Intramural Battleship Rules

**Statement of Risk:** Please be aware that participation in intramural sports involves a risk of injury. Individuals are encouraged to have a physical examination and obtain adequate medical insurance prior to participation. Individuals participate in intramural activities at their own risk. Since participation is completely voluntary, injuries and their resulting costs are the responsibility of the participant. Iowa State University assumes no responsibility for injuries received during Intramural sports activities.

### Elimination

1. If a team’s canoe sinks, the team is eliminated from that round of competition.
2. If a team’s canoe flips, the team is eliminated from that round competition.
3. If a team member(s) fall out of their respective canoe, the team is eliminated from that round of competition.

### Winners/Losers

1. For each group of 4 teams, we will play two (2) rounds. The first round will be played until only one (1) canoe remains. That remaining team will be declared one of the winners. For round 2, the remaining three canoes that didn’t win will play with the final canoe remaining being the second winner from that group. During the first match, the two winners and two losers will move accordingly in the brackets (see brackets for details). Once teams have moved to their second round matches, only the two winning teams from each of the rounds will continue to advance in the tournament.
2. During the finals match, we will only play 1 round with the final canoe remaining being declared the winner!

### Teams

1. Each team must consist of three people (any gender combination). You MUST have 3 people in your canoe!

### Location

1. State Gym Pool

### Equipment

1. Canoes (1 per team)
2. 3 buckets per team
3. No oars will be allowed
4. Teams may not bring any extra equipment into the canoe with them (unless it is a safety helmet in which the helmets must remain on the player’s head and not be removed).
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Goal

1. To sink the other teams’ canoes using buckets of water.

Game Play

1. Each team will enter their canoes.
2. The official will blow his/her whistle to start the battle
3. Teams will paddle around (using only their arms) and attempt to dump water using their buckets into opposing team’s canoes

Restrictions

1. Teams may not physically touch the opposing team’s canoes. **Penalty:** 2 buckets of water added in your canoe
2. Teams may not physically touch opponents. **Penalty:** 2 buckets of water added in your canoe
3. Teams may not swing their buckets at opposing teams **Penalty:** 2 buckets of water added in your canoe
4. Teams may not push opposing team’s canoes away from them. **Penalty:** 2 buckets of water added in your canoe
5. For every three fouls committed, the penalized team must forfeit one piece of equipment.

Allowed

1. Teams may use any method they wish to remove water out of their own canoe in an attempt to stay afloat.
2. Teams must have three team members in their canoe.
3. Opposing canoes may touch.

Any other rules not stated here are subject to the discretion of the intramural coordinator and staff on site during the tournament.