Battleship Rules

Rule 1: Eligibility
A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the University Registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore, do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:
- an Ohio State student taking less than four credit hours
- the spouse of a student or a faculty or staff member
- a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, and visiting professors at The Ohio State University who are paid through the university payroll department.
- an affiliate of the department (alumni, member of the President's Club, other recognized affiliate groups)
- a member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible to be considered valid: the individual’s name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

Rule 2: Levels of Play
Open (O)
Play one time block per week, but two games during that time block. This league combines both competitive and recreational teams and is offered for males and females without a gender ratio requirement. You may only play on ONE Open Team.
Rule 3: Equipment

Player Equipment

- Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- Proper swim attire must be worn. Participants may wear athletic shorts and T-shirts over their swim attire.
- NO boat shoes, water shoes, tennis shoes, boots, or other footwear permitted.
- NO hats, bandannas, or other items that are secured to the head with a knot permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
- Goggles are strongly recommended, but not required.
- 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.
- 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 ¼ inch closed cell, slow recovery foam rubber).

Game Equipment

- The following equipment is provided by Recreational Sports:
  - Buckets
  - Canoes

Rule 4: Team Captain Responsibilities

- 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 that all teammates sign a Release of Claims form, located on the back of the scorecard before participating in their first game.
- Ensure teammates have a valid Ohio State 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.
Rule 5: Players
- Each player must be able to swim; the playing depth is a minimum of seven feet.
- Each team shall consist of four players in the canoe; no more and no less.
  - All players must check in using a valid Ohio State issued ID.
- No substitutions are allowed during a tournament. The same four players must play the entire time.

Rule 6: Forfeits/Defaults
There are three situations that will result in a forfeit:
- Not enough players – Team does not have four 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.

Rule 7: Protests
The Department of Recreational Sports does not recognize protests in Battleship.

Rule 8: Play
Start of Game
- The game shall begin with six canoes spread evenly throughout the battle zone and on the sound of the official whistle.
- Teams will load their canoes from the appropriate loading zones in the pool.
- Each canoe shall be inspected by an official prior to leaving the loading zone to ensure proper equipment.

Timing
- Teams may engage when the official whistle has sounded.
- The battle zone will decrease in size after 20 minutes of play.
- There are no timeouts.

Scoring
- A game is won when a team completely eliminates all of the other canoes by sinking them.

Mercy Rule
There is not a mercy rule.

Field and Boundaries
- The battle zone shall be marked by pool lane lines. All canoes must remain in the battle zone until their canoe has sunk.
- The battle zone will decrease in size as outlined under “Timing.”
- Canoes may navigate the battle zone using any attack or defense item to paddle. Participants may also use their arms to paddle.

Eliminating Opposing Canoes
- The object of battleship is to eliminate all other teams by throwing water into their canoes before your own team’s canoe sinks.
- Once a canoe has sunk, that team is eliminated from competition and may no longer throw water into opposing team’s canoes.

Restrictions
- Participants shall not:
  - remove water from inside their canoe out into the pool or into other canoes with their body or bucket
  - throw any equipment
  - stand in the canoe
  - throw water out of the pool. Penalty: The team committing the infraction must pour three buckets of water into their canoe.
  - jump 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
- Teams shall not:
  - Ram an opponent’s canoe
    - Penalty: If the ram causes the canoe to capsize, the offending team will be eliminated from the competition.

Elimination
- A canoe is eliminated from competition when it is fully submerged under water.
- The eliminated team must then get out of the canoe and guide it to the unloading zone.

Rule 9: 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.

Unsportsmanlike Conduct
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 intramural employee before, during, or after the game
- participate in a game for which he or she is ineligible
- argue or talk back to Recreational Sports staff. 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 of The Ohio State University and/or the Recreational Sports Department

Disciplinary Action
Any player receiving two conduct warnings in one game or ejected from a game is required to meet with professional staff. The player will be suspended from ALL recreational sports facilities and programs until the meeting occurs and for a minimum of seven days from the time of the meeting.

Rule 10: Co-Rec Modifications
- No Co-Rec modifications. This sport is played as an open league.

For any questions or clarifications, please contact the Competitive Sports office at (614) 292-2732.