Regulations published in the Lamar Intramural Sports Handbook will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications.

**TEAM CAPTAINS**

- Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.
- The team captain is responsible for the eligibility of the team’s players.
- Only the team captain may address an official, on matters of rule interpretations or to obtain essential information.
- Team captains are responsible for their team and fans behavior before, during and after their game.
- Team captains are responsible for any equipment given to them, such as team jerseys and team balls. (Team captains, you will be charged for the missing items).

**ELIGIBILITY**

- Participation is limited to currently-enrolled, Lamar University-Beaumont and LIT students or faculty and staff.
  - LU & LIT students must be enrolled in current semester (Example must be enrolled in the Spring to play Spring sports)
- NO ID NO PLAY! In order for participation in an intramural contest each player must present one of the following ids and print their name on the score sheet:
  - LU-Beaumont Students = Cardinal One Card
  - LIT- ID Students = Validated Student ID
  - Faculty/Staff = Employee ID (must have paid Rec Sports membership fee)
- Players may not play if they are wearing jewelry of any type, including necklaces, earrings, bracelets etc.
- Team captains are responsible for informing their teammates of the game schedules and of all Intramural Sports governing rules and regulations, eligibility of team players, teams and fan’s behavior before, during and after games, and equipment loaned to them for IM games such as team jerseys and balls.
- **GAME TIME IS FORFEIT TIME!**

**Faculty/Staff Participation**

Faculty/Staff must demonstrate positive examples of behavior and professionalism when competing with students. Not doing so will suffer game suspension and possible indefinite suspension for future Intramural events.

**Rule 1: Facility**

1. The Battleship tournament will be played in the Lamar Recreational Sport’s Aquatics pool, located inside the Health & Human Performance Building A, (HHPA).
2. Alcohol and tobacco are not permitted inside the facility or in the parking lot.
3. Do not bring food, drink, or gum into the pool.
4. No horseplay in or around the swimming pool.
Rule 2: Equipment

1. Proper swimwear is required. No basketball shorts!
2. **No eye glasses are permitted in the pool.** Goggles are allowed.
3. **NO JEWELRY IS ALLOWED,** except for jewelry containing medical alert information. If a piece of medical jewelry is covered completely with tape, not visible, and flush with the skin, the player will be allowed to participate.
4. Blood Rule - Players who sustain injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
5. Canoes: Canoes will be provided by Recreational Sports Outdoor Pursuits
6. Buckets & Shields (Oar/shield): Each canoe will be provided up to 2 buckets. Each canoe will also be provided two Frisbees for the driver to use as oars and as shields to block water. All buckets and shields will be provided on-site by Recreational Sports Aquatics.
7. If a team drops a bucket or frisbee in the water, **That item will be disqualified for the remainder of that round.**

Rule 3: Team Composition

1. Each team MUST consist of 3 players. Teams may not play with fewer than 3 players. Two players will have a bucket and the other person will be a driver.
2. Teams may consist of any combination of males and females.
3. It is imperative that every member of the team be proficient swimmers.
4. **Substitutions:** Substitutions may only occur between games.

Rule 4: Attire

1. It is mandatory that you shower prior to entering the pool.
2. All participants must wear appropriate swim wear to participate. It is recommend, but not required, that females wear a one piece bathing suit (t-shirts are allowed but a bathing suit must be underneath). No jeans, khakis, undergarments, basketball shorts etc. are allowed.
3. Goggles are strongly recommended, but not required.
4. No shoes are allowed, except swim-specific footwear (swim shoes, fins, etc).

Rule 5: Game Format

1. The object of the game is to use the buckets to try to sink other canoes with water until their canoe is completely submerged. The start of a game is signaled by one blast of the whistle.
2. Team drivers will have two Frisbees to use as oars to maneuver the boat and may also be used as shields to block water from entering their canoe.
3. Teams will enter their canoe from the edge of the pool. A whistle or horn will signal the start of play.
4. There may be as many as four canoes at one time in a heat. All will compete against each other.

Rule 6: Timing & Scoring
1. Points will be allocated as follows:
   - If there are 8 teams:
     - 5th place – 1 point
     - 4th place – 2 points
     - 3rd place – 3 points
     - 2nd place – 4 points
     - 1st place – 5 points
   - If there are 6 teams:
     - 4th place – 1 point
     - 3rd place – 2 points
     - 2nd place – 3 points
     - 1st place – 6 points

2. All teams will be placed in a 6 or 8 team grouping and will be guaranteed at least 2 matches.
3. Each match will consist of at most 4 teams (for an 8 team group), 3 teams (for a 6 team group).
4. There will be no time limit for games. The clock will stop whenever a whistle is blown to stop play.
5. Advancing to the next round will be determined based on tournament-specific rules.
6. Stalling: If in the opinion of the official a canoe is stalling, the official will communicate with the team that the canoe must move towards other competition. THIS IS A JUDGMENT CALL.

**Rule 7: Restrictions & Penalties**

Teams may **NOT**:
   - a. Throw water from inside of your canoe
      **PENALTY** = The team must COMPLETELY fill up 1 buckets from the pool and dump them in their canoe.
   - b. Stand at any time while in the canoe (or have the bottom of either foot contacting the floor of the canoe).
      **PENALTY** = The team must COMPLETELY fill up 1 buckets from the pool and dump them in their canoe.
   - c. Continue play after a whistle.
      **PENALTY** = The team must COMPLETELY fill up 1 buckets from the pool and dump them in their canoe.
   - d. Touch (with their body) or retrieve another team’s shield/bucket while it is in the water
      **PENALTY** = The team must COMPLETELY fill up 1 buckets from the pool and dump them in their canoe.
   - e. Jump out of the canoe at any time during the battle.
      **PENALTY** = Player Disqualification
   - f. Physically contact any member or equipment from another team to keep them from attacking or defending.
      **PENALTY** = 1st offense is a team warning and ALL players in the boat must COMPLETELY fill up two buckets full of water (2 buckets total) from the pool and dump the water into their canoe. The 2nd offense will result in team disqualification.

**For all penalties, the official will blow their whistle and all “battleship activities”**
must cease (paddling, refilling buckets, etc.). The official will blow their whistle again to indicate the game has resumed.

Rule 8: Elimination

1. Once your canoe has been sunk or your team has been disqualified, you must get out of the canoe and guide it to the loading zone at the side of the pool.
2. If your actions cause your canoe to capsize, your team is out of the competition.
3. Any attempt to hinder another team after your canoe has been sunk will result in your disqualification for the rest of the evening and/or ejection from Intramural Sports for all players involved. This is at the discretion of the Intramural Staff on-site.

Rule 9: Conduct of Players

1. **Verbal Conduct:** The use of profane language directed to one’s self or another will not be tolerated (appropriate sea jargon is encouraged). Arguing with an official or any Intramural Staff member in an unsportsmanlike manner will not be tolerated. Failure to abide by this rule may result in one or all of the following actions:
   a. Warning
   b. Ejection

2. **Ejections:** A player ejected from a game shall not participate in that game again. The official may eject a player from the pool area if deemed necessary. If ejected from the pool area, the player shall leave immediately. Failure to do so will result in that team to forfeit the game. An ejected player is automatically disqualified from ALL intramural contests (including other sports) until they meet with the Coordinator of Intramural Sports.