

University of Oregon Intramural Sports

Battleship Rules

The Game

1. 1 team of 4 players
2. Minimum to start is 3 players
3. Grace period is 5 minutes from game time
4. Heats consist of 4 teams, with at least one winner advancing to further heats
5. Heats will be scheduled for every 30 minutes

Eligibility

1. Current U of O students, faculty and staff, spouses
2. EVERY PLAYER MUST BE ON THE ROSTER BY ROSTER DEADLINE
3. Players must bring a valid UO ID to check in
4. NO ID = NO PLAY

Equipment

1. Teams are provided canoes, buckets & shields
2. Proper attire is mandatory per Pool Rules
 - a. No garments shall contain buttons. Swim wear must be appropriate. Inappropriate attire includes: excessively revealing swimsuit, see through swimsuit, underwear, street clothes and other workout clothing.
3. Wearing proper swim wear will be enforced with these exceptions:
 - a. Participants may wear t-shirts or any athletic clothing instead of, or wear over bathing suits.
 - b. Boat shoes and or sandals are permitted and recommended; *tennis shoes and boots are prohibited.*
 - c. Goggles are strongly recommended, but not mandatory.

Objective

1. Last boat(s) standing!
2. Use buckets, shields and/or combination of both to protect your battleship from others.
3. Each canoe and team of 4 is allowed 2 buckets and 2 shields.
 - a. You may rotate who has buckets/shields throughout the heat at any time
4. Up to 5 canoes may be in the pool at once.

Rules

1. Participants must climb into their respective canoes from the edge of the pool
2. Once inside the canoe, you **MUST STAY SEATED/KNEELED!**
 - a. Coming up off your knees or butt will:
 - i. 1st Offense: Require each member with a bucket to fill it and dump it into your own canoe
 - ii. 2nd Offense: Disqualify you from the heat
3. Intramural Staff will survey all canoes for proper equipment and make sure all requirements are met.
4. The Intramural Supervisor will blow his/her whistle and the battle will begin
5. You may not stall your boat for more than 5 seconds (you must attempt to be moving away from or towards another boat)
 - a. Stalling will result in each member with a bucket filling it and dumping it in your own canoe.
6. You may not use the buckets to bail water **OUT** of your canoe.
7. You may not jump out of the boat at anytime, physically contact any member or equipment from another team to keep them from attacking or defending or the penalty is **DISQUALIFICATION.**

8. Once your canoe has been sunk or your team has been disqualified, you must get out of the canoe and guide it to the edge of the pool for exiting.
9. There are no alliances with other teams, if alliances are suspected then all teams in the alliance must fill one bucket and dump it into their own boat
10. After 15 minutes, the length of the pool will be shortened to speed up the battle!

Substitutions

1. Unlimited substitutions may be made between heats
2. Once a heat has begun, no substitutions may be made

Sports Code

1. All participants and spectators are governed by the SPORTS CODE available in the SRC

NO alcoholic beverages permitted on University property

PROTESTS

Protests based solely on a decision involving the accuracy of judgement on the part of an official will not be considered. Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident. (i.e. you cannot protest a rule misinterpretation after the game is over) Protests involving player eligibility will be considered

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