1. Each team will consist of 4 players (in the boat) but may also include an additional 2 players on the pool deck to serve as “soakers”. Each team must have a minimum of 4 players present at game time to begin a game. Teams may consist of any combination of males and females.

2. All participants must wear appropriate swimwear. All participants must adhere to the Fike pool guidelines in order to be able to participate.

3. All participants must be able to swim the length of the pool.

4. All players must remain seated in the canoe at all times. Any player that stands or attempts to stand in their canoe will be disqualified.

5. Jewelry: No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.

6. Any clothing that is deemed dangerous by the lifeguard staff will be prohibited.

7. Teams will receive 2 buckets and 2 shields. Teams can distribute these items throughout the boat in any order. Teams may have an additional 2 members on the pool deck that will have the option to receive water soakers that can be used against opposing teams’ boats OR these 2 players may choose to bring with them any type of commercially available water gun (super soaker, etc.).

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**Game Factors, Time, and length**

1. Matches will not have a time limit, and will conclude when only one boat is left afloat. If necessary (teams are stalling, no boats have been sunk, etc.) Intramural Sports staff may reduce the playing area within the pool to encourage action from teams.

2. Game time is forfeit time. Each team must have the minimum number of players signed in and ready to play at the scheduled game time. If there is fewer than the required number of players, the opposing captain has the option of taking the win or wait for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be...
adjusted accordingly. If a team chooses to wait, it will be required to wait until the opposing team has the minimum number of players present or a maximum of 10 minutes. Play will start as soon as the opposing team has the minimum number of players present.

**Rules of Play**

1. At the start of the match, boats will be spread along the perimeter of the pool. Intramural Sports staff will push each canoe from the edge, toward the middle of the pool to begin each match.

2. Teams may engage as soon as the opening whistle is blown. This includes throwing water with their buckets, shields, or hands into their opponents’ canoe.

3. If Intramural Sports or Lifeguard staff need to pause the match for any reason, all play must stop, including throwing water, paddling, etc.

4. Players MAY NOT remove water from their own canoe. Penalty: replacement of the amount of water that was removed, or disqualification (for repeat offenders).

5. Players MAY NOT touch an opponent, an opponent’s equipment, or an opponent’s canoe. Penalty: addition of 1 bucket of water into their own canoe, or disqualification (for dangerous play or for repeat offenders).

6. Players MAY NOT stand up in the canoe. Penalty: addition of 1 bucket of water into their own canoe, or disqualification (for repeat offenders).

7. A team will be eliminated when:
   a. Their boat capsizes, or both sides of the canoe are underwater
   b. A player falls out of their boat
   c. Players refuse to cooperate or comply with the rules of play
   d. An Intramural Sports staff member disqualifies the team for unsportsmanlike conduct or dangerous play