Intramural Pool Battleship

**Please refer to the Participant’s Manual for a complete list of all Intramural Sport guidelines & procedures**


A. General IM Procedures

A. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card before each game in order to play. **No ID – No Play – No Exceptions!**

B. Teams are expected to begin the game at the schedule time. **Game time is forfeit time!**
   i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. You then have 3 business days to come into the IM office and pay a $15 forfeit re-entry fee or you will be withdrawn from the league. You will also receive a 1.0 sportsmanship rating for that game.
   ii. Defaults: If you notify the IM office by 3p on the day of your game (*by 12pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the $15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)
   iii. The USC Intramural Sports Office can be reached:
      1. By email at intramurals@sc.edu
      2. By phone at 803.576.9387
      3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

C. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the REC*IT app directly to your phone. www.recitcollege.com

D. **Sportsmanship:** Each team will be given a sportsmanship rating 0-4, in accordance with the Participant’s Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.

E. **Protest:** The only 2 things that can be protested are rule interpretation & player eligibility.
   i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next serve.
   ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

F. **Equipment:** Proper swim attire must be worn. Participants may wear athletic shorts and t-shirts over their swim attire. Towels can be checked out from the Strom WFC equipment issue desk.
   i. Goggles are strongly recommended but not required
   ii. No boat shoes, water shoes, tennis shoes, boots, or other footwear permitted
   iii. The USC Intramural Sports Program will provide canoes, small buckets, and paddleboards for use during competition.

B. **Location**

A. Strom WFC indoor pool.

C. **Players**

A. All teams must register for the intramural battleship competition in the USC Intramural Sports Office
B. All participants must register for their team on www.imleagues.com
C. Teams compete with four players in the canoe at a time and may have one designated player on the side of pool trying to actively sink boats. Rosters can be larger than five players, but will need to designate who is in the canoe before the match begins.

D. **The Game**

A. The game shall begin with five canoes spread evenly throughout the battle zone and on the sound of the whistle.
B. Pool play (pun intended) will consist of two 25 minute rounds followed by one championship round.
C. Teams will load their canoes from the appropriate loading zones in the pool.
D. Each canoe shall be inspected by an official prior to leaving the loading zone to ensure proper equipment.
E. Teams may engage once the whistle has sounded.
F. There are no timeouts.

E. Scoring
A. A game is won by a team that completely eliminates all other canoes by sinking them or by the team with the least amount of water in their canoe at the end of the 25 minute round.
B. If more than one team remains after the 25 minute round, officials will judge the team with the least amount of water in their canoe as winner.
C. There will be rounds of pool play to determine which canoes move onto the championship round.
D. During pool play, teams will be awarded points determined by the order in which their canoe was sunk. For instance, if you are the first canoe to sink, your team will receive 1 point. If you are the second canoe to sink you will receive 2 points, and so forth.
E. Top two teams with the highest amount of points from both brackets will enter into the championship round with a fifth team (wild card) decided by the highest amount of points from total remaining teams in either bracket.
F. There will be a tie breaker if needed when deciphering which teams will get into the championship round.
   i. Tie breaker will be a race to see which team can paddle fastest to the other side of the pool.
   ii. Teams will begin in their canoe and first canoe to touch wall moves on to championships.
G. The championship round winner will be the last canoe standing (or in this case floating) at the end of the round.
H. There is no time limit on championship round.

F. Field and Boundaries
A. The battle zone shall be marked by the pool lane lines. All canoes must remain in the battle zone until their canoe has sunk.
B. Canoes may navigate the battle zone using any attack or defense item to paddle. Participants may also use their arms to paddle.

G. Eliminating Opposing Canoes
A. The object of battleship is to eliminate all other teams by throwing water in their canoes before your own team’s canoe sinks.
B. Once a canoe has sunk, that team is eliminated from competition in the water. They may however still continue to try and sink canoes from the side of the pool with the buckets, paddles, etc. that they were given for use in the game.

H. Restrictions
A. Players shall not:
   i. Throw any equipment
   ii. Stand in the canoe
   iii. Throw water out of the pool: The team committing the infraction must pour three buckets of water into their canoe
   iv. Physically contact any member or equipment from another team to keep them from attacking or defending.
      1. Penalty: disqualification
   v. Ram an opponent’s canoe
      1. Penalty: disqualification (depending on the force of impact)

I. Elimination
A. A canoe is eliminated from competition when it is fully submerged under water.
B. The eliminated team must then get out of the canoe and guide it to the side of the pool (unloading zone).