Department of Recreational Sports | Intramural Sports
2017-18 USOA Battleship Information Sheet

Thank you for being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

If you have questions throughout the season, please feel free to contact us by calling our office (540-231-8297), emailing imsports@vt.edu, stopping by our office in 135 War Memorial Hall or consulting our Participant Policy and Procedure Manual.

Key Dates (tentative and subject to change)

<table>
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<tr>
<th>Event</th>
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<td>Regular Season Starts</td>
<td>Monday, October 30th</td>
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<td>Regular Season Ends</td>
<td>Thursday, November 16th</td>
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<td>Playoff Brackets Posted</td>
<td>Saturday, November 18th</td>
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<td>Playoffs Begin</td>
<td>Monday, November 27th</td>
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<td>Champ Night Presented by Foxridge</td>
<td>Thursday, November 30th</td>
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Rules of the Game

1. The Playing Area
   a. All games will be played in the McComas Hall Pool. The playing area will be the full width of the pool but will be bounded from end to end by the pennant-style flags hanging above the pool.
   b. Players are not permitted to enter the pool until they have permission from the Intramural Sports Staff or a lifeguard.

2. The Game
   a. Object of the Game
      i. To sink your all opposing battleships and be the last boat floating.
   b. Teams
      i. A team must have at least 2 players to begin a battle but not more than 3 may be in a boat.
      ii. During a battle, if a team falls below 2 players for any reason, play may continue as long as the contest remains competitive. If at any point no players remain in the boat, that team is eliminated from the battle.
      iii. In CoRec, teams consist of 2 males/1 female or 1 male/2 females but only 2 players (one of each gender) must be present to begin a battle.
   c. Beginning a Round
      i. Teams begin a round with all 3 players in the boat in either a sitting or kneeling position.
      ii. All boats will be evenly spread around the perimeter of the pool.
      iii. The round begins at the sound of the whistle.
   d. Battle Allowances
      i. Each team will be given 2 large buckets and 2 shields (Frisbee discs).
      ii. Teams may throw water at their opponents using buckets, shields, or hands only.
      iii. Teams may block or catch incoming water using buckets, shields, or hands only.
      iv. Teams may use buckets, shields, or hands to move around the battle waters.
   e. Battle Restrictions – Minor Fouls
      i. Teams thought to be stalling will be directed to move towards another boat.
      ii. Teams may not bail water from their boat.
      iii. Teams may not touch/retrieve a bucket or shield dropped by an opponent into the water.
      iv. Teams may not intentionally hold, push, rock, etc. any opponent or his/her boat.
      v. Teams may not stand in the boat.
      vi. Teams may not use any part of the pool wall or other structure to move their boat.
vii. Teams may not ram or charge other boats.

viii. If at any time a whistle is blown, all teams must immediately stop their attack.

ix. **Penalty:** 1 large penalty bucket.

f. **Battle Restrictions – Major Fouls**

i. Misconduct/verbal abuse.

ii. Disrespecting the referees.

iii. Attempting to pirate another boat.

iv. Jumping or falling out of the boat.

v. Any other unsporting act.

**Penalty:** 1 extra-large bucket.

vi. Players penalized for unsporting behavior must exit the boat and swim to the edge of the pool.

vii. Players penalized for unsporting behavior are not allowed to participate in the subsequent round.

3. **Elimination**

a. A team is eliminated if their boat sinks as a result of the actions from an opponent or a teammate.

i. A boat is considered sunk when the sidewalls of the boat are completely underwater.

b. If at any point no players remain in a boat, that team is eliminated from the battle.

c. Once a boat sinks, team members must immediately exit the boat and guide it to the edge of the pool.

- If a player falls out of the boat prior to it sinking, the player is eliminated and must swim to the edge of the pool.

  **Penalty:** The team will be required to paddle to the pool edge and dump one extra-large bucket into their boat.

d. Attempting to hinder another team after being eliminated will result in disqualification from the remainder of the event and possibly ejection of the players involved.

e. Once a boat is sunk, all team members (including substitutes on the edge of the pool) may try to sink other boats from the edge of the pool. These players may only use buckets, shields, or hands and may not enter the water in an attempt to sink or distract another boat.

4. **Game Format**

a. A battle is one 45-minute period during which teams will play as many rounds as possible.

i. A round will be played until only one team remains or 15 minutes, whichever occurs first.

b. Each battle will consist of 6 to 8 teams (subject to change based on team registrations).

c. Teams are awarded points based on the elimination order during each round:

   - 1<sup>st</sup> Boat eliminated = 1 point
   - 2<sup>nd</sup> Boat eliminated = 2 points
   - 3<sup>rd</sup> Boat eliminated = 3 points
   - 4<sup>th</sup> Boat eliminated = 4 points
   - 5<sup>th</sup> Boat eliminated = 5 points
   - 6<sup>th</sup> Boat eliminated = 6 points
   - 7<sup>th</sup> Boat eliminated = 7 points
   - 8<sup>th</sup> Boat eliminated = 8 points

   **Note:** *If a round ends with more than one team still afloat, each team will be awarded the amount of points as if they were the next boat to be eliminated.*

d. At the end of a battle, a team’s score for the battle will be the sum of all points earned during the rounds.

5. **Overtime Procedures (Playoffs Only)**

a. If at the end of a battle in the playoffs there is a tie for who would advance to the next round, the following procedures would be used to determine a winner. Overtime is a continuation of the last round.

i. Only the teams that are tied will participate in the overtime period.

ii. The players that were in the boat must be the same players used during overtime.

iii. Boats will be emptied along the edge of the pool and filled with 10 buckets each.
iv. Teams will then paddle to the middle of the pool and stop in a side-by-side position. If more than 2 boats are tied, they will form a circle.

v. Teams will be directed (at the sound of a whistle) to try to sink all opponents’ boats but may not move their boat (i.e., there is no fleeing, teams must stay engaged in battle).

vi. The last boat remaining afloat is the winner and advances. If other playoff spots must be filled, the second place team (or third, and so on) will advance. For example, if there is a 4-way tie to fill three spots in the next round, the last three boats afloat will advance.
Sportsmanship

1. After each game, teams are given a sportsmanship rating by the officials, the scorekeeper, and the supervisor. The following rating system is used as a guideline for all sportsmanship ratings:

   “5”  Excellent Conduct and Sportsmanship – Players cooperate fully with opponents and officials. The captain calmly converses with officials and has full control of his/her teammates.

   “4”  Good Conduct and Sportsmanship – Team members display minor disagreement or unsporting behavior. Teams receiving an unsportsmanlike penalty/foul are not eligible to receive a rating higher than a “4” for that game. A team wins by forfeit.

   “3”  Average Conduct and Sportsmanship – Team members display disagreement and unsporting behavior toward officials and/or opponents. Teams receiving more than one unsportsmanlike penalty/foul are not eligible to receive a rating higher than a “3” for that game.

   “2”  Below Average Conduct and Sportsmanship – Team members display a serious lack of control and continuously show unsporting behavior to officials and/or opponents from the field/sidelines. The captain has little or no control of team. Must have received at least one unsportsmanlike penalty/foul to receive a “2” or below. Forfeiting teams receive a “2” rating. Teams with an unsporting ejection cannot receive higher than a “2” rating.

   “1”  Poor Conduct and Sportsmanship – Captain has no control over team, resulting in an ejection. Team is completely uncooperative. Any team causing a game to be forfeited – other than by not showing – may receive a “1” rating.

   “0”  Team Disqualification – Player(s) or coach(s) ejected for abuse against a staff member or opponents. Team is disqualified for unsportsmanlike acts before, during, or after the game.

**Please help us make this system work by giving appropriate ratings**

2. Each week, all teams that maintain a 5.0 sportsmanship average are entered into a drawing for a sportsmanship award. The team receiving these awards will also have their picture posted on the Intramural Sports website.

3. Regular Season Situations:
   a. Teams must maintain a 3.0 average throughout regular season play to be eligible for playoffs.
   b. Teams that receive below a 3.0 average for any game will be contacted by the Intramural Sports Office.

4. Playoff situations
   a. If a team receives below a 3.0 average in a playoff contest, that team will be eliminated from playoffs.
   b. If neither team receives at least a 3.0 average, a double forfeit is declared and both teams are eliminated.
5. If a game is not finished due to any circumstances, the sportsmanship rating earned will stand.
6. The Department of Recreational Sports may impose additional penalties on players that are unsportsmanlike during regular season or playoff contests.

League Structure
1. All recreational division teams are eligible to play the full season in a round robin schedule.
2. Competitive division teams play the regular season in a round robin schedule. Following the regular season, these teams are placed into a single-elimination bracket.
3. The following point system are used to determine the place your team finishes in the league:
   a. Win = 3 points  |  Tie = 1 point  |  Loss = 0 points
4. All round robin results are posted on the website for teams to review.

Playoff Structure
1. All competitive division teams are eligible to advance to a single-elimination playoff if:
   a. The team maintains a 3.0 sportsmanship average during regular season games.
   b. The team does not forfeit a game without paying the Forfeit Reinstatement Fee ($20).
2. Recreational divisions are rescheduled into another round robin schedule.
3. Teams should check the brackets after 1:00pm the day following a playoff game. Game times will not be given out over the phone, please do not call the Intramural Sports Office for game times.
4. Intramural Champion Shirts are awarded to the champions of the competitive bracket.

Eligibility
1. Any person who has purchased the Full Intramural Membership is eligible to participate in any team activity. The following persons are eligible to purchase memberships:
   a. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.
   b. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.

   *All memberships may be purchased online. To complete your purchase of an intramural membership, you will be required to watch an online video presentation covering the basic policies of the program.*
2. All players must show their valid VT Hokie Passport in order to play. No ID, No Play!
   a. Cards must be readable – unrecognizable pictures, names, or numbers may not be considered valid.
3. Participants may play for only one single-sex team and one CoRec or Open team (when offered).
4. Current varsity athletes may not participate in their sport or allied sport during the academic year. Former varsity athletes must sit out for one semester following their last varsity game before being eligible to play in their sport or allied sport (both summer sessions are considered one semester). No more than three varsity athletes (any combination of current or former athletes) may play on one intramural team.
   a. A varsity athlete is defined as anyone who is on a varsity athletic team roster during the academic year, anyone participating with a varsity squad in an attempt to make a roster, red-shirts, Proposition 48 students, and any scholarship player with eligibility remaining.
   b. Former varsity athletes are defined as anyone who was a varsity athlete (as defined above) at any time within the past five years beginning the semester following their last varsity game.
5. Sport Club members are allowed to participate in their sport or allied sport with a maximum of three total players per team roster (sport specific). For example, an intramural soccer team may only have three club soccer players but may have six members of the field hockey club. Sport club members are defined as anyone whose name appears on the current year’s roster.
6. Current or former professional athletes are ineligible to participate in their sport or allied sport.
7. Team captains are responsible for checking player eligibility for his/her teammates and the players of the opposing team. The Intramural Staff is not responsible for checking player eligibility but reserves the right to impose disciplinary action for players/teams discovered to have ineligible players.
8. Teams found to have one or more ineligible players, will forfeit all games in which the player(s) played.
   a. Teams will have until 5:00pm the next business day after discovered to pay the Forfeit Reinstatement
Fee ($20) in order to remain in the league. If the fee is not paid by the deadline, the team will be removed from the league.

b. If the player(s) correct eligibility issues (e.g., purchase the appropriate membership by midnight the 2nd day after participating), the team will be allowed to remain in the league. Ineligible players may be suspended from play in that sport’s gender classification (i.e., Men’s, Women’s, CoRec) for the remainder of the season.

9. As long as a game is ready to begin by game time, any participant who arrives after that time may participate provided they properly check in (see Roster Policy above).

10. Men/Women are required to play in their specific single-sex divisions when offered unless participating on a CoRec or Open team (e.g., no women in men’s division and vice versa).

**Roster Policy**

1. Players check in for a game Intramural Staff at their field/court for all games.

2. A player must present his/her valid Virginia Tech ID before participating.

3. Additions to the team roster can be made at any point throughout the season.
   a. If a player does not properly check in, he/she is not allowed to participate.
   b. **Practice games do not influence team rosters** – roster additions begin with regular season contests.

3. Roster Switches – after playing for a team, a player may choose to remove him/herself from a roster and participate on another team within the same division (i.e., Men’s, Women’s, CoRec). An individual may not switch rosters if:
   a. They have played on the same team twice
   b. Their team loses in the playoffs
   c. Their team is removed from the league due to forfeit or sportsmanship issues.

4. There is no limit to the number of players a team can on the roster, but teams winning a championship in their division will receive a maximum number of shirts.
   a. If the team has fewer players on the roster, the team will only receive shirts for the players on their roster.
   b. Extra shirts are available for purchase ($8.00/shirt) in the Intramural Sports Office.

**Ejection Procedure**

1. Players, coaches, or fans ejected from intramural contests must **immediately** leave the playing area if requested to do so by Intramural Staff.
   a. Failure to leave may result in forfeiture of the game.

2. Individuals ejected from intramurals should receive an email notification from the Intramural Sports Staff as well as a notification form from an Intramural Sports Supervisor on site. Ejected participants must contact the Intramural Sports Graduate Assistant(s) within 14 days of the ejection.
   a. Failure to do so may result in referral to Virginia Tech’s Office of Student Conduct.
   b. Ejected participants are suspended from participating in all intramural programs and from the use of recreational sports facilities until having met with the Intramural Sports Graduate Assistant(s).
   c. An ejected individual found to be playing with an intramural team prior to meeting with the Intramural Staff may result in loss of intramural privileges for the duration of the academic year.
   d. Self-imposed punishment is not accepted.

3. Ejection meetings are structured around open dialogue to ensure all points of view are represented before any outcome is decided. Therefore, it is in the ejected individual’s best interest that the meeting is conducted in a timely fashion.

*More information on the ejection process can be found in the Participant Policy and Procedure Manual.*

**Forfeits**

1. Teams must have the minimum number of players required to start a game.
a. If a team does not have the required number to start, a 10-minute grace period will begin. A team must have the required number of players by the end of the grace period or that team will forfeit the game.

b. If neither team has the necessary number of players, the game will be recorded as a double forfeit.

2. A team that forfeits during regular season play has until 5:00pm the 2\textsuperscript{nd} business day following the game to pay the \textit{Forfeit Reinstatement Fee} ($20) online. If the fee is not paid by that time, the team will be eliminated from regular season play. The team will be replaced with a team from the waiting list or replaced with another team wishing to play an extra game. If there is not a waiting list, open spots will be filled on a first come, first served basis by contacting teams through Twitter/Facebook or e-mail.

3. A forfeit during the playoffs eliminates the forfeiting team from further competition.

\textbf{Protests}

1. \textbf{Eligibility Protests}
   a. If a team wishes to protest player eligibility, the captain is responsible for notifying a supervisor.
   b. Following an eligibility protest, the game will be played as normal. The Intramural Staff will rule on the protest the following business day and notify both teams of the outcome.

2. \textbf{Rule Misapplication or Misinterpretation Protests}
   a. \textbf{Judgment calls cannot be protested.}
   b. If a team wishes to protest a rule application or interpretation, the captain must notify the Intramural Supervisor immediately, before the continuation of play. The team captain should refuse to continue play until the supervisor arrives and makes a ruling regarding the protest.
   c. If the team captain disagrees with the supervisor’s protest ruling, the team captain should immediately inform the Supervisor that the contest is being played under protest. In that situation, the Supervisor will record all necessary information (e.g., score, ruling, date, time, site number, time remaining in the contest) and file a report with the Coordinator of Intramural Sports.

   **All protests must be filed in writing by the protesting team captain with the Intramural Sports Office by 12:00 noon the day following the incident and accompanied with the Protest Fee ($10). See the Participant Policy and Procedure Manual to find the Protest Form.**

\textbf{Inclement Weather & Cancellations}

1. Decisions concerning game status are made before 4:00pm daily.
2. All decisions made after 4:00pm are made by the supervisor on duty at the activity site.
3. For the most current game status, follow us on Twitter/Facebook (@VTIntramurals)
4. Games cancelled during regular season play will not be rescheduled (unless circumstances permit). The Intramural Sports Office will notify team captains/co-captains if games are rescheduled via email once rescheduling has been completed.

\textbf{Responsibilities of the Captain}

1. Know rules, schedules, and program policies... and pass information along to all team members.
2. Have team members properly check in prior to the scheduled start time with their valid VT Hokie Passport.
3. Encourage sportsmanship with all team members.
4. Act as team representative when discussing rule interpretations and player eligibility with Intramural Staff.
5. Select one MVP from the opposing team following each game.

\textbf{Equipment}

1. Teams are required to bring a white shirt/jersey and a dark-colored shirt/jersey to all games.
   a. The dark-colored shirt/jersey must be a similar shade of color for all team members.
   b. Opposing teams are not allowed to wear similar colors during the game.
   c. If both teams show up with the same color, the captains must determine which team will wear an alternate color. If an agreement cannot be reached, both teams will forfeit the game.
d. Teams playing flag football, 9-on-9 soccer, 5-on-5 basketball, and softball are required to have one- or two-digit whole numbers on their shirt/jersey for administrative purposes.
   i. Player numbers must be distinct from other team members.
   ii. Numbers must be clearly visible from a distance of 10 yards.
   iii. Taping numbers is not allowed.

2. Due to safety risks, all jewelry – except medical alert items – must be removed before play.
   a. Taping over jewelry is not an acceptable alternative to removing jewelry.
   b. If a Supervisor suspects a team member has taped over jewelry, the team member may be asked to remove the tape. If a team member does not remove jewelry or tape, he/she is not eligible to play.

3. Casts (above or below the waist) and braces (above the waist) are not allowed.