Thank you for being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

If you have questions throughout the season, please feel free to contact us by calling our office (540-231-8297), emailing imsports@vt.edu, stopping by our office in 135 War Memorial Hall, or consulting our Participant Manual.

**Key Dates (tentative and subject to change)**

- **Regular Season Starts:** Monday, November 4th
- **Regular Season Ends:** Thursday, November 21st
- **Playoff Brackets Posted:** Saturday, November 23rd
- **Playoffs Begin:** Monday, December 2nd

**Rules of the Game**

1. **The Playing Area**
   a. All games will be played in McComas Hall Pool.
   b. Players are not permitted to enter the pool until they have the permission from the Intramural Sports Staff or a lifeguard.

2. **The Game**
   a. **Object of the Game**
      i. To sink all opposing battleships and be the last boat floating.
   b. **Teams**
      i. A team must have at least 2 players to begin a battle but not more than 3 may be in a boat.
         1. Teams that start with less than 3 players will begin the game with 5 penalty buckets.
         2. During a battle, if a team falls below 2 players for any reason, play may continue as long as the contest remains competitive. If at any point no players remain in a boat, that team is eliminated from the battle.
      iii. In CoRec, teams must consist of 2 males/1 female or 1 male/2 females.
         1. To begin a battle, at least one of each gender must be present.
   c. **Beginning a Round**
      i. Teams begin a round with 3 players in the boat in either a sitting or kneeling position.
      ii. All boats will be evenly spread around the perimeter of the pool.
      iii. Intramural Sports Staff will add an equal number of buckets of water to each boat before each round.
         1. If a team starts a round late, 5 additional penalty buckets will be added to that team’s boat by Intramural Staff before they may begin.
      iv. The round begins at the sound of the whistle.
   d. **Battle Allowances**
      i. Each team will be given 2 large buckets and 2 shields (Frisbee discs).
      ii. Team may throw water at their opponents using buckets, shields, or hands only.
      iii. Teams may block or catch incoming water using buckets, shields, or hands only.
      iv. Teams may use buckets, shields, or hands to move around the pool.
   e. **Battle Restrictions – Minor Foul**
      i. Teams thought to be stalling will be directed to move towards another boat.
      ii. Teams may not bail water from their boat.
iii. Teams may not touch/retrieve a bucket or shield dropped by an opponent into the water.
iv. Teams may not intentionally hold, push, rock, etc. any opponent or their boat.
v. Teams may not stand in the boat.
vi. Teams may not use any part of the pool wall or other structure to move their boat.
 vii. Teams may not ram or charge other boats.
viii. If at any time a whistle is blown, all teams must immediately stop their attack.
ix. **Penalty:** additional buckets of water are added to the team’s boat (at the discretion of the staff).

f. **Battle Restrictions – Major Fouls**
   i. Misconduct/verbal abuse.
   ii. Disrespecting the referees.
   iii. Attempting to pirate another boat.
   iv. Jumping out of the boat.
   v. Any other unsporting act.
   vi. Players penalized for unsporting behavior must exit the boat and swim to the edge of the pool.
   vii. Players penalized for unsporting behavior are not allowed to participate in the subsequent round.
   viii. **Penalty:** additional buckets of water are added to the team’s boat (at the discretion of the staff).

3. **Elimination**
   a. A team is eliminated if their boat sinks as a result of the actions from an opponent or a teammate.
      i. A boat is considered sunk when the sidewalls of the boat are completely underwater.
   b. If at any point no players remain in a boat, that team is eliminated from battle.
   c. Once a boat sinks, team members must immediately exit the boat and guide it to the nearest edge of the pool.
      i. If a player falls out of the boat prior to it sinking, that player is eliminated and must swim to the edge of the pool.
      ii. **Penalty:** additional buckets of water are added to the team’s boat (at the discretion of the staff).
   d. Team substitutes may not try to sink other boats from the pool deck until their team is eliminated from the round. Once eligible to sink a boat, substitutes and eliminated players may only use buckets, shields, or hands and may not enter the water in an attempt to sink or distract another boat.

4. **Game Format**
   a. A battle is one 45-minute period during which teams will play as many rounds as possible.
      i. A round will be played until only one team remains or 15 minutes, whichever occurs first.
   b. Each battle will consist of 6 to 8 teams (subject to change based on team registrations).
   c. Teams are awarded points based on the elimination order during each round:
      1st boat eliminated = 1 point     5th boat eliminated = 5 points
      2nd boat eliminated = 2 points   6th boat eliminated = 6 points
      3rd boat eliminated = 3 points   7th boat eliminated = 7 points
      4th boat eliminated = 4 points   8th boat eliminated = 8 points

   *Note: If a round ends with more than one team still afloat, each team will be awarded the amount of points as if they were the next boat to be eliminated.*

d. Bonus points: At the discretion of the staff, points are awarded when a team successfully sinks another canoe. Only one team may receive these bonus points and it must be a team that is not already eliminated from the round.
e. At the end of a battle, a team’s score for the battle will be the sum of all points earned during the rounds

5. **Overtime Procedures (Playoffs Only)**
   a. If at the end of a battle in the playoffs there is a tie for who would advance to the next round, the following procedures will be used to determine a winner. Overtime is a continuation of the last round.
      i. Only the team that are tied will participate in the winner.
      ii. The players that were in the boat at the end of the most recent round must be the same players used during overtime.
      iii. Boats will be emptied along the edge of the pool and filled with 10 buckets each.
iv. Teams will then paddle to the middle of the pool and stop in a side-by-side position. If more than 2 boats are tied, they will form a circle.

v. Teams will be directed (at the sound of a whistle) to try and sink all opponents’ boats but may not move their boat (e.g., there is no fleeing, teams must stay engaged in battle).

vi. The last boat remaining afloat is the winner and advances. If other playoff spots must be filled, the second place team (or third, and so on) will advance. For example, if there is a 4-way tie to fill three spots in the next round, the last three boats afloat will advance.