT be thrown.
- If a participant drops a bucket that cannot be reached, the following may occur:
 - The Skipper may retrieve the bucket, but must remain in contact with the canoe's bow at all times.
 - Opponents may retrieve the bucket, provided they follow the same rules above.
 - A team may steal the bucket but the bucket will simply remain in that team's canoe unless they lose one and need to use it.
- Participants may NOT stand in the canoe.
- Participants may NOT steady their boat using the pool wall or other boats.
- Participants may NOT attempt to tip opponents' canoes by grabbing buckets, the canoe, or the opponents themselves.
- Violation of any of the above rules will result in a **Battleship Penalty**: all team members of the penalized team must fill their buckets with water and pour it into their own boat (for a total of 3 full buckets). **This penalty will serve as that team's first of two (2) warnings. Any successive rule violations will result in team disqualification from that battle.**

SEARCH ITEMS & CHANCE CARDS:

- Search items include rings, rubber ducks, or other pool items.
- Throughout the competition, a search item will be called out and teams may retrieve the search item.
- If a team retrieves the search item in the allotted amount of time, they must present the item to an official.
- If the item is correct, the retrieving team will earn a Chance Card.
- Chance Cards include a variety of outcomes including, but not limited to: buckets of water into other canoes or losing a bucket for a period of time.

BATTLESHIP SUNK:

- A canoe is considered to be sunk when either of the following occurs:
 - A team member falls/jumps out of the boat.
 - The entire canoe is submerged under water.
- Upon defeat (from sinking or disqualification), participants may NOT hinder or interfere with the remaining boats in any way; all participants must immediately abandon their canoe and exit the pool at the nearest wall.

AWARDS:

- The winning team will receive Intramural Sports Champion T-shirts.

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