

Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants **MUST** have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check imleagues.com/utdallas for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. **NO ALCOHOL, TOBACCO, OR FOOD** allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

Equipment

1. Each team will be provided with 1 canoe, 3 Personal Flotation Devices (PFDs), and 3 helmets. PFD's and helmets must be worn at all times!
2. Buckets will be provided, but may also be brought by individual participants.
3. Shields (garbage can lids, Tupperware lids, etc.) may be used, but will not be provided by Intramural Sports. Shields are used to block water from entering the canoe.

Game Overview

1. Each canoe will consist of 3-person teams.
2. Participants may use a bucket OR a shield, but not both.
3. Buckets may be used to scoop water out of the pool and throw into an opponents' canoe.
4. Buckets may NOT be used to scoop water out of your canoe, throw at opponents, hit opponents, or to push an opponents' canoe.
5. Gaining any unfair advantage by interfering with an opponents' movement of boat or bucket is strictly prohibited.
6. Last boat afloat is the winner. All three teammates must remain in the canoe, with the canoe not fully submerged at the end of the competition. Once a canoe fully submerges, that team is out of the competition, and should move themselves and the boat to the shallow end of the pool.
7. After 3 minutes, the size of the competition area will decrease by half, in the deeper end of the pool. After another 2 minutes, that area will again decrease by half.