PARTICIPATING WARNING

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

Team Composition and Requirements

1. The heat shall be played between two teams of three to four players each (four players are recommended). A minimum of three players is required to prevent a forfeit. Teams will have to wait for their heats.
2. A team may only have 8 people maximum on their roster. A substitute may only replace an active player between heats.
3. Appropriate swimwear is required to be worn by all players who will be in a canoe.

Equipment

1. Each team will receive 2 buckets and 2 shields. Teams can distribute their equipment throughout the boat in any order.

Object of the Game

1. Teams attempt to sink their opponents by throwing water from their buckets into their opponents' boats.
2. During qualifying rounds, the last boat afloat will advance to the next round.
3. The last boat afloat in the final round will win the tournament.

Game Play

1. Players must be sitting or kneeling in the bottom of the boat to begin.
2. At the start of a round, the boats will be evenly spread along the perimeter of the battle waters. An official will instruct the canoes to push off towards the center of the pool. An official will then blow his/her whistle to start play.
3. Teams may engage as soon as the starting whistle is blown.
4. Players may throw water with their buckets, shields, or hands at their opponents.
5. When play is paused by an official, all play must stop including throwing water and moving the boat within the pool.

6. Round are 15 minutes long. If a canoe has yet to be sunk, there will be a whistle for a 5 minute warning and players will no longer be able to remove water from their canoe. The teams will only able to throw and block water until the end of the round.

Restrictions

1. Players may not touch an opponent, opponent’s equipment (in the possession of an opponent or in the pool), or an opponent’s boat.
   o **Penalty: One large penalty bucket. Any intentional act of tipping an opponent’s canoe may result in team disqualification.**
2. Players may not touch the side of the pool or any lane lines within the pool in an effort to push off or otherwise direct or propel their boat within the water.
   o **Penalty: One large penalty bucket.**
3. A team may never possess more than 2 buckets and 2 shields.
   o **Penalty: One large penalty bucket.**
4. Players must immediately freeze when an official’s whistle is blown.
   o **Penalty: One large penalty bucket.**
5. During the stoppage of play all players are prohibited from throwing water at opponents or removing water from their canoes.
   o **Penalty: One large penalty bucket.**
6. If a player falls out of or intentionally leaves their team’s boat.
   o **Penalty: One large penalty bucket and that player will not be replaced.**
     - If a player falls out of the boat, play will stop, the player will get out of the pool, the team will play shorthanded, and play will resume on the official’s whistle.
7. If a team is intentionally stalling to avoid contact with the other boats.
   o **Penalty: One large penalty bucket.**
8. If a team tries to remove water from canoe after 5 minute warning
   o **Penalty: One large penalty bucket.**
9. Game officials will blow their whistles to stop play when a penalty bucket is issued. They will announce which boat receives the penalty. The penalized boat will be required to bring the canoe to the side of the pool, where an official will administer the penalty bucket.
10. Teams are prohibited from collaborating with other canoes.

Elimination

1. A team is eliminated when:
   o Its canoe capsizes or both sidewalls of the canoe are underwater.
- A game official rules a team is eliminated due to unsportsmanlike conduct or dangerous play.
- If a canoe receives more than 3 penalty buckets.
2. Once eliminated, the game officials will stop play until the eliminated team and its canoe clear the playing area.

SPORTMANSHIP RATING SYSTEM

The sportmanship rating system is intended to be an objective scale by which teams’ attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 (“B”) average in order to qualify for tournament play. Teams must also maintain a 3.0 (“B”) average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team’s sportmanship rating should do so the business day following the contest by contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing **intramurals@usu.edu**

The sportmanship rating system is based on the following criteria, **but not limited to:**

**4.0 = Excellent Conduct and Sportsmanship (A)**
- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and **ALL** campus recreation staff.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

**3.0 = Good Conduct and Sportsmanship (B)**
- Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.
- Teams receiving one unsportsmanlike conduct penalty will receive no higher than a “B” rating.
- A team defaults the contest

**2.0 = Average Conduct and Sportsmanship (C)**
- Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanlike conduct penalty.
- Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
- Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than a “2.0” rating.
- Team is unable to produce a team at game time resulting in a forfeit.
1.0 = Below Average Conduct and Sportsmanship (D)

- Team continually dissents the officials and/or opposing team from the court/sidelines.
- Team manager exhibits little or no control over team/spectators or himself/herself.
- Teams that have a player ejected will receive no higher than a "D" rating.

0.0 = Poor Conduct and Sportsmanship (F)

- Team is completely uncooperative; manager has no control over team/spectators/self.
- Teams play with ineligible participants or withhold any information requested.
- Damage or destruction of any Campus Recreation facility/equipment.
- Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
- Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

Teams receiving a "0.0" rating during tournament will not be allowed to advance.

Teams receiving a "1.0" rating during tournament must have their team captain meet with the Assistant Director of Competitive Sports before their next scheduled contest.

Teams that do not maintain a 3.0 Average during Tournament play will be required to meet with the Assistant Director of Competitive Sports before their next scheduled contest.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the Assistant Director of Competitive Sports and the Graduate Assistant of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu or 435-797-0552.