BATTLESHIP RULES

All players must show their UGA ID Card or Government Issued ID before every game in order to participate. NO EXCEPTIONS!

PART 1: PARTICIPATION GUIDELINES

A. PARTICIPANTS
   a. All players must present their own UGA 810 ID Card at every game. Any player not providing his/her own valid UGA 810 ID card will not be permitted to participate.
   b. Any player caught violating this rule or any other rules/policies will face the sanctions listed on Page 4 of this rule packet.

B. TEAM COMPOSITION
   a. Each team is required to have four people in the canoe. No more, no less.
   b. Any less than four players will be considered a forfeit due to an unfair advantage of weight difference in the canoe.

C. ATTIRE
   a. Participants need to follow these guidelines and consider the following recommendations.
   b. Wearing proper swim wear will be enforced with exceptions below.
   c. Participants may wear t-shirts or any athletic clothing instead of, or wear over bathing suits.
   d. Boat shoes and or sandals are permitted and recommended; tennis shoes and boots are prohibited.
   e. Goggles are strongly recommended, but not mandatory (not supplied by Rec Sports Department).
   f. Jewelry, casts, or any items judged as potentially dangerous by Intramural Staff MAY NOT BE WORN during the event.

D. EQUIPMENT
   a. The following equipment will be provided by the Department of Recreational Sports;
     i. Canoe (4-person)
     ii. Buckets
     iii. Shield

*Note: Prepare to get soaked and dress appropriately.

PART 2: THE GAME

These rules are to ensure safety and fair play. Any special circumstances not covered in Rule 2.B. will be handled appropriately by the Intramural Sports staff in determining the proper ruling.

A. OBJECT OF THE GAME
   a. Each team will take four buckets and try to attack other canoes with water until their canoe is sunk, or they are the last one standing.
   b. Teams may have one shield in their boat to fend off water from entering their boat.
   c. In order to move around in the pool, teams must use their hands, buckets, or shields.
   d. Up to 4 canoes can be in the pool at once.
   e. Teams will battle in heats and at least the top team in each heat will move on.

B. STARTING THE GAME
   a. Participants will climb into their respective canoes from the edge of the pool while the canoes are in the loading zones of the pool.
b. Intramural Staff will survey all canoes for proper equipment and make sure all safety requirements are met.
c. After canoes have been inspected, they will be spread out evenly throughout the Battle Waters of the pool.
d. The Intramural Supervisor will blow his/her whistle and the battle will begin.

C. TIMING REGULATIONS
   a. Teams may engage as soon as the whistle has blown.
   b. The Battle area will 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).
   c. The last reset in the chart will repeat as many times as necessary until one boat is left.

<table>
<thead>
<tr>
<th>Boundary Resetting</th>
<th>Automatic Reset</th>
<th>If previous doesn’t occur</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Time</td>
<td>1st Boat has sunk</td>
<td>10 minutes have expired</td>
</tr>
<tr>
<td>2nd Time</td>
<td>Two boats are remaining</td>
<td>20 minutes have expired</td>
</tr>
<tr>
<td>3rd Time</td>
<td>4 minutes have elapsed</td>
<td>(Repeat until winner is declared)</td>
</tr>
</tbody>
</table>

D. RESTRICTIONS
   a. Teams may not throw water from inside the canoe out into the pool or in other canoes.
   b. Players may not stand on the edge of the canoe or cross beams at any time (players may only stand on the floor of the canoe or sit down).
   c. Jump out of the boat at any time during the battle (automatic disqualification).
   d. Physically contact any member or equipment from another team to keep them from attacking or defending.
   e. Penalty: The team committing the foul must fill up all of their buckets and pour it into their boat as a warning. The next offense will be disqualification.

E. SUNKEN SHIP
   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. *Any attempt to hinder another team after your canoe has been sunk will result in an ejection for all players involved.*

PART 3: SPORTSMANSHIP

A. SPORTSMANSHIP
   a. Sportsmanship is an important part of intramural sports.
   b. Any player who uses foul language, violently protests a call, or curses an official or staff member, will be removed from the game and will automatically be suspended from his/her team’s next game.
   c. Any player caught violating this rule or any other rules/policies will face the sanctions listed on Page 4 of this rule packet.