UNIVERSITY OF NOTRE DAME
INTRAMURAL SPORTS
COREC BATTLESHIP

INTRAMURAL POLICIES AND PROCEDURES

A. ELIGIBILITY
Notre Dame undergraduate students, graduate students, faculty, and staff are eligible for participation. To play in all Intramural sports, participants must have a valid Notre Dame ID.

B. LOCATION:
All games will be played in the Rolfs Aquatics Center.

C. FORFEITS/RESCHEDULES:
If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call the Intramural Intern 631-3536 before 3:00pm the day of the game or 12:00pm on the day of game for weekend events and request a default. A default results in a loss, but is not considered a forfeit.

D. SCHEDULE:
All schedules are posted online and it is the captain’s responsibility to check for updates/changes.

E. INCLEMENT WEATHER
No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called.

F. ROSTER ADDITIONS:
Players may be added to the roster until 3pm the day of the tournament or 3pm on Friday if the tournament is on a Sunday. Those added after will not be permitted to play.

G. INSURANCE WAIVERs:
All players must fill out an insurance waiver before playing intramural sports. Waivers will be available online when registering.

H. CHECK-IN:
It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity may result in suspension from future intramural activity.

I. ATTIRE
All participants are required to wear proper swim attire. Participants may wear t-shirts or any other athletic clothing over bathing suits. Goggles are strongly recommended but not required.

J. SPORTSMANSHIP:
Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant, who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff. battleship- Penalty Bucket

K. ALCOHOL, TOBACCO & DRUGS:
Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.
SPORT RULES

I. PLAYING AREA

1. Each match will take place in the shallow end of the Rolfs Aquatics Center pool in an area approximately 3 swimming lanes across. In the pool, boundaries are provided by lane lines and the side of the pool.

2. Throughout game play, IM staff will be present in the pool to push or redirect boats together. Actions by the IM staff are designed enhance game play and are complete without regard to requests by participating boat members.

II. TEAM COMPOSITION

1. Each team will consist of four (4) players in the boat per round. The required number of players to begin a round shall be four (4), with 2 males and 2 females in the boat.

2. A team may have an unlimited number of players on its roster. Substitutes may only replace an active player in between rounds.

3. To participate in a round, a team must field a complete roster of four (4) team members in the boat.

III. PLAYERS' ATTIRE & SWIMMING REQUIREMENTS

1. Players are required to wear appropriate swimwear by all players who will be in a boat.

2. Jewelry is strictly prohibited.

3. Any clothing or attire that is ruled dangerous by a game official is prohibited.

4. Participants must behave respectfully and courteously in the spirit of fair play towards the referee and IM staff, teammates, opponents and spectators. They must refrain from actions aimed at delaying the game or taking unfair advantage. Participants must accept referee’s decisions with sportsmanlike conduct. In case of doubt, clarification may be requested. A captain may protest the referee's interpretation of a rule, but not the referee's judgment.

IV. PLAYING EQUIPMENT

1. Each team will receive three (3) buckets, two (2) shields. Teams can distribute their equipment throughout the boat in any order.

V. OBJECT OF THE GAME

1. Each team attempts to sink their opponents by throwing water from their buckets into their opponent's boat.

2. During qualifying rounds, a predetermined number of boats (typically the last two or three) afloat will advance to the next round.

3. The last boat afloat in the final round wins the tournament.
VI. GAME PLAY

1. Teams begin the heat with all four players inside the boat. Players must be sitting or kneeling in the bottom of the boat.

2. At the start of a round, the boats will be even spread along the perimeter of the battle waters. The officials will push the canoe from the edge of the battle waters toward the center of the pool at the starting whistle.

3. Teams may engage as soon as the starting whistle is blown.

4. Players may throw water with their buckets, shields, or hands at their opponents.

5. When play is paused by officials, all play must stop including throwing water and moving a boat within the pool.

VII. RESTRICTIONS

1. Players may NOT take water out of their own canoe. PENALTY: Replacement of water at official's discretion plus one large penalty bucket.

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

3. 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. PENALTY: One large penalty bucket.

4. A team may never possess more than three (3) buckets and two (2) shields. PENALTY: One large penalty bucket.

5. Players may not stand in the canoe. PENALTY: One large penalty bucket.

6. Players must immediately freeze when an official's whistle is blown. PENALTY: One large penalty bucket.

7. During the stoppage of play all players are prohibited from throwing water at opponents or bailing water from their canoe. PENALTY: One large penalty bucket.

VIII. PENALTIES

1. Penalty buckets will be used to penalize teams for breaking game rules.

2. 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 fill up their largest bucket from the pool and dump it into their canoe.

IX. ELIMINATION

1. A team is eliminated when:
   (a) Their boat capsizes or both sidewalls of the boat are underwater.
   (b) A player falls out of the boat.
   (c) Players refuse to comply with game rules or directions of a game official.

Updated 3/1/12
(d) A game official rules a team is eliminated due to unsportsmanlike conduct or dangerous play.

2. Once eliminated, the game officials will stop play until the eliminated team and its boat clears the playing area.