

**Western Kentucky University
Intramural-Recreational Sports
Battleship
Rules & Regulations
(Revised 12/19/2019)**

1. Eligibility

All **Full time** undergraduate students (twelve credit hours) and graduate students (nine credit hours) are eligible to participate in all intramural sports/events. **Part time** undergraduate students and graduate students (**at least three credit hours**) are eligible to participate in all intramural sports/events and must be a member of the Preston Center to participate. **You must pay the \$35.00 Preston Center Fee each semester to be eligible. The payment can be made either at the Preston center or at Potter Hall 208.** All **full and part time faculty/staff** are eligible to participate in all intramural sport/events and must be a member of the Preston Center. If you are not a member of the Preston Center and would still like to participate in the intramural program you must pay the \$35.00 Faculty/Staff Intramural Player Fee each semester you would like to play in. That fee can be paid at the Preston Center. Any employees contracted by the University or are hired on a temporary basis are ineligible to participate in the WKU Intramural Sports Program. **The spouse of a full or part-time staff member is only eligible to participate in the Faculty/Staff Intramural Sports and must be a member of the Preston Center or pay the Faculty/Staff Intramural Player Fee of \$30.00 per semester.**

2. Forfeit and Default Policy

- A forfeit is the failure of a team to have the minimum number of players necessary for competition in that sport/event (as designated in the rules specifically for that event) present by the scheduled time in order to play. Each player must be ready to play in order to avoid the forfeit.
- If a team forfeits, then the captain will be charge a forfeit fee. \$20 for league, \$10 for mini league, and \$5 for tournament. They must pay the fee at the IM-REC Office before them and the team can play again.
- A default is used when a participant and/or team are unable to field a team that is scheduled to play a game. A defaulted game will not count as a forfeit, and it will not cost the team their Forfeit Fee. It will count as a loss in the standings.
- A default must be filed with the IM-REC Office by 3pm the day before the event day.

3. General Information:

- There will be multiple lifeguards on duty during this event.
- Teams must consist of 2 males and 2 females. No exceptions.

4. Equipment:

- **Canoe-** Each team will be provided with one canoe.
- **Buckets-** Teams can have up to four 5-gallon buckets in their canoe. All of which will be provided.
- **Shields-** Each team will be provided with one (1) yoga mat to use for defense.

- **Attire-** Appropriate swimwear attire must be worn at all times. 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.
- **Eyewear-** Protective eyewear, such as goggles, are recommended but not required. Goggles can be checked out at the Preston Center Control Desk for free.

5. Playing the Game:

- **Starting the game**
 - Participants will climb into their respective canoes from the edge of the pool while the canoes are on sides of the pool. No participant will attempt to enter the canoe while in the water.
 - Intramural staff will survey all canoes for proper equipment and make sure all safety requirements are met.
 - Once all canoes are inspected, they will spread out evenly throughout the water.
 - The Intramural supervisor will blow his/her whistle and the battle will begin.
- **Object of the Game**
 - Each team will take their buckets and try to attack other canoes with water until their canoe is sunk, or they are the last team standing. Shields are used to deflect water from coming into one's boat.
 - ***Teams may only use their hands to remove water from their own canoe.***
 - In order to move around the pool, teams must use their hands or buckets.
 - If a bucket or shield is dropped in the water, any team can direct their canoe to retrieve the lost item. Players are not allowed to jump out of the canoe in order to retrieve the item.
 - Participants may NOT steady their boat using the pool wall or other boats once play has started. There is absolutely no touching other team's boat.
- **Time of Match**
 - Timing rules may be adjusted due to the number of teams.
 - Playing time will be a 20 minute running clock.
 - Teams may engage as soon as the whistle has blown.
 - If the game comes to a stale mate with no team advancing on the other, the Intramural staff in the pool will move the canoes closer to each other.
 - The Battle area may 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).
 - If neither team has sunk after time has expired, the champion will be decided by a tiebreaker. Whichever canoe has the least amount of water inside of it, will be declared the winner. The tiebreaker will be decided by the intramural staff.
- **Restrictions**
 - Teams may not:
 - Stand up in their canoe at any time
 - **Penalty: 5 gallons of water will be poured into the team's canoe. Second offense will be a disqualification.**
 - Jump out of their canoe at any time during battle.
 - **Penalty: Disqualification from the tournament.**

- Physically contact any member or equipment of another team to keep them from attacking or defending. This includes pushing off other canoes in order to change direction.
 - **Penalty: Disqualification from the tournament.**
- **Sunken Ship**
 - Once your canoe has been sunk or your team has been disqualified, all members must abandon the canoe and immediately exit the water. Intramural staff in and around the pool will guide the canoe to its proper location.
 - **Any attempt to hinder another team after your canoe has been sunk will result in an ejection for all players involved.**