



VANDERBILT
RECREATION & WELLNESS
INTRAMURALS

Canoe Battleship Rules

Rule 1: Player Eligibility

1. Open to undergraduate students only.
2. All students must check-in with their VU ID cards with the Intramural Supervisor prior to the start of the event.

Rule 2: Team Composition and Requirements

1. The heat shall be played between two (2) to six (6) teams. Teams consist of a three (3) to four (4) players per boat. All team rosters shall have no more than eight (8) players.

Rule 3: Equipment

1. Each team will receive three (3) buckets and three (3) shields. Teams can distribute their equipment throughout the boat in any order.
2. Swimwear is required to be worn by all players who will be in canoe.

Rule 4: Game Play

1. Players must be sitting or kneeling in the bottom of the boat to begin.
2. At the start of a round, the boats will be evenly spread along the perimeter of the battle waters. An official will blow his/her whistle to signify the start of play, at which time participants may push off the sides of the pool to move their boat towards the center of the pool.
3. Teams may engage as soon as the starting whistle is blown.
4. Teams attempt to sink their opponents by throwing water from their buckets into their opponents' boats.
5. A substitute may only replace an active player between heats.
6. Players may throw water with their buckets, shields, or hands at their opponents.
7. When play is paused by an official, all play must stop including throwing water and moving the boat within the pool.

Rule 5: Restrictions

1. Players may not remove water from their canoe.
 - **Penalty: Replacement of water at official's discretion plus one large penalty bucket.**
2. Players may not touch an opponent, opponent's equipment (in the possession of an opponent) or an opponent's boat.
 - **Penalty: One large penalty bucket. Any intentional act of tipping an opponent's canoe may result in team disqualification.**
3. Players may not touch the side of the pool or any lane lines within the pool in an effort to push off or otherwise direct or propel their boat within the water.
 - **Penalty: One large penalty bucket.**
4. A team may never possess more than 3 buckets and 3 shields.
 - **Penalty: One large penalty bucket.**
5. Players must immediately freeze when an official's whistle is blown.
 - **Penalty: One large penalty bucket.**
6. During the stoppage of play all players are prohibited from throwing water at opponents or removing water from their canoes.
 - **Penalty: One large penalty bucket.**
7. 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 player falls out of the boat, play will stop, the player will get out of the pool, the team will play shorthanded, and play will resume on the official's whistle.
8. If a team is intentionally stalling to avoid contact with the other boats.
 - **Penalty: One large penalty bucket.**
9. Game officials will blow their whistles to stop play when a penalty bucket is issued. They will announce which boat receives the penalty.
10. Teams are prohibited from collaborating with other canoes.

Rule 6: Elimination

1. A team is eliminated when:
 - The canoe capsizes or both sidewalls of the canoe are underwater.
 - A game official rules a team is eliminated due to unsportsmanlike conduct or dangerous play.
2. Once eliminated, the game officials will stop play until the eliminated team and their canoe is cleared from the playing area.