



ASSUMPTION OF RISK STATEMENT

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

RULE 1: ELIGIBILITY

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students and faculty/staff members with Recreational Sports Memberships.
- 2. SOUTHERN MISS ID CARD:** A current Southern Miss ID must be presented to the Supervisor to participate at each Intramural Sports activity.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men's recreational team and a men's fraternity team).
- 4. SIGNED IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

RULE 2: TEAM COMPOSITION

- 1. TEAMS:** Each team will consist of 3 players. A minimum of 2 players are required to start the game.
- 2. CAPTAIN:** Each team shall designate a team captain to make all decisions.

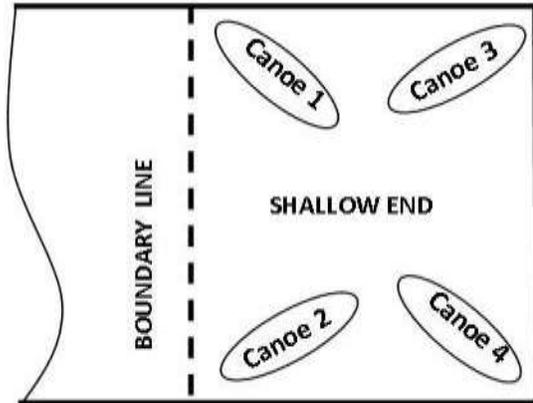
- 3. PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.

RULE 3: DEFAULTS, FORFEITS AND PROTESTS

- 1. FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the game, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Payne Center welcome desk. The captain of the forfeiting team will be suspended from play until that payment is made. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
- 2. DEFAULTS:** If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports office by 12:00 p.m. the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
- 3. PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, they delay shall count as an official's time out. Official's judgment calls cannot be protested.

RULE 4: PLAYING AREA AND EQUIPMENT

1. **PLAYING AREA:** All matches will be played in the Payne Center Pool.



2. **OFFENSIVE ITEMS:** Each player is allowed to bring plastic one item to use as an offensive item. The Intramural Sports program will provide one if needed.
3. **DEFENSIVE ITEMS:** Each team is allowed one plastic defensive item. This item cannot be larger than 2 feet by 3 feet. The Intramural Sports program will provide one if needed.
4. **JERSEYS/SHIRTS:** Teams are encouraged to furnish their own team uniforms. Creativity gets bonus points.
5. **ATTIRE:** Players must wear swim suits and are allowed to wear t-shirts or any athletic clothing over swim suits. No baggy clothing.
6. **EYE PROTECTION:** Eye protection is recommended but not mandatory.
7. **JEWELRY:** No jewelry may be worn. Jewelry must be removed before participating in intramural sports. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted.
8. **BLOOD RULE:** When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed.

***The Intramural Sports Staff has the right to deem certain equipment unsafe or illegal.

RULE 5: LENGTH OF THE GAME AND TIMING

- 1. LENGTH OF THE GAME:** Four teams will play in each heat. Each heat will last until all but one battleship is sunk. There will be boundary resets every ten minutes to move play along.

RULE 6: PLAYING THE GAME

- 1. START OF THE GAME:** The official shall have a captains' meeting before each game, where he/she will remind the players of specific rules and take clarification questions from the captains. Participants will then climb into their respective canoes from the edge of the pool while the canoes are in the loading zones of the pool. Staff will survey all canoes for proper equipment and make sure safety requirements are met.
- 2. FALLING OUT OF THE BOAT:** All players must remain in their boats at all times. Any player who falls out of their boat will be eliminated from that heat and must remove themselves from the playing area.
- 3. POSITION IN THE BOAT:** All players must remain seated and in the same position they were in when the heat started.
- 4. PENALTIES:** Bailing water from your own boat, touching opposing players or boats, and standing in the boats will all be penalized by the whole team filling their buckets and pouring them in their own boat.
- 5. SUBSTITUTIONS:** Substitutions can only be made between heats.

Rule 7: Sportsmanship

- 1. RATING:** Each team will begin the contest with a 4 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.
 - A. (4.0) – Excellent Sportsmanship:** Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.
 - B. (3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the intramural sports staff and/or show minor dissent which may or may not

merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.

C. (2.0) - Mediocre Sportsmanship: Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "C" rating.

D. (1.0) - Below Average Sportsmanship: Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.

F. (0) - Unacceptable Sportsmanship: Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive an "F" rating and the game and season will be forfeited.