



BATTLESHIP RULES

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

PART 1: PARTICIPATION GUIDELINES

A. PARTICIPANTS

- a. All players must present their own UGA 810/811 ID Card at every game. Any player not providing his/her own valid UGA 810/811 ID card will not be permitted to participate.
- b. Any player caught violating this rule or any other rules/policies will face the disciplinary action listed in the IM Sports Participant Guide.

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. 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.

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 attack other canoes with water until there is only one canoe left above water.
- b. Teams may have one shield in their boat to fend off water from entering their boat.
- c. 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.

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

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 contacting 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 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. 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.
- b. Any player caught violating this rule or any other rules/policies will face the disciplinary action listed in the IM Sports Participant Guide.

The Department of Recreational Sports
 A Division of Student Affairs
 Intramural Sports

Email: compsports@uga.edu
 Phone: 706-542-5060
 Website: www.recports.uga.edu/im