Eastern Connecticut State University
Pool Battleship Rules

1. Divisions
   a. There are four divisions of play at Pool Battleship: Residence Hall, Student Organization, Athletic Team, and Open. Each team must consist of four members.
      i. Within each division; Hall, Student Organization, Athletic Team only one team may be entered into the division.
         1. Residence Hall – a person must live in the Residence Hall to participate on the team. Residents, RAs, and Hall Directors may participate. OA/DAs can only participate on a team if they live in the hall.
         2. Student Organization – a person must be a member of the student organization to participate on the team. Advisors may participate with a team.
         3. Athletic Team - a person must be a member of the athletic team to participate on the team. Coaches and managers may also participate.
      ii. There are no restrictions to the number of teams or their composition in the Open division.
      iii. At the end of any division a special team may be assembled as a spirit match i.e. coaches, hall directors, etc…at the discretion of event staff. This is just an exhibition match and does not determine the winner of the division.
   b. Teams are encouraged to preregister, however, preregistration is not a requirement.

2. Equipment
   a. Attire
      i. Participants need to follow these guidelines and consider the following recommendations
      ii. Wearing proper swim wear will be enforced with exceptions below.
      iii. Participants may wear t-shirts or any athletic clothing instead of, or wear over bathing suits.
      iv. Boat shoes and or sandals are permitted and recommended; tennis shoes and boots are prohibited.
      v. Goggles are strongly recommended, but not mandatory.
   b. Equipment
      i. The following equipment is allowed and recommended in the canoe:
         1. Each team may have three buckets provided by Staff of the event, inside the canoe.
         2. One shield, provided by Staff, is allowed per team in the canoe.
         3. Jewelry, casts, or any items judged as potentially dangerous by Staff MAY NOT BE WORN during the event.
         4. Protective eye wear is strongly recommended especially for those that wear contacts.

3. The Teams
   a. Each team is required to have four people in the canoe. No more, no less. Any less than four players will be considered a forfeit due to unfair advantage of weight difference in the canoe.
   b. It is the responsibility of each team to empty their canoe after their competition.
4. **The Game**
   a. **Object of the Game**
      i. Each team will take its buckets and try to attack other canoes with water until their canoe is sunk, or they are the last one remaining afloat. Teams may also have one shield in their boat to fend off water from entering their boat. In order to move around in the pool, teams must use their hands, buckets, or shields. Up to 2 canoes can be in the pool at once. Teams will battle in heats and at least the top team in each heat will move on.
   b. **Starting the game**
      i. Participants will climb into their respective canoes from the edge of the pool while the canoes are in the loading zones of the pool.
      ii. Staff will survey all canoes for proper equipment and all make sure all safety requirements are met.
      iii. After canoes have been inspected, they will be spread out evenly throughout the Battle Waters of the pool.
      iv. The Intramural Official will blow his/her whistle and the battle will begin.
   c. **Game Play**
      i. Teams begin the heat with all four players inside the boat. Players must be sitting or kneeling in the bottom of the boat.
      ii. Players may throw water with their buckets, shields, or hands at their opponents.

5. **Timing Regulations**
   a. Teams may engage as soon as the whistle has blown.
   b. Teams do not have the ability to call timeouts.

6. **Restrictions**
   a. Teams may not:
      i. Stand in or on the canoe at any time.
      ii. Continue play after a whistle.
      iii. Touch or retrieve another team's shield/bucket while it is in the water.
      1. Penalty for all above: The team committing the foul must fill up all of their buckets and pour it into their boat as a warning. The next offense will be disqualification.
      iv. Jump out of the boat at any time during the battle.
      v. Physically contact any member or equipment from another team to keep them from attacking or defending.
      1. Penalty for all above: Disqualification

7. **Elimination**
   a. A team is eliminated when:
      i. Their boat capsizes or both sidewalls of the boat are underwater.
      ii. A player falls out of the boat.
      iii. Players refuse to comply with game rules or directions of a game official.
      iv. A game official rules a team is eliminated due to unsportsmanlike conduct or dangerous play.