



Rule 1: Teams

- A. 3 - 4 participants are required in each boat to begin. Each team must have a minimum of 2 people in their boat at all times.
- B. Each participant will be required to pass a swim test prior to competition.
- C. Each participant will be required to wear a life jacket at all times during their team's heat. Goggles are recommended for participants but are not required.

Rule 2: The Game

- A. The object of the game is to sink all opposing boats and be the last boat floating. Teams will be separated into heats and the final boat floating in each heat will advance to the championship round.
- B. No paddles will be used. In order to move around in the pool, teams must use their hands or items.
- C. The battle area will be condensed at different points in the competition.
- D. If the game comes to a stale mate with no team advancing on the other, the Intramural Sports staff will move the canoes closer to each other.

Rule 3: Items

- A. Each participant is allowed to bring ONE item to use in their heat. Items can be anything that doesn't interfere with the following restrictions:
 1. Size of the item cannot be greater than 3ft by 3ft.
 2. Items cannot be metal, have sharp/pointed edges, or be any material that will fall apart in the pool.
 3. Items cannot be used to keep the boat afloat.
 4. Items cannot use electricity to function.
 5. If a person bails out, their item cannot be used by the remaining team members

Rule 4: Restrictions

- A. Teams may not:
 1. Throw water from inside of your boat into the pool or into another boat (bail water)
 2. Stand in the boat
 3. Physically touch another team's boat or a participant from another team
 4. Take an item from another team
- B. The penalty for violating each of these restrictions is an immediate stoppage of play by only the team committing the violation. Each team member must also fill their item up with water from outside their boat and immediately dump it into their boat TWICE.

Rule 5: Sunken Ship

- A. Once your boat has been sunk, each participant should get out of the boat and help to guide it to the loading zone of the pool. Once at the loading zone, a University Recreation staff member will assist the team in lifting the boat out of the pool.

Rule 6: Conduct of Players and Others

- A. All participants are expected to know and abide by the regulation and policies set forth by the Code of Student Conduct, and are subject to disciplinary action by the University for any violation of this code. University Recreation reserves the right to refer any incidents involving substandard student conduct to the Office of Student Conduct.

Rule 7: Eligibility

- A. Students: anyone who is currently enrolled at NC State, holds a valid NC State Wolfpack One Card and pays the Recreational Sports Fee through the University Cashier.

- B. Faculty and Staff: include those who are employed as full-time permanent, part-time permanent or hold professional rank. Faculty and Staff may also include emeritus faculty, temporary professional staff, visiting faculty and staff, and Centennial Campus affiliates. A valid Wolfpack One Card and Carmichael Gym Membership are required to participate in Competitive Sports programming.