

EXPERIENCE IT

NMU RECSPORTS

Battleship H2O Rules

1. Eligibility

- a. **ID's:** All students, faculty, and staff must purchase a PEIF membership to be eligible to participate. You must show the Intramural Staff your NMU/Membership ID in order to participate. Community members are eligible to participate but must be 16 years of age, and must purchase a PEIF membership.
 - i. *Note:* Participants who are found to be playing without a current membership will have three business days to purchase their membership. Community members/students with less than 6 credits may purchase their membership through the Recreational Sports office in the PEIF. For students that are taking 6 or more credits, they may add the student recreation fee to their account by emailing the Student Services Center (ssc@nmu.edu). If students do not opt-in for the fee, a \$25 fee will be charged to their student account for participating illegally.
- b. **Concussion:** Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.
- c. **Blood Rule:** Any player who starts to bleed will not be able to re-enter the game until the bleeding has stopped. If the player's clothes have blood on them, the player must change clothing in order to re-enter the game.

2. Equipment

- a. All participants must wear appropriate swimwear.
- b. Participants may wear t-shirts, however, cotton shirts are not allowed. Dry fit material is allowed.
- c. Goggles are not required, but participants are encouraged to wear them.

- d. Lifejackets will be provided for those who want them.
- e. Buckets will be provided to the teams. 4 per team. Players may not bring their own buckets.
- f. Two paddles will be given to each team.
- g. Shields are not allowed.
- h. Metal bracelets, necklaces, rings, earrings, or watches are not allowed. Jewelry may be taped in the case that the jewelry cannot be removed.

3. Tournament Format

- a. Teams will be divided into heats. The number of canoes/teams in the pool at once will be determined at the start of the tournament.
 - i. Each group will participate in two (2) rounds of Battleship, with teams acquiring points in each round. Points will be awarded as follows:
 - 1. 1st place – 6 points
 - 2. 2nd place – 4 points
 - 3. 3rd place – 2 points
 - 4. 4th place – 1 point
 - ii. The top two teams from each heat will move onto the next round. If a tie occurs, the team with the highest place in either round will advance; if a tie still exists, the team with the highest place in the first heat will move on.

4. Game Rules

- a. Starting the game:
 - i. Teams will climb into their respective canoes from the edge of the pool, in each corner.
 - ii. The whistle will be blown and the battle will begin.
- b. Object of the game:
 - i. Teams will take their buckets and try to sink their opponents until they are the last team standing.
- c. Restrictions:
 - i. For all penalties below, teams committing a foul will be required to fill up their buckets each once and pour them into their canoe. Disqualification will result for a second offence.
 - 1. Teams may not throw water from inside the canoe out into the pool or other canoes.
 - 2. Teams cannot stand up in the canoe at any point.
 - 3. Climb out of the canoe at any time.

4. Contact any member or equipment of another team to keep them from attacking/defending.
 5. Teams cannot push off other canoes in order to change their team's direction.
- d. Sunken Ship:
- i. Once a canoe has been sunk, all members must abandon the canoe and exit the water. Teams shall move their canoe to the edge of the pool.

The NMU Recreational Sports Office reserves the right to modify and/or remove any of these guidelines or rules for the improvement of the sport. All participants are expected to comply with these rules and policies that are stated within this publication.