**General Rules & Guidelines that all participants should know for IM Battleship**

- **All players** must present their own UGA 81# ID Card at every game. Any player not providing his/her own valid UGA 81# ID card will not be permitted to participate.
  - Any player caught violating this rule or any other rules/policies will face the sanctions listed on page 3 of this rule packet.

- **Players** are encouraged to call the **Intramural Sports Weather Hotline, 706-542-8648**, or check the Intramural Sports website for weather related cancellations. Cancellations will be posted by 3:00pm the day in question. If no decision is made by 3:00pm, teams are encouraged to arrive at the game site ready to play.

- **A team’s roster** may only have 8-players on it for the entire season. Once a player joins a team’s roster on IMLeague and participates in a regular season game, they are considered to be a part of that team, and cannot switch teams, or be removed from the roster.
  - All players must login to IMLeagues and sign up on a team prior to being eligible to participate.

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

- **All teams are required to have exactly four people in their canoes at all times (no more, no less)**

- **Players** may only participate on one same sex team (which include: Fraternity, Men’s Recreational & Men’s Competitive, Women’s Independent & Sorority), and one Co-Rec team.
  - Any player found violating this policy will face a minimum penalty of being ineligible for participation in the league in which the violation took place.
  - All Intramural Participants must meet all eligibility guidelines which can be found in the Intramural Sports Participant Guide at [http://www.recsports.uga.edu/im](http://www.recsports.uga.edu/im)
BATTLESHIP RULES

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

Rule 1: Participation Guidelines
1. **Participants**: 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.
   a. Any player caught violating this rule or any other rules/policies will face the sanctions listed on page 3 of this rule packet.
2. **Team Composition**: Each team is required to have four people in the canoe. No more, no less. Any less than four players will be considered a forfeit due to an unfair advantage of weight difference in the canoe.
3. **Attire**: Participants need to follow these guidelines and consider the following recommendations;
   a. Wearing proper swim wear will be enforced with exceptions below.
   b. Participants may wear t-shirts or any athletic clothing instead of, or wear over bathing suits.
   c. Boat shoes and or sandals are permitted and recommended; tennis shoes and boots are prohibited.
   d. Goggles are strongly recommended, but not mandatory (not supplied by Rec Sports Department).
   e. Jewelry, casts, or any items judged as potentially dangerous by Intramural Staff MAY NOT BE WORN during the event.
4. **Equipment**: The following equipment will be provided by the Department of Recreational Sports;
   a. Canoe (4-person)
   b. Buckets
   c. Shield

*Note: Prepare to get soaked and dress appropriately.

Rule 2: The Game
These rules are to ensure safety and fair play. Any special circumstances not covered in Rule 4 will be handled appropriately by the Intramural Sports staff in determining the proper ruling.

1. **Object of the Game**: 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. Teams may also have one shield in their boat to fend off water from entering their boat. In order to move around in the pool, teams must use their hands, buckets, or shields. Up to 4 canoes can be in the pool at once. Teams will battle in heats and at least the top team in each heat will move on.
2. **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.
3. **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). 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 <em>(Repeat until winner is declared)</em></td>
<td></td>
</tr>
</tbody>
</table>
4. **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.
   **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.

5. **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.*

**Rule 3: Sportmanship**

Sportmanship is an important part of intramural sports. 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. Any player caught violating this rule or any other rules/policies will face the sanctions listed on pages 3-4 of this rule packet.

**DISCIPLINARY AND EJECTION POLICY**

1. **Disciplinary Rules**
   The following suspensions apply for misconduct during Intramural activities:
   a. **Ejection**
      i. Any participant ejected by any Intramural Sports employee will serve a two (2) game suspension for the team from which the athlete is ejected.
      ii. If the ejection is the result of violence or misconduct aimed at any Intramural Sports employee, the participant will be suspended indefinitely from all Intramural activities sponsored by the Department of Recreational Sports until the participant meets with the Graduate Assistants for Competitive Sports.
   b. **Student Identification Card Infraction**
      i. Any participant who attempts to partake in any activity by fraudulently using a UGA 81# ID Card will be suspended for six (6) months from all activities sponsored by the Intramural Sports Department. The rightful owner of the UGA ID Card will also be suspended for six (6) months from all activities sponsored by the Competitive Sports Department. The confiscated UGA ID Card can be claimed from the Competitive Sports Staff in room 201 Ramsey.

2. **Meetings**
   a. **Purpose:** The suspensions listed above are final unless the player meets with the Graduate Assistants for Competitive Sports. Meetings will provide players receiving disciplinary suspension the opportunity to present grounds for a reduction in the suspension. The Graduate Assistants have full authority to reduce or remove suspensions.
   b. **Procedure:** Meetings can be set up via email with the Graduate Assistants for Competitive Sports (imsports@uga.edu)
      i. Meetings will give the player direct contact with at least three members of the Department of Recreational Sports. These three members of the department will be all three Graduate Assistants. If a graduate assistant is unavailable, a Program Assistant will take their respective place. If a Graduate Assistant is directly or indirectly involved in an occurrence that is the subject of the meeting, the meeting will take place between the player and another member of the Competitive Sports staff, excluding the Graduate Assistant involved in the incident.