

Department of Recreational Sports | Intramural Sports 2024-25

3v3 Battleship Information Sheet

Rules of the Game

1. Players & Substitutes
 - a. A team consists of 3 players in each boat.
 - b. There must be at least 2 players to start a game.
 - i. If ejections or injuries cause one team to drop below 2 players, it will result in a forfeit.
 - c. All jewelry must be completely covered and secured. Safety is still our top priority. Any jewelry that remains a risk to any participant (even if covered) will not be permitted.
 - d. For CoRec games, the following gender restrictions apply:
 - i. 3 players → gender max 2
 - ii. 2 players → gender max 2
 - e. Only two Sport Club or Registered Student Organization team members may be on a team roster in their sport or allied sport.
 - f. Teams can only substitute players after their boat has sunk.
2. The Game
 - a. Play may be stopped at the discretion of the intramural staff at any time.
 - b. Games consist of one 30-minute battle
3. Grace Period
 - a. If a team does not have the required minimum number of players checked in at the scheduled game time, a 10-minute period is given.
 - i. If a team (or teams) doesn't have the required number of players by the end of the 10-minute grace period, the game is recorded as a forfeit.
 - ii. The battle will begin as soon as all present teams are ready. Teams that arrive during the 10-minute grace period will be able to join the battle with a two point penalty (start at -2 points).
4. Objective
 - a. To receive as many points as possible by sinking opposing battleships using water.
5. Game Format
 - a. A battle is one 30-minute period
 - i. A boat that is sunk may re-enter the battle once the team has exited the pool and a 3 minute penalty has been concluded. Only IM staff can reset a teams boat to its original starting position (including adding 10 buckets of water to the boat)
 - b. Each battle will consist of 6 to 8 teams (subject to change based on team registrations).
 - c. **Teams in boats will be awarded three (3) points for each successful sinking of another boat. It will be at the discretion of the Intramural Sports Staff if one (or more) teams receive points for sinking another boat.**
 - i. Teams must be presently throwing water at the boat causing it to sink to receive points.
 - d. **Teams will lose one (1) point for each time that they sink during the battle**
 - e. Team substitutes may try to sink other boats from the pool deck by throwing water with available buckets, shields or their hands. Team substitutes cannot be awarded points for sinking a boat, but sinking boats still lose one (1) point
6. Beginning a Round
 - a. Teams begin a round with 3 players in the boat in either a sitting or kneeling position.
 - b. All boats will be evenly spread around the perimeter of the pool.
 - c. Intramural Sports Staff or teams will add 10 buckets of water to each boat before each round.
 - i. Teams that start with less than 3 players will begin the game with 10 extra penalty buckets in addition to the 10 buckets each boat begins the battle with.
 - d. The round begins at the sound of the whistle.
7. Battle Allowances
 - a. Each team will be given 2 buckets and 2 shields (Frisbee discs)
 - b. Teams may throw water at their opponents using buckets, shields, or hands only.

- c. Teams may block or catch incoming water using buckets, shields, or hands only.
- d. Teams may use buckets, shields, or hands to move around the pool.

8. Battle Restrictions

- a. Teams may not bail water from their boat.
- b. Teams may not touch/retrieve a bucket or shield dropped by an opponent into the water.
- c. Teams may not intentionally hold, push, rock, etc. any opponent or their boat.
- d. Teams may not stand in the boat.
- e. Teams may not use any part of the pool wall or other structure to move their boat.
- f. Teams may not ram or charge other boats.
- g. If at any time a whistle is blown, all teams must immediately stop their attack.
- h. Misconduct/verbal abuse.
- i. Disrespecting the referees.
- j. Attempting to pirate another boat.
- k. Jumping out of the boat.
- l. Any other unsporting act.
- m. Players penalized for unsporting behavior must exit the boat and swim to the edge of the pool.
- n. Players penalized for unsporting behavior are not allowed to participate in the subsequent round.

Penalty: 10 additional buckets of water are added to the team's boat. Continued infractions may lead to disqualification.

9. Overtime Procedures (Playoffs Only)

- a. At the end of a playoff round battle, teams should stay in their boat as directed by Intramural Sports staff. After points are calculated, any tie(s) for who would advance to the next round will follow these overtime procedures:
 - i. Only the teams that are tied will participate in the overtime period.
 - ii. The boats will not be reset, any water that is currently in the boat will stay in the boat for overtime.
 - iii. Teams will paddle to a designated area by Intramural Sports Staff and must remain in the designated area for the duration of the overtime period. Completely leaving the designated area results in disqualification.
 - iv. 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.