Each player must meet one of the following conditions to sign-in:
1) Present their own, valid UF Gator 1 Card before each contest to be eligible to participate.

OR

2) Have a registered FusionIM profile and be part of the team’s roster, in which case they may present EITHER their own, valid UF Gator 1 Card OR a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

Game time is forfeit time.

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the supervisors. The intramural sports staff shall have the power to make decisions on any matters or questions not specifically covered in the rules. The intramural sports supervisors are in absolute control of the contest site.

1. Team Composition

1.1 Each team will consist of four (4) players in the canoe per heat. No gender restrictions. Teams may have as many substitutes as they wish. Four players are required to start the game and avoid a forfeit.

1.1.1 Teams may use an optional 5th player as a “Cannon-baller.” See Section 11 for more details.

1.2 All participants must be on the team’s IMLeagues roster at check-in.

1.3 A team forfeits the heat if they are not present at their pool lane at the announced heat time.

2. Attire

2.1 Players MUST wear swimwear. Life jackets are not required, but will be available upon request.

2.2 Any jewelry that is not an earring with a hoop, a watch, or ridged or pointed jewelry, which in the opinion of the competitive sports staff may cause harm to any other participant may be worn during the contest.

2.3 Any clothing or attire that is ruled dangerous by a game official is prohibited.

3. Equipment

3.1 Each team will receive two (2) buckets, two (2) kickboards, and one (1) cannon ball. Teams can distribute their equipment throughout the team in any order. A team may never possess more than two (2) buckets, two (2) kickboards, and one (1) cannon ball.

PENALTY: Two Penalty Buckets
4. Object of the Game

4.1 Each team attempts to sink their opponent’s canoe by throwing water from their buckets into their opponent’s canoe. The last canoe afloat wins the heat.

5. Gameplay

5.1 Teams begin the heat with four players inside the canoe. A game official will push the canoe from the edge of the pool at the starting whistle.
5.2 Players may throw water with their buckets, kickboards, or hands at their opponents.
5.3 Players may not remove water from their boat.
   PENALTY: Two Penalty Buckets
5.4 Players may not touch an opponent, opponent’s equipment or an opponent’s canoe.
   PENALTY: Two Penalty Buckets
5.4.1 NOTE: Any intentional act of tipping an opponent’s canoe may result in disqualification from the heat or tournament
5.5 Players may pick up lost equipment, but may never possess more than two (2) buckets, two (2) kickboards and one (1) cannon ball.
5.6 Players may not stand in the canoe. Players may sit on the seats of the canoe or sit/kneel on the bottom of the canoe. Players may not kneel on the seats of the canoe.
   PENALTY: Two Penalty Buckets
5.7 Players may not sit on the middle wooden supports of the canoe.
   PENALTY: Two Penalty Buckets
5.8 Players must immediately discontinue action when an official’s whistle is blown.
   PENALTY: Two Penalty Buckets

6. Elimination

6.1 A team is eliminated when:
   a. Their canoe capsizes.
   b. A player falls out of the canoe.
   c. Both sidewalls of the canoe are underwater.
   d. Players refuse to comply with game rules or directions of a game official
   e. A game official rules a team is eliminated due to unsportsmanlike conduct or dangerous play.
6.2 Eliminated teams must immediately exit the pool without touching other canoes, players, or equipment.
   PENALTY: Ejection

7. Penalties

7.1 Penalty Buckets will be used to penalize teams for breaking game rules.
7.2 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 fill up both of their buckets from the pool and dump them into their canoe.
7.3 During the stoppage of play, all players are prohibited from throwing water at their opponents or bailing water from their own canoe.
   PENALTY: Two Penalty Buckets
8. Scoring

8.1 During pool play, teams will receive a set number of points for their finishing position in each heat. First place will receive eight (8) points, second place will receive six (6) points, third place will receive four (4) points, fourth place will receive three (3) points, fifth place will receive two (2) points, and sixth place will receive one (1) point.

8.2 The top two (2) teams from each pool (determined by total points) will advance to the championship heat.

9. Timing

9.1 Heats will continue until one boat remains afloat.

9.2 After each boat is eliminated, the playing area will be reduced in size to encourage active play.

9.3 At the below listed timing marks, Two Penalty Buckets will be issued to each boat remaining:
   a. 10 Minutes
   b. 12 Minutes
   c. 14 Minutes
   d. Every minute after 14.

10. Sportsmanship

10.1 Players shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with officials by any player or spectator and arguments with other teams.

   PENALTY: Two Penalty Buckets or Possible Disqualification

11. Cannon Ballers

11.1 Teams will be allowed one optional extra player who may remain on the pool deck at their team’s starting location.

11.2 The cannon-baller will be allotted one ball at the beginning of the game and may throw any additional balls retrieved by his/her team.

11.3 The cannon-baller must throw the ball underhand.

11.4 If the thrown cannon ball comes to rest in a team’s canoe or a bucket they must receive two penalty buckets.

11.5 Teams may retrieve loose balls in the pool or in their own canoe and return those to their team mate on the pool deck to reuse.

11.6 Teams may not hold more than one ball in their canoe at any time.

   Penalty: Two Penalty Buckets

11.7 Cannon-ballers may not hold more than one ball on the pool deck at any time.

   Penalty: Two Penalty Buckets

11.8 As the pool size shrinks, Cannon-Ballers may move in with the barrier or replace a sunk team’s starting position.