

BYLAWS/SWIMMING AND DIVING

9.1 SCHEDULE

The schedule will be a single round-robin schedule

9.2 CHAMPIONSHIPS

9.2-1 The first place teams in boys and girls swimming will receive pennants.

9.2-2 The League champion will be determined by a combination of dual meet "win" points and the League tournament "final standing" points. Results will be as described in General Rule 0.2-2.

a) a dual meet win will be awarded one (1) point

b) A dual meet tie will be awarded ½ point.

c) One (1) point will be awarded for each team that finishes below a team in the post-season meet.

9.3 DIVISIONS

There will be varsity boys and a varsity girls team and Frosh/Soph teams for boys and girls.

9.4 EVENTS

All events shall be as specified in the National Federation Rule Book and by the Sac-Joaquin Section.

9.4-1 The league will comply with the National Federation Rule Book as to the depth of the pool for diving in all league meets.

9.4-2 The Sac-Joaquin Section order of events will be used in all dual meets.

9.4-3 Entry and dive sheets are considered final when the meet begins. Once entry or dive sheets are submitted any changes must include notification of both head coaches before the event takes place.

9.4-4 During swim and dive events, concerns regarding officiating must be addressed to the head referee. Approaching judges will not be permitted.

9.5 LEAGUE CHAMPIONSHIPS

9.5-1 The league meet will be a three-day affair with divers on Thursday, swimming trials on Friday, and swimming finals on Saturday.

9.5-2 Diving will start at 11:00 am on Thursday.

9.5-3 Swimming trials will start at 11:00am on Friday. The finals will start at 9:00am on Saturday.

ELIGIBILITY

9.5-4 A student must be fully eligible under all local school district policies. A swimmer must compete in a minimum of one interscholastic meet to qualify for league sponsored Championship.

ENTRIES FOR LEAGUE MEET

9.5-5 Entries for the league meet must be completed and submitted by the Saturday following the close of the dual meet season by 2:00pm.