

Battleship Rules

Format of Play

- Pool play event followed by single elimination tournament
- Divisions
 - Coed, F/S, Fraternity, Men's and Women's
- Location: All matches are played at the Murray Case Sells Swim Complex

Battleship Information

- All participants must provide a valid OUID (with picture) prior to each contest.
 - No OU ID = No Play

The Game

- Team composition
 - Each team **MUST** consist of at least 4 players and up to 5. Three of these players will participate in the canoe, and one or two of the players will be designated as the team's Navigator. The Navigator remains outside of the canoe at all times. Teams may not play with fewer than 4 players. Teams with 4 players will be required to have 3 players in the boat and only one navigator.
 - It is imperative that every member of the team be proficient swimmers.
 - **Rosters:** Roster size is unlimited.
 - **Substitutions:** Substitutions may only occur between games.

PLAYERS' ATTIRE & SWIMMING REQUIREMENTS

- Players are required to wear appropriate swimwear. The OU FIT + REC staff reserves the right to not let participants play if they are wearing inappropriate swimwear.
- Any clothing or attire that is ruled dangerous by a game official is prohibited.
- Goggles are strongly recommended, but not required.
- No shoes are allowed, except swim-specific footwear (swim shoes, fins, etc).
- **Jewelry:** Participants are not permitted to wear any visible jewelry.

Playing Equipment

- **Buckets:** Each canoe will be provided up to 3 buckets. All buckets will be provided on-site.

OBJECT OF THE GAME

- The object of the game is to use the buckets to try to sink other canoes with water until their canoe is completely submerged.

GAME PLAY

- Teams begin the heat with three players inside the boat. Players must be sitting or kneeling in the bottom of the boat.
- At the start of a round, the boats will be evenly spread along the perimeter of the battle waters in the loading zones. The officials will push the boat from the edge of the battle waters toward the center of the pool at the starting whistle.
- In order to move around in the pool, teams will utilize NAVIGATORS that will serve as the guide for the canoe inside the pool. Teams may use their hands or buckets to paddle also.

- Teams may use their buckets to scoop water into their opposition's boats.
- When play is paused by officials, all play must stop including throwing water and moving a boat within the pool.
- If a team drops a bucket in the water, only members of that team may touch/retrieve the dropped item.

TIMING & SCORING

1 Point for each boat that remains a float with all players in the boat when another boat is sunk

- Each match will consist of 4 boats in the pool.
- Each match will be ten minutes in length and each team will play two matches in a night
- Teams will earn points every time a boat sinks and their team remains in their boat upright and afloat. The team that has earned the most points at the end of the ten minute match will win that match
- **Stalling:** If in the opinion of the official a canoe is stalling, the official will communicate with the team that the canoe must move towards other competition. THIS IS A JUDGMENT CALL.

PENALTIES

Teams may **NOT**:

- Throw water from inside of your canoe.
PENALTY = The team must COMPLETELY fill up 4 buckets from the pool and dump them in their canoe.
- Boats may not Stale or other teams.
PENALTY = The team must COMPLETELY fill up 4 buckets from the pool and dump them in their canoe.
- Stand at any time while in the canoe
PENALTY = The team must COMPLETELY fill up 4 buckets from the pool and dump them in their canoe.
- Continue play after a whistle.
PENALTY = The team must COMPLETELY fill up 4 buckets from the pool and dump them in their canoe.
- Touch (with their body) or retrieve another team's shield/bucket while it is in the water
PENALTY = The team must COMPLETELY fill up 4 buckets from the pool and dump them in their canoe.
- Jump out of the canoe at any time during the battle.
PENALTY = Team Disqualification
- Physically contact any member or equipment from another team to keep them from attacking or defending.
PENALTY = 1st offense is a team warning and ALL players in the boat must COMPLETELY fill up a bucket (4 buckets total) from the pool and dump the water into their canoe. The 2nd offense results in disqualification.

For all penalties, the official will blow their whistle and all "battleship activities" must cease (paddling, refilling buckets, etc.). The official will blow their whistle again to indicate the game has resumed.

IX. ELIMINATION

- A team is eliminated when:
 - Their boat capsizes or both sidewalls of the boat are underwater.
 - A player falls out of the boat.
 - Players refuse to comply with game rules or directions of a game official.
 - A game official rules a team is eliminated due to unsportsmanlike conduct or dangerous play
- Once eliminated, the team must exit the pool and reenter their boat to continue play. A team can only earn points if every player is in their boat.