

Campus **Recreation**

University of South Carolina Student Life

Intramural Battleship Tournament Rules

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

Section 1: General Information

General IM Procedures

- Teams should arrive 15 minutes before the tournament to check-in with the supervisor.
- All participants must display a valid Carolina Card before the tournament in order to play.
 - You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
 - The tournament will begin at the scheduled time.

Defaults

- Teams entered into the tournament must notify the Sport Programs Office before 3pm the day of the tournament if they need to default. If a team does not default in time, the captain will be assessed a **\$25 forfeit fee** on DSE.
- The USC Sport Programs Office can be reached:
 - By email at sportprograms@mailbox.sc.edu
 - By phone at 803.576.9387
 - In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

Forfeits

- Teams entered into the tournament who do not notify the Sport Programs Office by 3pm on the day of the tournament or do a no-show will be assessed a **\$25 forfeit fee** on DSE.

Team Choice

- There is no team choice for Intramural Battleship. Game time is forfeit time!

Sportsmanship

- Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.

Miscellaneous

- To receive the latest UofSC Intramural Sports schedules, scores, and updates be sure to log onto sc.dserec.com/online/dashboard
- No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
- 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 play.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

Section 2: Rules & Sport Specific Information

Location

- Games will be played in the STWFC indoor pool
- The battle zone shall be marked by the pool lane lines. All canoes must remain in the battle zone until their canoe has sunk.
- Canoes may navigate the battle zone using any attack or defense item to paddle. Participants may also use their arms to paddle.

Players

- All participants must register for their team on sc.dserec.com/online/dashboard
- Rosters will comprise of five (5) participants
 - i. Teams compete with four (4) players in the canoe at a time and may have one (1) designated player on the side of pool trying to actively sink boats.
 - ii. Rosters can be larger than five (5) players but will need to designate who is in the canoe before the match begins.
- A minimum of four (4) players are required to play
- Players must be seated in the bottom of the hull of the canoe

The Game

- The game shall begin with five canoes spread evenly throughout the battle zone and on the sound of the whistle teams may engage
- Pool play (pun intended) will consist of two 25-minute rounds followed by one championship round.
- Teams will load their canoes from the appropriate loading zones in the pool.
- Each canoe shall be inspected by an official prior to leaving the loading zone to ensure proper equipment.
- There are no timeouts.
- Once a canoe has sunk, that team is eliminated from competition in the water. They may however 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.
 - i. The eliminated team must then get out of the canoe and guide it to the side of the pool (unloading zone).

Scoring

- A game is won by a team that is the last canoe standing with all other canoes having been sunk or being the team with the least amount of water in their canoe at the end of the 25-minute round.
 - i. Officials will judge the team with the least amount of water in their canoe as winner.
- There will be two rounds of pool play to determine which canoes move onto the championship round.
 - i. 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.
 - ii. Top two teams with the highest number of points from both brackets will enter into the championship round with a fifth team (wild card) decided by the highest point total from remaining teams in either bracket.
- 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.
- The championship round winner will be the last canoe floating.
 - i. There is no time limit for the championship round.

Restrictions

- Players shall not:
 - i. Throw water out of their own canoe
 - a. Penalty: Team committing the infraction will get two buckets of water poured into their canoe by the surrounding official.
 - ii. Throw water out of the pool
 - iii. Throw any equipment
 - iv. Stand in the canoe
 - a. Penalty: Team committing the infraction will get two buckets of water poured into their canoe by the surrounding official.
 - v. Physically contact any member or equipment from another team to keep them from attacking or defending.
 - vi. Ram an opponent's canoe - Penalty: disqualification