Rule 1: General Eligibility

Section 1: Participants
Participation is limited to currently-enrolled, fee-paying MSUM students, faculty members, and full-time staff. All players must sign-in with the supervisor at the event site prior to the event starting to participate.

Rule 2: Team Composition

Section 1: Team Composition
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.

Rule 3: Player Attire/Equipment

Section 1: Attire
Participants need to follow these guidelines and consider the following recommendations;

- Wearing proper swim wear will be enforced
- No shoes allowed in pool
- No ultra-revealing string bikinis for ladies or speedos for men (this will be at the discretion of the intramural staff who will provide shirts/shorts for participates who fail to follow this rule)
- Participants may wear t-shirts or any athletic clothing instead of, or wear over bathing suits.
- Goggles are strongly recommended, but not mandatory.

*Note: Prepare to get soaked and dress appropriately.

Section 2: Equipment
The following equipment is provided for you in the canoe:

- Each player may have one bucket of any size inside the canoe. (A bucket is anything that can hold water).
- One shield is allowed per team in the canoe if it is homemade. Shape, size, and material of the shield are left up to the teams.
- If no homemade shields are allowed or are not made, 1-2 boogie boards will be provided as shields.
Additional equipment regulations:

- Jewelry, casts, or any items judged as potentially dangerous by Intramural Staff **MAY NOT BE WORN** during the event.
- Protective eye wear is strongly recommended especially for those that wear contacts.

**Rule 4: The Game**

These rules are to ensure safety and fair play. Any special circumstances **not covered** in Rule 4 will be **handled appropriately by the Intramural Sports staff** in determining the proper ruling.

**Section 1: Object of the Game**

Each team will take four buckets and try to attack other canoes with water until their canoe is sunk, or they are the last one standing. Teams may also have 1-2 shields in their boat to fend off water from entering their boat. In order to move around in the pool, teams must use their hands, buckets, or shields. Up to six canoes can be in the pool at once. Teams will battle in heats and move on according to brackets.

**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.

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**Aquatic Center 50 Meter Pool**

![Aquatic Center 50 Meter Pool Diagram]
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.

<table>
<thead>
<tr>
<th>Boundary Resetting</th>
<th>Automatic Reset</th>
<th>If previous doesn’t occur</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Time</td>
<td>Half of the boats are remaining</td>
<td>7 minutes have expired</td>
</tr>
<tr>
<td>2nd Time</td>
<td>Two boats are remaining</td>
<td>14 minutes have expired</td>
</tr>
<tr>
<td>3rd Time</td>
<td>5 minutes have elapsed (Repeat until winner is declared)</td>
<td></td>
</tr>
</tbody>
</table>

Section 4: Restrictions

Teams may not:

- Throw water from inside the canoe out into the pool or in other canoes.
- Stand up in the canoe at any point during the battle.
- Jump out of the boat at any time during the battle.
- Physically contact any member or equipment from another team to keep them from attacking or defending.

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.

Technical (after one warning was previously received): 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.*

Rule 5: Sportsmanship

Sportsmanship is an important part of intramural sports. Any player who uses foul language, violently protests a call, or curses an official or staff member, will be either removed from the game or will award their team with a penalty based on the Intramural Staff digression. If that person is removed from the game, they will also be suspended from the next intramural special event or league play (whichever comes first). In addition, he/she will have to meet with the Coordinator of Intramural Sports during office
hours (Monday through Friday, 10:00 a.m. to 4:30 p.m.) before he/she is eligible to participate again. Any player who touches an official or staff member will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.