Battleship in the Pool Rules

Game Length:
Each heat shall be 15 minutes long with a continuous running clock.
Overtime is sudden death, first boat to sink loses.

Event Format:
There will be 4 heats of 4 boats each. The top 2 from each heat shall advance to the semi-finals at 9:15PM (first two heats) and 9:30PM (second two heats). The top two from each semi-final move on to the finals at 10:00PM.

Teams:
Teams of 3-4 players shall occupy each boat. A minimum of 3 players are required to start a heat.

Players:
All players must wear bathing suits. Street clothes will not be allowed. Players/fans may not wear body paint during the event.

Boats:
Boats will be provided by Campus Recreation and shall remain in the water at all times. Any damaged caused to the boat outside of normal use, will be the responsibility of the participant causing the damage.

Buckets or other water carrying devices:
3 buckets will be provided for each boat. Teams are allowed to bring any water carrying device not listed on the banned items list below. Campus Recreation will not be responsible for any damage to items brought by any team to the event.

At no time may a team have more than 3 buckets in their boat, except during overtime.

Shields:
Shields can be constructed or purchased by each team. No shields will be provided by Campus Recreation. A typical shield would be a kick board or umbrella. Please refer to the shield construction guidelines below.
Banned Water Items:

- Water Guns or similar water spraying devices
- Bilge Pumps
- Any device deemed dangerous by staff
- Any device designed to remove water from a boat
- Paddles

Shield Construction Guidelines:

- Shields can only be held by one player at a time; two person shields are not allowed.
- Shields can only be one sided and cannot have angles built into them as to prevent water from entering the boat from two sides at once.
- Shields can be no longer and or wider than 5 ft.
- Shields with protruding sharp or dangerous edges will not be allowed.
- Shields with paint will also not be allowed as this could damage the pool and/or boats.
- Cardboard/paper shields are not allowed as they will quickly become full of water and may damage the pool filter system.

Game Start:

10 Minute Forfeit Rule: Your team has 10 minutes after their scheduled game time show up with the required number of players to start.

To begin the game teams will enter their boats and hold on to their designated position on the pool wall. The referee will sound his/her whistle and start the clock. Teams will race towards each other using only their hands to propel their boat.

Game Play:

The object of the game is to fill your opponent(s) boat with water using buckets from your boat. If your boat goes under or if more than one of your teammates fall into the water your team is ruled out. One teammate can fall in but not two. Be careful to stay balanced. You are allowed to bail water out of your own boat with buckets and you can always block attacks with your shield.

During the game each player on your team may hold one item at a time. You can never be holding two buckets or a bucket and a shield at one time. You are not required to have a shield during the game but you can never have more than 3 buckets in your boat except during overtime periods.

Your team is out when:

- Any part of your boat goes under the water
- Any player on your team falls into the water
- Your team grabs hold of a lane rope or side of the pool to stay afloat
- Your team grabs hold of another boat to stay afloat or to tip your opponent
- Any player on your team is guilty of using foul or abusive language towards an opponent

**End of Regulation Time:**

At the end of the 15 minute time limit if more than one boat remains still floating they will be considered to have “survived” the battle. They will be entered into a 5 minute overtime period.

**Overtime:**

During the overtime period each boat will have 4 buckets and no shields. All boats will start at the center of the pool. The object is to sink your opponent(s). During overtime 3 buckets must be used for attack, only one can be used for bailing water. Last boat afloat wins.

**Finals:**

The winner of each heat shall advance to the finals.

The first fifteen minutes of the finals shall be played with normal rules.

If overtime is needed there will be no time limit, the last boat staying afloat will be declared the winner.