1. PLAYERS & SUBSTITUTIONS
   The Players
   All players of MUST know how to swim.
   Each team will play with no more or less than four (4) players in a ship at once.
   The maximum number of players on any team roster is seven (7).
   Co-Rec:
   The four (4) players inside the ship will be two (2) men and two (2) women with the fifth player of the team’s choice.
   The skipper can be the team’s choice.
   Skipper:
   Each team of four (4) will be allowed a skipper.
   The skipper’s role is to help their team steer and maneuver their ship in different directions.
   The skipper must keep one hand on the ship at all times.
   SUBSTITUTION: A team may change the players in a ship only after their ship has been sunk and they are going into the next round.

2. EQUIPMENT
   Player Equipment
   Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants. Hard cast, metal or plastic braces, hats, and jewelry of any type are examples of illegal equipment. ALL visible body piercing must be removed or covered using a player’s own equipment or bandages.
   Players may wear athletic type shirts and shorts/pants over swim suits. These shorts/pants must not have pockets, pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play, and shorts may not be worn inside out. Denim material will not be allowed.
   Players may wear a swimming cap (with or without ball/knot at top), headband, and hair bands. Hats with bills are prohibited.
   Game Equipment
   Intramural Staff will provide canoes (ships), water guns and buckets.
   Players may not participate with any other equipment that the Intramural Staff does not provide.
   Ships are to be loaded in designated loading areas.
   Each ship will be limited to the equipment pre-loaded prior to battle. However, one bucket may be exchanged prior to the start.

3. GAME FORMAT
   Teams will be placed in various rounds with the winner from each round moving into the next round.
   Battle will consist of six (6) ships competing simultaneously for 15 minutes with a running clock.
   Upon officials whistle, teams may attempt to flood opponent’s ships with water until there is one (1) ship remaining.
   No ship may be idle and away from play at any time.
If at any time a team member drops a bucket into the water, the following may occur:

- Players may grab their bucket if it’s in arms reach without falling out of the ship.
- The skipper may retrieve the bucket, but must remain in contact with the ship.

4. TIMING

Delay Time – Once at the scheduled game time:

- If a team does not have four (4) players signed in at game time, that team will be given 10 minutes to have four players sign in before the game is declared a forfeit.
- If both teams do not have four (4) players signed in, both teams shall have 10 minutes to have the minimum number of players sign in before the game is declared a double forfeit.

Delay of game will result in two (2) gallons of water to be put in the team’s ship.

Game Timing

- One round of 15 minutes with clock running continuously.
- There will be a 10 minute break before the next round for IM staff to empty ships and prepare for the next teams to use them.

Overtime:

- If there is more than one ship left after the first 15 minutes of battle, 5 minutes will be placed on the clock and lane lines put into the pool making battle zone smaller.
- After 5 minutes and there is still more than one ship, 5 more minutes will be added to the clock and more lanes will be placed in playing area until there is a winner.

TIME OUTS: No time outs are allowed after play has started.

5. Sunken Ship

A ship is considered sunk when:

- A team member falls/jumps out of the ship.
- The entire ship is submerged under water.
- At any point if an entire ship goes over a lane line, that canoe will be considered sunk.

Upon Defeat:

- Players may not hinder or interfere with the remaining teams.
- All participants must immediately abandon their ship and exit to the nearest wall.
- Intramural Staff in or around the pool will direct the abandoned ship to its proper location.

6. VIOLATIONS & EJECTIONS

Violations:

- If skipper does not have at least one hand on the ship, that team will lose their skipper.
- Players may not stand in the ship.
- Players may not attempt to grab another team’s buckets, ship or
opponents themselves.
A team may not steady their ship by using pool walls or other ships.
If any violations occur, all team members of the penalized team
must fill their buckets up with water and pour it into their
own ship.
This penalty will serve as the team’s first of two warnings.
The second penalty will result in a disqualification.

Player Ejection:
A player may be ejected for the m
isuse of any equipment.
Once a player is ejected, he/she must leave the facility immediately.