Canoe Battleship Rules

Any rule and situation not specifically covered are subject to the judgement and discretion of the intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league.** Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on the Fusion Play App.

Rule 2: League Format & Team Composition

League Format

- ✓ This consist of a tournament of five (5) rounds with five (5) different teams each round.
- ✓ The winner of each round will move onto the championship round

Leagues (Subject to Change Due to Number of Registered Teams)

- ➢ Open – Any Gender

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is a game not played without penalty (e.g. dropped from the league).
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by **2:00 PM on the day of the contest**.
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Defaulting Team = 5

- ✓ To verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. **Phone calls are not accepted.**

Forfeits

- ✓ A forfeit is defined as one (1) of the following:
  - Failing to field a team for an intramural contest without contacting the Intramural Sports Office.
    - The final score shall be 1-0.
  - Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
  - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ **Forfeits automatically withdraws you from Post-Season play.**
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in removal from the league.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
- ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.
- ✓ Protests regarding the judgement of the game officials will not be recognized.
- ✓ When protesting player eligibility:
  - *Regular season*: The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
  - *Postseason Tournament:* Player eligibility must be protested before the start of the contest. **Protests made after the start or end of the game will be not recognized.**

Rule 4: Playing Area & Equipment

Playing Area

- ✓ Scheduled games take place at the Pool located in the Marc L Burnett Student Recreation and Fitness Center.

Canoes & Buckets

- ✓ The Intramural Sports Office will provide the Canoes & Buckets for the competition.

Clothing & Equipment

- ✓ All attire and equipment are subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal **MUST** be removed prior to competition.
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ **Proper athletic attire is required.** Non-athletic clothing including but not limited to jeans, dress pants, dresses, khakis, and blouses is **PROHIBITED.**
- ✓ Footwear
  - Players are **REQUIRED** to wear either no shoes or water shoes **ONLY**
- ✓ Jewelry
  - Religious or medical jewelry is **PERMITTED** and **MUST** be taped down against the body.
  - All watches and necklaces **MUST** be removed prior to the contest.
- ✓ Headwear
  - Players may wear swimming caps.
  - Headwear including but not limited to baseball caps, bandanas with knots, hard plastic hair devices, bobby pins, and safety pins is strictly **PROHIBITED.**

- ✓ Pads/Braces
    - o No braces will be allowed in the pool.
- ✓ Blood
    - o Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform will be directed to leave the game. The bleeding **MUST** be stopped, the open wound **MUST** be covered, and/or the bloody uniform **MUST** be changed before the player can return to the game.

Rule 5: Timing & Scoring

Timing

- ✓ TN Tech Canoe Battleship matches shall have a ten-minute (10:00) time limit for each round.
- ✓ There are no timeouts.

Scoring

- ✓ Each match shall be five (5) rounds.
- ✓ The last team standing (ship not sunk) or the team with the least amount of water in the ship (canoe) at the end of the time limit will be declared the winner of that round.
    - o Winner of each round will automatically go to the championship round.

Mercy Rule

- ✓ There is no mercy rule for TN Tech Canoe Battleship matches.

Rule 6: Playing Rules

IM Professional Staff or Graduate Assistants may ask uncooperative participants to leave.

Any participant removed due to unsportsmanlike actions shall forfeit the contest.

Setting up play

- ✓ Each player must rinse off in the shower
- ✓ Each player will have a bucket.
- ✓ No Paddles will be allowed.

Equipment

- ✓ At the beginning of each round, canoes will be in the loading area.

Match Procedure

- ✓ Teams of three (3) will load up into each canoe.
- ✓ When all teams are loaded up, they will begin at different locations of the pool.
- ✓ If everyone is in their locations, the official will blow the whistle to start play and the clock.
- ✓ Players will use their hands and buckets to move their ship around the pool
- ✓ There is a ten-minute (10:00) time limit.
    - o Any teams that has not been sunk, will stop the game and the team with the least amount of water in the ship will be declared the winner.
- ✓ Players will use their bucket(s) to dump water into the opponent's ship(s)
- ✓ When a team is sunk, they are eliminated.
- ✓ If the ship capsizes, that team will be eliminated.
- ✓ If any player falls out of their ship, the team will be eliminated.
- ✓ If any player drops their bucket and it sinks to the bottom, they will not be allowed to retrieve their bucket.
    - o No other team is allowed to retrieve the sunken bucket during gameplay

Rules of Play

- ✓ The game shall begin with five (5) canoes spread evenly throughout the battle zone and on the sound of the whistle teams may engage
- ✓ Each round will last for at maximum of ten-minutes (10:00)
- ✓ There will be five (5) rounds and one (1) championship round
    - The winner of each round will be moved to the championship round.
- ✓ Teams will load their canoes from the appropriate loading zones in the pool.
- ✓ Each canoe shall be inspected by an official prior to leaving the loading zone to ensure proper equipment.
- ✓ If players remain close to the edge of the pool. Officials will dump buckets of water in your ship.
- ✓ Once a canoe has sunk, that team is eliminated from competition in the water.
    - The eliminated team must then get out of the canoe and guide it to the side of the pool (unloading zone).

Restrictions

- ✓ Players shall not:
    - Throw water out of their own canoe
        - Penalty: Team committing the infraction will get three (3) buckets of water poured into their canoe by the surrounding official.
    - Throw water out of the pool
        - Penalty: Team committing the infraction will get three (3) buckets of water poured into their canoe by the surrounding official.
    - Throw any equipment
        - Penalty: Team committing the infraction will get three (3) buckets of water poured into their canoe by the surrounding official.
    - Stand in the canoe
        - Penalty: Team committing the infraction will get three (3) buckets of water poured into their canoe by the surrounding official.
    - Physically contact any member or equipment from another team to keep them from attacking or defending.
        - Penalty: Team committing the infraction will get three (3) buckets of water poured into their canoe by the surrounding official.
    - No person will be allowed to steal or grab any opponent's bucket or ship
        - Penalty: Team committing the infraction will get three (3) buckets of water poured into their canoe by the surrounding official.
    - Ram an opponent's canoe
        - Penalty: Disqualification
- ✓ Multiple penalties may lead to team disqualification.

Ejections

- ✓ When a player is ejected, the team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.
- ✓ Ejected players must email to set up a meeting with an Intramural professional staff member.