

Intramural Canoe Battleship

Registration:

August 28th (Monday) – September 5th (Tuesday)

All teams must be registered by 11:59 PM on Tuesday, September 5th

Cost: \$30 per team

DIVISIONS OF COMPETITION: Open

MANDATORY CAPTAINS MEETING: September 23rd (Saturday) @ 11:15AM
Helen Newman Hall Pool Deck

A mandatory captains' meetings will be held to discuss rules and program operations. **If a team captain or representative does not attend this meeting, the team will be charged a \$15 missed captains' meeting fee. The team may also be replaced by a team on the waiting list (whose representative is present at the meeting). The team that missed the meeting will be placed at the bottom of the waiting list (if one exists) as well.**

FORMAT: This is a 4-player league for all individuals. Teams will be placed in single elimination play for the regular season. The tournament will take place on September 23rd, noon, in Helen Newman Hall Pool. Flights are scheduled between 12-5 PM on Saturday.

ELIGIBILITY: Players are eligible to join one team. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (Section VI.: Eligibility). All roster additions will be handled through IMLeagues.com or at the game site. **If a participant does register at the game site, they will need to have created a profile by the time their game is played.**

VALID CORNELL ID CARDS: Before anyone can participate, **each player must present their Cornell picture ID when they check in at all events. NO ID = NO Play. There are no exceptions to this rule.**

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game time, or fails to show by the appropriate team meeting time stated above, **the team captain will be charged a \$30 team forfeit fee.** If a team calls 24 hours prior to their scheduled contest, no forfeit fee will be applied.

SAFETY:

1. Proper attire must be worn. Participants may wear t-shirts or any athletic clothing instead of, or wear over bathing suits. Boat shoes and or sandals are permitted and recommended; *tennis shoes and boots are prohibited.* **Goggles are strongly recommended, especially those with contact lens.**
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: head gear, hard-billed hats, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. **Taping of exposed jewelry will not be permitted.** This is for your safety as well as others.
3. Religious wear or medical identifications must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Director of Intramurals for the use of orthopedic devices essential to protect an injury.
5. Players bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.
6. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

RULES & REGULATIONS:

Section 1: Object of the Game

- Each team will take **THREE** buckets and **1 Shield** to try to attack other canoes with water until their canoe is sunk, or they are the last one standing. In order to move around in the pool, teams must use their hands, or buckets. Up to four canoes can be in the pool at once. Teams will battle in heats and at least the top team in each heat will move on.

Section 2: Starting the game

- Participants will climb into their respective canoes from the edge of the pool while the canoes are in the loading zones of the pool.
- Intramural Staff will survey all canoes for proper equipment and all make sure all safety requirements are met.
- After canoes have been inspected, they will be spread out evenly throughout the Battle Waters of the pool.
- The Intramural Supervisor will blow his/her whistle and the battle will begin.

Section 3: Timing Regulations

- Teams may engage as soon as the whistle has blown.
- The Battle area will be condensed at different points in the competition. Staff will bring the lanes in and instruct boats to move as they set the new boundaries, (play may be stalled for boats to reposition). The last reset in the chart will repeat as many times as necessary until one boat is left.

Boundary Resetting	Automatic Reset	If previous doesn't occur
1st Time	Three boats are remaining	5 minutes have expired
2nd Time	Two boats are remaining	10 minutes have expired
3rd Time	15 minutes have elapsed (Repeat until winner is declared)	

Section 4: Restrictions

Teams may not:

- Throw water from inside the canoe out into the pool or in other canoes using their buckets, they may however use their hands to cup water and throw it out.
Penalty: The team committing the foul must fill up all of their buckets and pour it into their boat as a warning. The next offense will be disqualification.
- Stand on the edge of the canoe or cross beams at any time (players may only stand on the floor of the canoe).
Penalty: The team committing the foul must fill up all of their buckets and pour it into their boat as a warning. The next offense will be disqualification.
- Jump out of the boat at any time during the battle.
Penalty: Disqualification
- Physically contact any member or equipment from another team to keep them from attacking or defending.
Penalty: Disqualification

Section 5: Sunken Ship

- 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 of the pool.
Any attempt to hinder another team after your canoe has been sunk will result in an ejection for all players involved.

PLAYERS & EQUIPMENT:

- Each team is required to have four people in the canoe. No more, no less.
- Any less than four players will be considered a forfeit due to an unfair advantage of weight difference in the canoe.

***Note:** Prepare to get soaked and dress appropriately.

- Each player will be provided with a bucket at the time of the event.

MEDICAL PROCEDURES: Cornell Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants have voluntarily decided to participate in this sport or activity and has knowledge of the nature and the extent of the risks. Participants are also aware that there are other risks of injury and illness, that may arise due to participation in this sport or activity and that it is not possible to specifically list every individual risk of injury. It is strongly recommended that all participants have a physical examination prior to participating. Any injuries or accidents occurring during recreational activities should be reported immediately to on-duty personnel. Participants with a health issue and individuals who are on medication are urged to confidentially inform the Director of Intramural Sports of their specific situation.

ALCOHOL AND DRUG POLICY: Individuals, teams, and spectators who arrive intoxicated, suspected of consumption, or possessing alcohol, tobacco, or other illegal substances will not be permitted to play and will be asked to leave the playing area. The game may be forfeited and the offending individuals immediately suspended. Cornell Recreational Services will not tolerate such behavior and will act in a manner that is prudent, with the safety of all participants the priority. Such individuals will be dealt with harshly, given a minimum of a 365-day suspension and will be subject to University disciplinary procedures.

Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by Cornell Recreational Services.

SPORTSPERSONSHIP RATING: Good sportspersonship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. Cornell Recreational Services reserves the right to suspend or disqualify groups or individuals for unsporting conduct at any time. Unsporting conduct before, during, and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

Unsporting conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. Cornell Recreational Services disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

RATING CRITERIA

- A= Team members participate with excellent sportspersonship within the established rules throughout the contest.**
- B= Team or individual team members occasionally complain to officials. Sportspersonship and understanding of the rules is acceptable, but could be better.**
- C= A player or team is given a penalty for unsporting conduct, or any unsporting personal foul penalties.**
- D= Any member of the team is ejected from the game for unsporting conduct.**
- F = Multiple members of the team are ejected from the game for unsporting conduct.**

The Intramural Supervisors reserve the right to reevaluate and amend any grade based on team/player's sportspersonship.

If you have any questions regarding the intramural canoe battleship rules, please contact Scott Flickinger (Director of Intramural Sports) at (607) 255-8063 or e-mail: sf487@cornell.edu

Schedules and results will be available on the IMLeagues webpage: imleagues.com/cornell