



CLEMSON

**INTRAMURAL
SPORTS**

Battleship Rules

Revised December 2022



Department of

CAMPUS RECREATION

Division of Student Affairs

1. Players and Equipment

- 1.1. Each team will consist of four players (in the boat). Each team must have a minimum of 4 players present at game time to begin a game. Teams may consist of any combination of males and females.
- 1.2. All players must wear appropriate swimwear. All players must adhere to the Fike pool guidelines in order to participate.
- 1.3. All players must be able to swim the length of the pool.
- 1.4. Players may not wear baseball-style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather or rubber. Bandanas and other headgear with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
- 1.5. Goggles are recommended but not required for participation.
- 1.6. Teams will be given two buckets, one shield, and two paddles by Sport Programs staff for use during matches. Distribution of this equipment throughout each canoe may occur in any order. Personally owned buckets, water blasters, or other equipment may not be used during matches.
- 1.7. Any clothing that is deemed dangerous by the Lifeguard staff or Sport Programs staff will be prohibited.
- 1.8. Shoes are not permitted during the game (except for water-specific shoes; i.e. fins, crocs, etc.).
- 1.9. No jewelry or any other item deemed dangerous by the Sport Programs staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.

2. Game Factors and Timing

- 2.1. The object of the game is to sink all other boats with water in the quickest amount of time utilizing buckets and shields. The match will continue until all boats, other than one, are completely submerged or otherwise eliminated.
- 2.2. Each match will not have a time limit and will conclude when only one boat is left afloat. If necessary (teams are stalling, no boats have been sunk, etc.), Sport Programs staff may reduce the playing area to encourage action from teams.
- 2.3. Teams may use their hands or equipment (buckets, shields, and paddles) to move their boat around the pool.
- 2.4. Teams will play within a grouping of 5 teams. The winner of each grouping will automatically earn a berth in a final match of 5 teams. Any remaining "playoff" berths will be awarded to the teams with the longest time afloat during a second match.

- 2.5. Game time is forfeit time. Each team must have the required number of players signed in and ready to play at the scheduled game time. If there are fewer than the required number of players, the opposing captains have the option of playing with whichever other teams from their grouping are present and meet roster requirements or waiting 10 minutes for a team to have their remaining players. Once a decision has been made, it cannot be changed; the entire 10-minute period must elapse before a forfeit could be entered. Play will begin as soon as the roster requirement is met by each team.

3. Gameplay Rules

- 3.1. At the start of the match, boats will be spread along the perimeter of the pool. Sport Programs staff will push each canoe from the edge towards the middle of the pool. Once each boat is in the playing area, the match will begin.
- 3.2. Teams may engage as soon as the opening whistle is blown. This includes throwing water with their buckets, shields, paddles, or hands into their opponents' canoes.
- 3.3. If Sport Programs or Lifeguard staff need to pause the match for any reason, all play must stop, including throwing water, paddling, etc. Any play that does not stop will be penalized with water being added by staff to the offending team's canoe.
- 3.4. Players **MAY NOT** remove water from their canoe for any reason. Teams will be penalized for removing water by staff replacing the amount of water that was removed, as well as a penalty bucket of water, or disqualification (for repeat offenders).
- 3.5. Players **MAY NOT** touch an opponent, an opponent's equipment, or an opponent's canoe. This includes touching another canoe with equipment. Teams will be penalized for these actions by staff adding a penalty bucket of water into the offending team's canoe, or disqualification (for repeat offenders or dangerous play).
- 3.6. Players **MAY NOT** throw equipment (i.e. buckets, shields, goggles, paddles, etc.) at another team's canoe. Teams will be disqualified from play for this behavior.
- 3.7. Players **MAY NOT** stand up in the canoe. Teams will be penalized for this behavior by staff adding one penalty bucket of water into the offending team's canoe, or disqualification (for repeat offenders).
- 3.8. A team will be eliminated when:
 - a. Their boat capsizes, or both sides of the canoe are underwater;
 - b. Any player falls out of their boat;
 - c. Players refuse to cooperate or comply with the rules of play; or
 - d. Staff disqualifies the team for unsportsmanlike conduct or dangerous play.
- 3.9. After a team is eliminated, they must get out of their canoe and guide it to the side of the pool and out of the playing area. Any attempts to hinder or eliminate another team after elimination will result in an ejection from the facility and that team's forfeiture of any remaining games.