CANOE BATTLESHIP IS A SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAMES WILL BE PLAYED ACCORDING TO THE RULES AS FOLLOWS:

STARTING THE GAME

1. START TIME: Teams are to be at the pool and signed in before the official game time. If a team is not at the pool and ready to play at the scheduled game time, that game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

2. IDENTIFICATION: All participants must bring their current valid Towson University One Card to the pool area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.

3. PLAY PASS: All participants must have purchased a valid Intramural Sports Pass in order to be eligible to participate.

4. TEAMS: The game will be played between two (2) to eight (8) teams of four (4) players each.

5. GAME EQUIPMENT: Each team will receive two (2) buckets and two (2) kickboards. Teams can distribute their equipment throughout the team in any order. A team may never possess more than two (2) buckets and two (2) kickboards. PENALTY: One Penalty Bucket. Towson University Intramural Sports will provide all equipment, participants are required to wear appropriate swimwear. Life jackets are required, and will be provided.

6. JEWELRY: No jewelry may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. Clarification: Medical alert bracelets are not considered jewelry; they must be taped down with the medical information visible.

PLAYING THE GAME

7. OBJECT OF THE GAME: Each team attempts to sink their opponent’s canoe by throwing water from their buckets into their opponent’s canoe. The last canoe afloat wins the heat.

8. BEGINNING THE GAME: Teams begin the heat with four players inside the canoe. A game official will push the canoe from the edge of the pool at the starting whistle.

9. THROWING WATER: Players may throw water with their buckets, kickboards, or hands at their opponents.

10. POSITION IN THE CANOE: Players may not stand in the canoe. Players may sit on the seats of the canoe or sit/kneel on the bottom of the canoe. Players may not kneel on the seats of the canoe. PENALTY: One Penalty Bucket. Players may not sit on the middle wooden supports of the canoe. PENALTY: One Penalty Bucket

11. GAME LENGTH: Heats will continue until one boat remains afloat. After each boat is eliminated, the playing area will be reduced in size to encourage active play. At the below listed timing marks, One Penalty Bucket will be issued to each boat remaining:
   a. 10 Minutes
b. 12 Minutes  
c. 14 Minutes  
d. Every minute after 14

12. SCORING: During pool play, teams will receive a set number of points for their finishing position in each heat. First place will receive eight (8) points, second place will receive six (6) points, third place will receive four (4) points, and fourth place will receive three (3) points. The top two (2) teams from each pool (determined by total points) will advance to the championship heat.

13. RESTRICTIONS/PENALTIES:

a. Players may not take water out of their own canoes.  
   i. PENALTY: Replacement of water at official’s discretion plus one large penalty bucket.

b. Players may not touch an opponent, opponent’s equipment (in the possession of an opponent or in the pool), or an opponent’s boat.  
   i. PENALTY: One large penalty bucket. Any intentional act of tipping an opponent’s canoe may result in team disqualification.

c. 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.  
   i. PENALTY: One large penalty bucket.

d. A team may never possess more than 2 buckets and 2 kickboards.  
   i. PENALTY: One large penalty bucket.

e. Players must immediately freeze when an official’s whistle is blown.  
   i. PENALTY: One large penalty bucket.

f. During the stoppage of play all players are prohibited from throwing water at opponents or removing water from their canoes.  
   i. PENALTY: One large penalty bucket.

g. If a player falls out of or intentionally leaves their team’s boat.  
   i. PENALTY: One large penalty bucket and that player will not be replaced.

h. 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.  
   i. If a team is intentionally stalling to avoid contact with the other boats.  
   i. PENALTY: One large penalty bucket.

j. Game officials will blow their whistles to stop play when a penalty bucket is issued. They will announce which boat receives the penalty. The penalized boat will be required to bring the canoe to the side of the pool, where an official will administer the penalty bucket.

k. Teams are prohibited from collaborating with other canoes.

14. ELIMINATIONS:

a. A team is eliminated when:  
   i. Its canoe capsizes or both sidewalls of the canoe are underwater.  
   ii. A game official rules a team is eliminated due to unsportsmanlike conduct or dangerous play.

b. Once eliminated, the game officials will stop play until the eliminated team and its canoe clear the playing area.

SPORTSMANSHIP

15. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

16. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Pool rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
17. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol, and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.

18. INTRAMURAL POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams’ sportsmanship, and may be held accountable for the actions of individuals on their team.