



3v3 CANOE BATTLESHIP RULES

Updated 7/7/2026

Recent changes will appear in italicized and highlighted text

Situations not specifically covered or implied by these rules shall be governed by the Intramural Sports Program.

Rule 1: Facility

1. The construction will take place at the team's desired location within the Recreation Center. The game will take place in the Aquatics Center Pool.

Rule 2: Eligibility

1. The Intramural Sports Program is open to all University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass. For this event it will be free of charge.
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or government-issued photo ID.
 - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural level.

Rule 3: Team Composition

1. Canoe Battleship is considered an "Open" league meaning there are no gender restrictions.
2. Teams consist of 3 players and a maximum of 4 players on their roster.
3. Each team may have up to 3 players in the battleship at one time with a minimum of 2 players in the battleship required to start.

Rule 4: Equipment

1. Any exposed jewelry (ear rings, nose rings, necklaces, etc.) will not be permitted.
2. Players must wear proper swimwear.
3. Players may not wear shoes.
4. Players may not wear pads/braces above the waist, casts/splints at any time, baseball caps or bandanas with knots.
5. Each team will be provided with one canoe, two paddles, and water buckets
6. Personal paddles, buckets, or other equipment are not permitted unless approved by Sport Program staff.

7. All participants must wear a U.S. Coast Guard-approved personal flotation device (PFD) provided by Campus Rec

Rule 5: Game Timing and Format

1. Participants will climb into their respective canoe battleships from the edge of the pool while the canoes are on the sides of the pool. No participant will attempt to enter the canoes while in the water.
2. Sport Programs Staff will survey all canoes for proper equipment and make sure all safety requirements are met.
3. Once canoes are inspected, the battle will begin on the whistle.
4. Matches consist of one timed round of 8 minutes or continue until one canoe is sunk
 - a. If neither canoe is sunk at the end of regulation, Sport Programs staff will determine the winner based on the amount of water in each canoe – RPS decides for equal amounts
 - b. BRACKET PLAY ONLY: If the amount of water is judged to be equal, a 2-minute overtime will be played.

Rule 6: Game Play

1. Each team will take their buckets and try to fill their opponent's canoes with water until their battleship is sunk. The primary objective of the game is to be the last canoe floating.
2. Players may use their provided buckets to bail water from their own canoe and dump it into the pool. Players may not throw or splash water into the other canoe or directly at another participant.
3. To move around the pool, teams must use their paddles, hands or kickboards.
4. If the game comes to a stale mate with no team advancing on the others, Sport Programs Staff in the pool will move battleships closer to one another.

Rule 7: Restrictions

1. Teams may not:
 - a. Throw water from the inside of the canoe out into the other canoe or opposing participant – however, players may remove water from their canoe into the pool.
 - i. Penalty: The team committing the foul must fill up all their buckets and pour them into their battleship.
 - ii. The second offence will result in disqualification.
 - b. Stand up in their canoe at any time.
 - i. Penalty: The team committing the foul must fill up one of their buckets and pour it into their battleship.
 - ii. The second offence will be disqualification.
 - c. Jump out of their canoe at any time during the battle.
 - i. The first offence will result in disqualification.
 - d. Physically contact any member or equipment of another team to keep them from attacking or defending. This includes pushing off other canoe to change directions.



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- i. The first offence will result in disqualification.
- e. Cross the boundaries set up by Sport Programs Staff.
 - i. Penalty: The team committing the foul must fill up all their buckets and pour them into their canoes.

Rule 8: Sunken Ship

1. Once your canoe has been sunk or your team has been disqualified, all members must abandon the canoe and immediately exit the water. Sport Programs Staff in and around the pool will guide the battleship to its proper location.
2. Any attempt to hinder another team after your canoe has been sunk will result in an ejection for all players involved.

Rule 9: Sportsmanship

1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team behavior and issue sportsmanship points to all teams. For tournaments or special events, if there is an issue with sportsmanship the team or individual will receive a warning. If there is another instance of sportsmanship issues the staff on site has the right to remove a player or team from the event. Sportsmanship issues include:
 1. Participants are openly arguing calls with officials on multiple incidents.
 2. Fighting.
 3. Mocking the skill level of an opponent.
 4. Trash Talk.
 5. Not having control of spectators for your team.
 6. Etc.
2. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. We have criteria on sportsmanship that are meant to keep teams accountable for their behavior during play. The criteria for sporting-like restrictions are the following:
 1. 2 UCs on a player in a game = Ejection
 2. 3 UCs on a team in a game = Forfeit
 3. 3 UCs on a player in a season = Removal (even in playoffs)
 4. 4 UCs on a team in a season = Removal (even in playoffs)
3. Sports Programs Staff will be keeping the amount of UC a person/team receives in our records. Additionally, you will be able to see how many UCs your team has via FusionPlay on your team name.