Battleship Logistics and Rules

Section 1: Rules and Set Up of Battleship

1. Canoes will be provided by K-State Campus Recreations.
2. All participants MUST sign a liability waiver in order to participate.
3. Boat occupancy will not exceed 4 individuals at a time. A boat may hold less than 4 but will not exceed 4. (Minimum 2)
4. A game may consist of 2 - 6 boats, but never more than 6.
5. Each participant may wear a life vest for safety precautions.
   1. If a participant does not know how to swim or is not confident in their abilities to swim with a life vest, they must inform the head lifeguard, so it may be noted and extra attention would be placed on that individual in the water. They will be required to wear a bandanna.
6. No oar or paddle will be used in the boats for propulsion purposes. The use of arms and hands will be used to navigate boats. Participants will be aware of their surroundings and will be placing risk upon them when placing their arms in the water. (Risks include falling out of boat, getting arm caught between two boats.)
7. There will be no boarding of another’s craft at any time. This will cause you to be removed from the event in its entirety.
8. Participants may leave their craft at any time and swim immediately to the side of the pool if they feel uncomfortable or feel as if the boat will definitely sink.
9. The only way to add water to another’s boat is by splashing, by using water pumps provided, and the buckets provided.
10. Goggles are recommended, but not required.
11. Please wear appropriate swim wear for you will be required to swim and do some vigorous activity.
12. Wearing jewelry is highly discouraged and the UPC will not be responsible for any that falls off your person and into the pool.
13. Good sportsmanship is encouraged throughout the event.

Section 2: Officiating

1. The games will be up to 7 minutes in length and may be adjusted by the UPC staff working depending on how many boats and demand for games.

Section 3: Setting of each round

Each boat will be placed at equal distances around the edges of the pool in contact with the wall. Each boat will hold 1 yoga mat, 2 buckets, and 2 water pumps. (These will be referred to as items.)

1. At the end of the round, participants are to move boats back to the sides if they are still remaining in the boat.
2. UPC staff will not remove boats from the water or begin the re-set procedure until the round concludes.
3. Do NOT go in the water to retrieve your lost item during the match. If several boats and materials sink to the bottom of the pool either a licensed scuba diver or a UPC co-chair member with mask and fins will dive to the bottom of the pool to expedite the retrieval process.

Section 4: Goals

1. The goal of battleship is to fill other team’s boats with water and sink their boat. The winner of a round will be the last boat floating.
2. If there is only one boat remaining at the end of the round, they will move on to the next round. They may not bail any water from their boat in between rounds.
3. If more than one boat remains after the duration of the round, all teams will be removed from the water.

Section 5: Restrictions

1. Teams may not
   1. Use foul or abusive language.
   2. Throw water from inside your boat into the pool or into another boat (Bail).
   3. Stand in the boat.
   4. Physically touch another team’s boat or a participant from another team.
   5. Take an item from another team.
   6. Physically touch the side of the pool to help propel the boat in a certain direction or to prevent from sinking.
   7. Players may not have more items than what they started with.
2. A penalty for violating each of these restrictions is an immediate stoppage of play. This team will then fill their boat with 3 bucket fills before the game will continue.
3. Stalling will result in volunteers pouring water into your boats using super soakers and buckets.

Section 6: Sunken Ship

1. A sunken ship will be defined as a canoe that has completely submerged under the water and is no longer operational, or if all members of the boat fall out.
2. Once your boat has sunk, each participant must get out of the boat and exit the pool.

Section 7: Eligibility

1. Any who is **Currently Enrolled** at K-State and has a valid K-State ID.