

Battleship - Rules

Each player must present a valid Mason G Card before each contest to be eligible to participate.

No ID...No Play...No Exceptions!

Game time is forfeit time.

Officials who are in absolute control of the game will do the officiating. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. Only players and coaches (maximum of two) are permitted in the playing area. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

I. General Eligibility

A. Participants

Participation in the event is open to **CURRENT** *George Mason University* students and faculty staff with a valid Mason id. Registration for the event will take place online at: ***imsports.gmu.edu***.

B. Rosters

- This is an “open” event and has no male/female number restrictions.
- There are no restrictions for club or NCAA athletes for this event.
- A minimum of 4 players is required by the close of registration or the team will be deleted.
- Teams may carry a maximum of 5 players on their roster.
- A maximum of 4 players are permitted in the boat at 1 time.
- Once the game has started, teams will not have the ability to change players until the next round. This is a co-rec activity, teams are required to have 1 female in the boat at all times.

II. Team Composition

A. Team Composition

Each team is required to have four people in the canoe. No more, no less. Teams with less than four players will be disqualified. Teams are required to have 1 female in the boat at all times.

III. Player Attire/Equipment

A. Attire

- Participants need to follow these guidelines and consider the following recommendations; Wearing proper swim wear will be enforced with exceptions below.
- Participants **MUST** wear swimsuits to be able to participate in the event. *No jeans, boxer briefs, or underwear. Only approved swimwear. Gym shorts may not be worn.*
- *No shoes (aqua socks or shoes are allowed)*
- Goggles are strongly recommended, but not required.

B. Equipment

The following equipment is allowed and recommended in the canoe;

- Each player may have one bucket of any size inside the canoe. (A bucket is anything that can hold water).
- One shield is allowed per team in the canoe. Shape, size, and material of the shield may be decided by the team. *(no metal, sharp/pointed edges, or any material that will fall apart in the pool). Shields should either be plastic, or rubber. *Shields **MUST** be handheld and may not be laid over top of the canoe. **Tarps are not permitted.** Be creative.*

***Note:** *There are no restrictions to the type of buckets or shields unless safety is compromised in any way by judgment of the Intramural Sports staff.*

- Jewelry, casts, or any items judged as potentially dangerous by Intramural Staff **MAY NOT BE WORN** during the event.
- Protective eyewear (swim goggles) is strongly recommended, especially for those that wear contacts.

IV. 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.

A. 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 5 canoes can be in the pool at once. Teams will battle in heats and the top two teams will advance.

B. Starting the game

- Participants will climb into their respective canoes from the zero depth entry point of the rec pool.

- Intramural Staff will survey all canoes for proper equipment and all make sure all safety requirements are met.
- After canoes have been inspected, they will be spread out evenly throughout the pool.
- The Intramural Supervisor will blow his/her whistle and the battle will begin.

C. Timing Regulations

- Teams may engage as soon as the whistle has blown.
- 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.

Boundary Resetting	Automatic Reset	If previous doesn't occur
1st Time	Half of the boats are remaining	10 minutes have expired
2nd Time	Two boats are remaining	20 minutes have expired
3rd Time	5 minutes have elapsed (<i>Repeat until winner is declared</i>)	

D. Restrictions

Teams may not:

- Throw water from inside of your canoe into the pool or in other canoes.
(**PENALTY = ALL players in the boat MUST fill up their buckets from the pool and dump them in their canoe.**)
- Stand on the edge of the canoe or cross beams at any time (players may only stand on the floor of the canoe).
(**PENALTY = ALL players in the boat MUST fill up their buckets from the pool and dump them in their canoe.**)
- Jump out of the boat at anytime during the battle.
(**PENALTY = Team Disqualification**)
- Physically contact any member or equipment from another team to keep them from attacking or defending. (**PENALTY = 1st offense is a team warning and ALL players in the boat MUST fill up their buckets from the pool and dump the water into their boat. The 2nd offense will result in team disqualification.**)

E. Sunken Ship

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

V. Sportsmanship

Sportsmanship is an important part of intramural sports at George Mason University. 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. In addition, he/she will have to meet with the Assistant Director of Intramural Sports during normal office hours (Monday through Friday, 10:00 a.m. to 4:00 p.m.) before he/she is eligible to participate again.