Ball State University
Intramural Battleship Rules

Eligibility

To participate in Ball State University Intramural Sports, you must:
- Be a currently enrolled student with a valid and current Ball State University ID Card.
- Be a current Ball State University faculty or staff member with a valid ID Card.
- Be a Ball State University Rec Cardholder with a valid current Rec Card.
- No Burris or Indiana Academy Student may participate in the intramural sports program.
- Participation in intramural sports may be limited due to the following constraints:
  - Medical red shirts, as designated by the NCAA, cannot participate within intramural sports at any time.
  - If you are currently participating (includes practicing/playing) with an intercollegiate athletic team, you may NOT participate in the “associated sport” (see see the Intramural Sports Policies and Procedures at www.bsu.edu/recreation/intramurals) within intramural sports. Once you cease your affiliation with the intercollegiate athletic team, you may become eligible to play intramural sports in the “associated sport.” Once your eligibility ends and you have been removed from that team’s active roster, you may participate within an associated sport in intramural sports. The Athletic Department Compliance Office to the NCAA reviews all eligibility designations and remains in full contact with this office.
  - ONLY TWO registered sport club team members may participate on an intramural sports team in an “associated sport” relating to their club sport.

Forfeits and Defaults

- A forfeit will be assessed under three conditions:
  - If zero members of a team do not show up within ten (10) minutes of a scheduled event.
  - A game that ends in result of a team’s unsportsmanlike behavior (i.e. 3 unsportsmanlike technical in a basketball game) will be scored a forfeit against the team that behaved inappropriately.
  - If a team is found to have an ineligible player on their roster.

Protests

Invariably, disagreements may arise due to lack of knowledge of rules and procedures. A system has been set aside for participants to “protest” two items within an intramural sports activity. Thus, there are only TWO times that you can file a protest:
- An eligibility concern
- A misinterpretation of a published procedure or rule.
  - A protest CAN NEVER be filed on the judgment call(s) of an official**

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If a team feels that one or both of the following have happened, a team must do the following:

- A protest is considered valid only at the time that the discrepancy has taken place. For eligibility protests, you can only protest between the start and completion of a game. For a rule misinterpretation, a team must signify their intent to protest at the exact time. If subsequent play has started before the protest is signified, it’s too late to protest.
- If a protest is signified in time, the protesting team’s captain must make themselves available to file a protest form with the on-site intramural sports supervisor. The protest must be filed on the PARTICIPATION PROTEST FORM to be considered valid. This procedure will take a few minutes, as there is important information from participants, officials, and staff. The game will stop during this time and will resume when the proper paperwork is complete.
- The intramural sports supervisor will document all necessary information about the protest and game conditions.
- The game will continue when all paperwork is completed.

**Players**

- Teams will consist of four (4) players in each canoe; any less than four (4) players will be considered a forfeit due to an unfair advantage of weight difference in the canoe.

**Equipment**

- Recreation Services will provide canoes and buckets
- All equipment is subject to the approval of the Intramural Staff on duty.
  - Players may NOT wear shoes.
  - Players may NOT wear pads/braces above the waist, casts/splints at any time, baseball caps or bandanas with knots.
  - Players MAY wear kneepads, padded knee braces, and headbands.
  - **Players MUST wear proper swim wear.**
  - Players may not wear any exposed jewelry of any type. Medical alert bracelets and necklaces are allowed only when covered and held down.

**Playing the Game**

- **Starting the Game**
  - Participants will climb into their respective canoes from the edge of the pool while the canoes are on sides of the pools. No participant will attempt to enter the canoe while in the water.
  - Intramural Staff will survey all canoes for proper equipment and make sure all safety requirements are met.
  - Once canoes are inspected, they will spread out evenly throughout the water.
  - The Intramural supervisor will blow his/her whistle and the battle will begin.

- **Object of the Game**
  - Each team will take their buckets and try to attack other canoes with water until their canoe is sunk, or they are the last team standing. In order to move around in the pool, teams must use their hands or buckets. No more than four (4) canoes will be in the water at one time with no more than sixteen (16) players participating.
  - If the game comes to a stale mate with no team advancing on the others, the Intramural Staff in the pool will move canoes closer to each other.

- **Restrictions**
Teams may not:

- Throw water from the inside of the canoe out into the pool or into another canoe
  - Penalty: the team committing the foul must fill up all their buckets and pour it into their canoe. The second offence will be disqualification
- Stand up in their canoe at any time
  - Penalty: the team committing the foul must fill up one of their buckets and pour it into their canoe. The second offence will be disqualification
- Jump out of their canoe at anytime during the battle
  - Penalty: the team committing the offence will be disqualified from the tournament
- Physically contact any member or equipment of another team to keep them from attacking or defending. This includes pushing off of other canoes in order to change directions.
  - Penalty: the team committing the offence will be disqualified from the tournament
- Cross the boundaries set up by Intramural Staff
  - Penalty: the team committing the foul must fill up their buckets and pour it into their canoe.

**Sunken Ship**

- Once your canoe has been sunk or your team has been disqualified, all members must abandon the canoe and immediately exit the water. Intramural Staff in and around the pool will guide the canoe to its proper location.
- Any attempt to hinder another team after your canoe has been sunk will result in an ejection for all players involved.

**Sportsmanship Policies**

This portion of the document is designed to be a summary of the Sportsmanship Policy for Intramural Sports. Please refer to the Intramural Policies and Procedures Manual for a complete version of this policy.

- **No Player, Coach, or Team Follower Shall:**
  - Use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game. This includes trash talk.
  - Participate in a game for which he/she is ineligible.
  - Argue or talk back to the game official.
  - Intentionally strike, push, or trip another person. Fighting is prohibited.
  - Mistreat the facility, equipment, or supplies of Ball State University.

- **Warning/Ejection**
  - A warning/ejection system will be used to enforce the sportsmanship policy. Individuals will be issued a warning for unsporting behavior. A second penalty will result in an ejection. Ejections may be issued without warnings in specific situations, including all those that involve fighting.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Warning</th>
<th>Ejection</th>
<th>Game Forfeit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Volleyball</td>
<td>1st Verbal Warning</td>
<td>2nd Verbal Warning</td>
<td>3rd Verbal Warning on Team</td>
</tr>
</tbody>
</table>

- Team captains are responsible for the conduct of their players, sidelines and spectators.
Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling or committing any other malicious act toward any other person. Fighting is never permitted during Intramural contests. Participants who fight will be ejected immediately and suspended from all further participation until the outcome of a disciplinary action meeting with the Office of Recreation Services Staff.