

University of North Carolina at Greensboro
Department of Recreation & Wellness
Intramural Sports

BATTLE CANOE RULES
Open

WARNING: YOU MAY SUFFER FROM PHYSICAL/ MENTAL INJURY FROM PARTICIPATING IN INTRAMURAL ACTIVITIES. PARTICIPATION IN THE RECREATION AND WELLNESS PROGRAM IS COMPLETELY VOLUNTARY. UNCG AND THE DEPARTMENT OF RECREATION AND WELLNESS ARE NOT LIABLE FOR INJURIES SUSTAINED DURING PARTICIPATION IN RECREATION & WELLNESS SPONSORED ACTIVITIES.

TEAM ELIGIBILITY

1. Intramural Battle canoes is open to all current fee paying students, as well as faculty and staff with a valid Kaplan Center membership.
2. All players must completely fill out the Team Roster Form/Waiver
3. Game time is forfeit time. If one or both teams do not have three (3) players ready to start, the game will be a forfeit.
4. Each team plays three (3) people at a time, comprised of any gender combination. Any numbers of substitutions are allowed in between heats.
5. All players must present a valid UNCG ID card to participate. A player is only allowed to play on one team.

EQUIPMENT

1. *Player Equipment*
 - a. Proper swim attire must be worn. Participants may wear athletic shorts and T-shirts over their swim attire.
2. The following equipment is permitted:
 - Rubber, cloth, or elastic bands may be used to control hair.
 - Individuals are not required to wear a personal flotation device, but may have one provided if requested.
 - Goggles are recommended, but not required.
 - Personal Floatation Devices are recommended, but not required.
 - Knee and ankle braces that are unaltered from the manufacturer's original design/production and do not require additional padding shall be permitted.
 - Knee and ankle braces that are altered from the manufacturer's original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2 inch foam rubber (or 1/4 inch closed cell, slow recovery foam rubber).
3. The following equipment is prohibited:
 - Hard items such as beads, barrettes, and bobby pins are not permitted to be worn.
 - Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
 - Participants must be barefoot.
 - NO hats, bandannas, or other items that are secured to the head with a knot permitted.
 - A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal, or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
4. *Game Equipment*
 - a. The Department of Recreation and Wellness will provide all equipment for the event. No outside equipment is permissible.

5. The following equipment is provided by Recreation and Wellness
 - Buckets
 - Shields
 - Personal Flotation Devices

TEAM CAPTAIN RESPONSIBILITIES

1. Team captains are responsible for the following items:
 - Ensure team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
 - Communicate game time, location, and ID policy to teammates.
 - Ensure teammates have a valid UNCG ID at game time to check in.
 - Represent the team and communicate with the officials. The captain is the only player permitted to discuss the game with officials.
 - Ensure good team sportsmanship among teammates.
 - Turn in team conflict sheets reflecting any scheduling problems for the members of your team.
 - Cooperate with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the intramural sports staff the day following such occurrences.

PLAYERS

1. Each player must be able to swim; the playing depth may be at a point that would not allow all participants to stand in the pool with their head above the water line.
2. Each team shall consist of three players in the canoe; no more and no less. All players must check in using a valid UNCG issued ID.
3. Substitutions are allowed during a tournament. Substitutes may not have participated with another team during the event/league.
4. Substitutions are only allowed before the start of a round.

FORFEITS/DEFAULTS

1. There are three situations that will result in a forfeit:
 - Not enough players – Team does not have three players to participate by game time.
 - Eligibility – One or more of the players participating is ineligible and therefore, may not participate. Ineligibility may be due to the player being a roster violator, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
 - Sportsmanship – Team is disqualified from further participation by staff for sportsmanship-related issues.

PROTESTS

The Department of Recreation and Wellness does not recognize protests in Battle Canoes

PLAY

1. *Start of Game*
 - a. The game shall begin with six canoes spread evenly throughout the battle zone and on the sound of the official whistle.
 - b. Teams will load their canoes from the appropriate loading zones in the pool.
 - c. Each canoe shall be inspected by an official prior to leaving the loading zone to ensure proper equipment.
2. *Timing*
 - a. Teams may engage when the official whistle has sounded.
 - b. The battle zone will decrease in size when less than 5 boats remain and/or 15 minutes have elapsed.
 - c. There are no timeouts.
3. *Scoring*
 - a. A game is won when only one team remains in-play.
 - b. A team is considered to be eliminated as outlined in the “elimination” section below

4. *Field and Boundaries*

- a. Pool lane lines and other rope markings shall mark the battle zone. All canoes must remain in the battle zone until their canoe has sunk.
- b. The battle zone will decrease in size as outlined under "Timing."
- c. Canoes may navigate the battle zone using any attack or defense item to paddle. Participants may also use their arms to paddle.

5. *Eliminating Opposing Canoes*

- a. The object of battleship is to eliminate all other teams by throwing water into their canoes before your own team's canoe sinks.
- b. Once a canoe has sunk, that team is eliminated from competition.
 - Eliminated team members may pour water into a boat from the pool deck.
- c. Each team shall consist of three attackers and one defender.
 - Attackers: Three attackers must be armed with a bucket provided by Recreation and Wellness
 - Defender: The Defender may use a shield provided by Recreation and Wellness
 - Teammates may switch roles during the course of a round.

6. *Restrictions*

a. Attackers shall not:

- throw any equipment
- stand in the canoe (a kneeling position is permissible)
- throw water out of the pool
- take possession of an opponent's equipment

Penalty: The team committing the infraction must pour three buckets of water into their canoe.

b. Attackers (pool deck): shall not:

- Simultaneously attack the same boat as another attacker on the pool deck. (multiple people attacking the same boat even if the water pouring does not occur at the exact same time.)

Penalty: The attacker(s) committing the combined attack may be eliminated from participating during the remainder of the round at the discretion of the Recreation and Wellness Staff.

c. Defenders shall not:

- Stand in the canoe (a kneeling position is permissible)
- Throw any equipment
- Attack any other canoe by attempting to throw water into their canoe
- take possession of an opponent's equipment

Penalty: The team committing the infraction must pour three buckets of water into their canoe.

d. Participants shall not:

- jump or dive out of the canoe at any time during the battle
- Physically contact any member or equipment from another team to keep them from attacking or defending. Penalty: disqualification
- Attempt to hinder another team after your canoe has been sunk Penalty: ejection from tournament

e. Teams shall not:

- Intentionally ram an opponent's canoe
- Penalty: If the ram causes the canoe to capsize, the offending team will be eliminated from the competition.
- Bail (remove) water from their canoe when there are less than 5 boats competing / battle zone size has been decreased from starting size.

6. *Elimination*

- a. A canoe is eliminated from competition when:
 - The canoe is completely submerged
 - There are less than 3 individuals in the canoe
 - A team is disqualified for repeated violation of rules, failure to follow instructions for the Intramural Sports Staff, or unacceptable sportsmanship
- b. The eliminated team must then get out of the canoe and guide it to the unloading zone.

SPORTSMANSHIP

The team captain is responsible for the actions of his or her team and its spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and the intramural policies and procedures contained in this document. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural staff at all times.

1. *Unsportsmanlike Conduct*

- a. Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest. No player or team shall:
 - Use foul or derogatory language, threaten, or verbally abuse any other participant or Recreation and Wellness employee before, during, or after the game
 - Participate in a game for which he or she is ineligible
 - Argue or talk back to a Recreation and Wellness employee. Only the captain should address an official and only if done so in a courteous manner.
 - Intentionally strike, push, trip, or flagrantly foul another participant, spectator, or Recreational Sports employee
 - Mistreat the facility, equipment, or supplies UNCG and/or Department of Recreation and Wellness