

STUDENT RECREATION & WELLNESS CENTER WASHBURN UNIVERSITY

INTRAMURAL BATTLESHIP RULES

Not sure what Battleship is all about? Check out [this video](#) from the University of Alabama!

Location

- Contest will be played in the Petro Allied Health Center Pool.
- Please give yourself plenty of time to park and get to your games ahead of schedule. Remember at least 3 team members must be signed in and ready to play to avoid a forfeit.

Schedule

- Intramural Battleship will be a one-day event.
- Teams will play in a progressive format over the course of an hour and a half. The format will consist of Pool Play, Elimination Play, and a Championship Round.
- Pool play will be used to determine seeding for the elimination round. Each team will compete in a 10 minute match during Pool Play. Teams will be seeded for the Elimination Play round based on their performance in Pool Play.
- Elimination Play will be used to determine which teams advance to the Championship Round. Each team will compete in a 10 minute match during elimination play. The top team from each Elimination Play round will advance to the Championship Round.
- The final team remaining in the Championship Round will be declared the Intramural Battleship Champion.
- Individual schedules can be found via IMLeagues.com/washburn.
- We recommend arriving at least 20 minutes prior to your scheduled time so that you may be ready to jump in the pool by game time!

Eligibility

- ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC. ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.

Players

- Each team will consist of four (4) players. Game time is forfeit time. Teams must begin the game with a minimum of three (3) players.
 - It is an open format meaning any combination of males or females is legal.
- Teams must have a minimum of four (4) players registered on IMleagues to be entered into the league.
- Players may be added to the roster via IMLeagues, before the start of the contest time. Roster addition instructions are available at the SRWC or online at www.washburn.edu/getfit.

Equipment

- Each team will have a canoe, a squirt gun and frisbee, and 3 buckets. It is up to the team to decide how to distribute their equipment throughout the canoe.
- Life jackets will be provided for those who want them.
- No jewelry is permitted and will need to be removed before entering the water.
- Head decorations, headwear, hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- A suitable bathing suit must be worn (1 or 2-piece suit). An athletic t-shirt and/or shorts may be worn over the bathing suit.

Gameplay

- **The Pool**



- Boundaries will be provided by the sides of the pool and the lane dividers. (Inside the black lines on the picture)
- All play will take place in the 4-foot depth area of the pool.

- **Competition**

- Teams try to sink their opponents' canoe by throwing water from buckets, squirt gun, splashes, etc. from their canoe to their opponents'.
 - Teams can NOT bail water out of their own canoes
- Each of the four teams will start in their canoe in one of the four corners, one team per corner.
- When signaled, officials will push all canoes towards the center of the pool and Play will begin.
- When play is paused, all throwing of water or moving of canoes must be stopped.
- If time ever runs out before a winner is determined canoes will be placed parallel to each other until 1 sinks

- **Rules and Restrictions**

- Players may not stand in their canoe during gameplay.
- Players may not take water out of their own canoes.
 - Penalty: Replacement of water at official's discretion plus one large penalty bucket.
- Players may not touch an opponent, opponent's equipment (in the possession of an opponent or in the pool), or an opponent's boat.
 - Penalty: Three large penalty buckets. Any intentional act of tipping an opponent's canoe may result in team disqualification.
- A team may never possess more than 3 buckets and 1 squirt gun.
 - Penalty: One large penalty bucket.
- If a player falls out of or intentionally leaves their team's boat.
 - Penalty: One large penalty bucket and that player will not be replaced.
- If a team is intentionally stalling to avoid contact with the other boats.
 - Penalty: One large penalty bucket.
- Game officials will blow their whistles to stop play when a penalty bucket is issued. They will announce which boat receives the penalty. The penalized boat will be required to fill a bucket and empty it into their own canoe.
- Teams are prohibited from collaborating with other canoes.

- **Heats**

- We will use a heat system for scheduling this event. We will record what order teams' canoes are sunk, and rank them accordingly.
- Each heat will have 4 teams participating.
- Each team will play in a Pool Play heat

- Teams are playing for seeding for the next round.
- After the Pool Play heat, all teams will advance to the Elimination heat.
 - The top team of each Elimination heat will move on to one Championship heat.
- The last canoe left floating during the Championship heat will be crowned Champion.

Sportsmanship

Washburn University takes Sportsmanship very seriously. Players will need to be respectful and should shake everyone's hand after finishing a heat. This is meant to be a fun event for everyone involved.