How to Start Up a Youth Summer Swim Team

So you want to start a youth swim team in our community? That's a fantastic goal — starting a youth swim team can be a great way to bring families together and build water confidence and fitness in your community!

Step 1: Define Your Vision & Goals

- **Purpose:** Decide what kind of program you want — a fun neighborhood league team, a developmental team, or a competitive USA Swimming/AAU team. Most teams in Just Swim are fun neighborhood teams with a focus on stroke development and gearing up swimmers for the next level.
- **Mission:** Write a short statement (e.g., *"Helping kids learn teamwork, confidence, and fitness through swimming."*)
- **Age range:** Determine the ages or skill levels you'll serve. Just Swim's summer league is for youth ages 4-18 years. The teams in our league serve youth swimmers consistent with Just Swim's age groups.

Step 2: Find out about your community pool. Just Swim has specific requirements in order to host a swim meet.

- Ability to host swim meets. Will your team be able to host other teams for a swim meet?
- Pool must be either 25 yards or 25 meters in length
- One end of the pool should be a minimum of 5 feet for diving.   Pools that do not have one the required depth at one end will not be allowed to dive during a swim meet
- Insurance requirements – will your community add the team to their policy or will the team be required to secure their own insurance policy
- Minimum of one lifeguard is required for all Just Swim meets. Will the team or HOA be responsible for costs associated with lifeguards?

Step 3: Form an Organization – Some HOA communities would like the team to operate as a "committee" under the umbrella of the HOA. Others may prefer that the team be a separate entity. Consult with your community's governing body to determine what direction your team should go.

- **Choose your team's structure:**
  - Neighborhood club under your HOA or community pool – insurance and funding should go through your HOA
  - Independent nonprofit (501c3) — this is common if you plan to apply for grants or sponsors
    - **Register your entity:** File with your state as a nonprofit or LLC.
    - **Get an EIN:** Free from the IRS website (needed for banking and fundraising).
    - **Open a bank account** in the team's name.

Step 4: Recruit Key Volunteers

- **Head Coach:** Oversees practices and meets; ideally has swim experience
- **Assistant Coaches:** For smaller groups or age levels
- **Team Manager/Administrator:** Ideally 2-3 parents who are responsible for handling registration, communication, and logistics
- **Treasurer/Board:** If you're forming a nonprofit
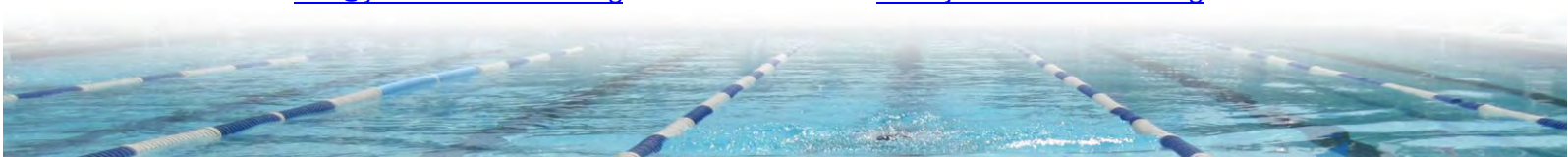
Step 5: Budget and Funding – create a simple budget for your start up team. Key costs to include -

- Pool rental/Lifeguards – will your HOA charge the team for use?
- Coaching salaries/stipends – will your coaches be paid or volunteers?
- Insurance – will your team be under the HOA umbrella or function as their own entity? If on your own, there are tons of options available for youth sports liability insurance. Companies such as **Esports Insurance** and **K&K Insurance** specialize in youth/amateur sports teams/leagues
- Equipment – basic equipment to get started. Our recommendations include:
    - Lane lines – required for swim meets
    - Backstroke flags – required for swim meets
    - Starting blocks – great for practices and meets, but not required
    - Kickboards – great practice aids, not required
    - Pull Buoys – great practice aids, not required
    - Swim Fins – great practice aids, not required (recommend swimmers have their own fins eventually for practices)
- Team t-shirts, suits & swim caps – promotes team unity and cohesiveness. Will the team provide or can families purchase separately?
- Software for meet entries – there are free and paid options available. Just Swim teams are required to use **Swim Manager**, **Team Manager** or **Swimtopia**.

Funding ideas:

- Registration fees
- Fundraisers (raffles, car washes, donations, swimathon)
- Sponsorships from local businesses if you are set up as a nonprofit
- Grants for youth sports or drowning prevention if you are set up as a nonprofit

## Step 6: Set Up Registration and Communication

- Use a platform like:
    - **SwimTopia** or **Team Manager** (for full meet + team management)
    - **Active Network (Swim Manager)** or **SquareSpace** (simpler; online forms + payments)
- Create liability waivers; all swimmers that participate in Just Swim are required to have a liability waiver on file. Just Swim can provide one to your team for your swimmers.
- Collect: swimmer info, emergency contacts, waivers, and fees.
- Create communication channels:
    - Email list or newsletter
    - Team app (like *GroupMe*, *Remind, BAND, sportsYou*)
    - Social media (Facebook, Instagram)

Step 7: Plan Practices

- Determine what pool availability your HOA will give. Some teams practice outside of normal pool hours. Some teams practice during normal pool hours, with only a few lanes for the swim team (the rest of the pool stays available for regular resident use).
- Group swimmers by age/ability and schedule sessions 3–5 days per week.
- Host a small intra-squad meet to give your swimmers the "meet experience" so they understand what comes on a meet day
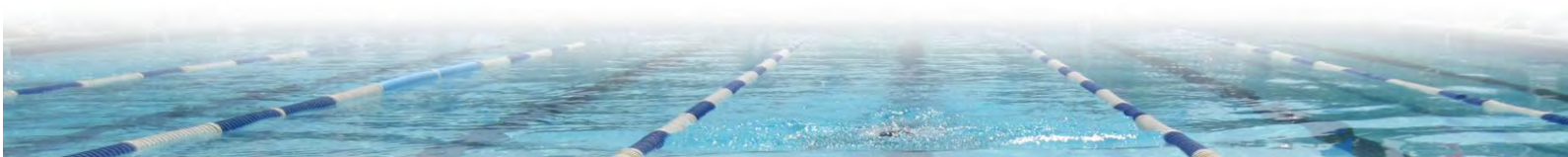
Step 8: Branding and Spirit

- Choose a **team name, colors, and logo**
- Team t-shirts, suits & swim caps – promotes team unity and cohesiveness. Will the team provide or will families purchase separately?
- Order team suits, caps, and shirts.
- Create a simple website or social media page to share updates and photos.

Step 9: Keep Building Community

- Hold parent meetings or team socials.
- Recognize swimmers (e.g., *Swimmer of the Week*).
- Encourage fun, teamwork, and lifelong swimming skills.
- Fundraisers are a great way to introduce the team to and encourage community support, as well as supporting the team
- Share team updates with your community. A great way to promote the team for future season registrations.

Step 10: Confirm your team's participation in the Just Swim summer league

- Just Swim requires a minimum of 10 swimmers to enter a team
- Participating teams are required to submit a nonrefundable $250 team deposit for league commitment, due February 1st each season
- League fees are $32/swimmer; the balance of team fees are due by May XXX with a complete team roster.
- Determine your team's "League Representative" – this person will attend league meetings and be the liaison between the team and the league.
- Just Swim handles the scheduling of all swim meets

It sounds like a lot - and it is…but it is WORTH IT!!!

So you've made it this far and you are still reading…that's GREAT! Keep reading for lots more information on Just Swim and how we operate. You'll find information in this packet on "What to Expect at a Swim Meet', the league policies, fun swimmer traditions, and more…

If you want to talk things through, please reach out to Just Swim and we will set up a time to walk you through the process.

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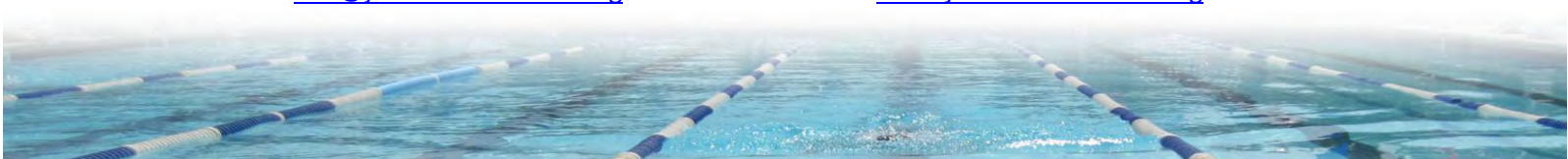
Just Swim Summer Swim League
Updated 2025

POWERED BY WATER.   FUELED BY PASSION.

Just Swim ("JS") is a full service league serving SW Charlotte-area youth summer swim teams. JS was born from two very fundamental ideas: the desire to enhance the meet experience for families who are already participating in summer swim team and the desire to craft a league in such a way to make it accommodating and accessible for new teams to participate. The single biggest hurdle that new teams face is meet administration … a mechanism that can enable greater interest and reduce the burden on volunteer coaches.   To that extent, the League serves as a forum to consolidate resources for use of technology and greater expertise to deliver a streamlined meet experience for participating teams.

I. **TEAM REPRESENTATIVES**
    a. Each team will assign an individual to act as the 'Team Representative' to be the liaison between the team and league, and will be included in the communication group for the league.
    b. Responsibilities include sharing important program updates, meet /host pool details and all other important communication from the league.
    c. Attendance at League meetings. There will be three league meetings held each year; preseason in January/ February, pre-Championship meeting in July and a postseason meeting in August/September.

II. **FEE SCHEDULE – based on each season registration**
    a. All-inclusive League registration fee - $32/swimmer paid to Just Swim Charlotte.
    b. Non-refundable team deposit of $250 due by February 1st to secure placement in league.
    c. Teams unable to host the required three regular season meets will be assessed a one-time fee of $125 to help cover lifeguard costs to teams having to host a fourth swim meet.
    d. Balance of all fees and complete roster due by June 1st
    e. Failure to meet payment deadlines will result in a team's removal from the current season schedule.

III. **POOL – PERMITS, SAFETY & REQUIREMENTS**
    a. Permits
        i. All pools must have current health safety inspections and be permitted for operation in the current season.
        ii. Failure to comply with all state and local codes, permits, and regulations will result in forfeiture of meets.
        iii. JS assumes no liability for incidents arising from non-compliance with these standards.
    b. Equipment
        i. Each team must ensure pool deck and accompanying team-owned equipment is safe and in proper working order prior to each swim meet held at their home pool.
        ii. Equipment found to be faulty and/or unsafe for participants' use upon arrival for a swim meet, may be grounds for cancellation of swim meet with no guarantee of reschedule.
        iii. Water chemical quality found to be outside of acceptable health standards upon arrival for a swim meet may be grounds for cancellation of swim meet with no guarantee of reschedule.
        iv. JS is not liable or responsible for any team-related costs associated with a swim meet that is cancelled for faulty/unsafe equipment, poor/unsafe water quality, or any other host pool related cancellations.
        v. JS assumes no liability for incidents arising from non-compliance with these standards.

   c. Pool Specifications
  i. Host pools must be 25yd or 25m in length and have a minimum depth of 5 ft at one end.
  ii. Host pools should be equipped with lane lines and backstroke flags. Flags should be positioned within 15 from both ends of the pool. Starting blocks are not required.
  iii. Host teams must provide a minimum of one lifeguard (with current certification) for swim meets at their home pool when hosting a meet; lifeguard fees are covered by the home team.
  iv. Kiddie/separate pools, water structures and other pool equipment not being used are off limits during a JS swim meet.

IV. SWIM MEET COMPUTER MANAGEMENT
a. JS operates swim meets on HyTek Meet Manager software
b. Participating teams are required to use compatible Team Manager or Swim Manager software for team Meet Entries.
c. Colorado Champ Start System and electronic Dolphin stopwatches are used to gather more accurate swimmer race times.
d. JS provides a Meet Announcer/Starter and Computer Manager to oversee each swim meet.

V. JUST SWIM REQUIREMENTS
a. Provide scheduling & management for each team's participation in six meets during June & July
b. Provide individuals to serve as Meet Announcer/Starter with electronic starting system for initiating each race and Head Referee
c. Provide Computer Manager to run Meet Manager program to conduct swim meet
d. Provide individuals to serve as meet Clerk-of-Course, Head Timer & Ribbons Handler
e. Clerk-of-Course does not include "chasing", hounding or reminding swimmers to check in for their events
f. All staff aged 18+ will have passed background checks.
g. Swimmers are seated together in teams and are responsible for being attentive to announcements and being present at the designated check-in area when the event is being called. Swimmers failing to report to Clerk-of- Course on time may ultimately miss their event.
h. Provide electronic timing system to collect and record swimmer times from each race
i. Provide software for organizing timing data
j. Build & provide meet programs minimum of 24 hrs prior to scheduled event – posted to JS website
k. Collect & provide results within 24 hours of completed event – posted to JS website
l. Provide location for the Championship Meet
m. Provide merit-based awards for each meet (available no later than 72hrs after meet completion)
n. Heat winner tattoos for each male/female heat winner
o. Personal Best ribbon award (if applicable) for swimmers who achieve lifetime best times on any given event.
p. Star Swimmer ribbon for assisted swimmers who complete unassisted swims
q. Event ribbons are awarded to all swimmers for Event winners throughout the regular season & Championship Meet
r. Provide an equipment reserve fund which can be used for maintenance, replacement and/or expansion of equipment inventory

VI. TEAM REQUIREMENTS
a. Provide a team of at least 10 swimmers.
b. Swimmers are NOT eligible to participate on more than one team in JS per season.
c. Participant ages required for Meet Eligibility are 4 years – 18 years as of April 1st of the current calendar year
d. Provide a team representative that will serve as a point of contact for JS

e. Adherence to JS fee schedule
f. Teams must use either of Hytek's swim programs for team management: Team Manager or Swim Manager
g. Submit meet entries in Meet Entry file format via either Team Manager or Swim Manager by posted deadline
h. Participating teams must have a signed 'Release from Liability to JS for each registered swimmer
i. Provide volunteers for league swim meets:
    i. Tattoo Awarder x 1
    ii. Lane Timers x 3/team for dual meet x 2/team for tri meet
    iii. Assistant to the Clerk-of-Course x 1
    iv. Stroke Judge x 1
    v. Chaperone for 10U swimmers to stay with swimmers in team area
j. Adhere to pool access for home swim meets
k. Availability to host a minimum of three meets during the regular season
l. Teams that cannot host meets will pay an additional $125 fee to assist host teams with Lifeguard costs
m. Meet options - weekday evening (5-9pm), Saturday & Sunday mornings (7-11am)
n. First year teams are not obligated to host a swim meet; in the case all meets are away, said team will present additional volunteers at meets to assist the home teams and will pay the additional $125 to cover costs of lifeguards for teams having to host additional swim meets.
o. Concessions are at the discretion of each host team and not a league obligation.
p. Teams are required to clean up after their swimmers in the designated swimmer area prior to leaving at the completion of the swim meet.
q. Absolutely NO GLASS is allowed inside the pool gates.

VII. **SWIM MEET FORMAT – Applicable to all JS swim meets**
a. All Swimmers will stay with their respective team on deck.
b. Spectators will stay in designated seating areas.
c. Volunteers, Coaches, Swimmers and Meet Staff are allowed on deck.
d. No Coaches or Spectators behind the starting blocks.
e. Clerk of Course will not chase down swimmers who are late to check in for their event.
f. Swimmers that do not report for their event will be marked as NS in the system and will not be permitted to swim in another heat for the missed event.
g. No 'deck-seeding' allowed. Swimmers not entered in their team's Meet Entry file will not be permitted to be added to the Meet Program for ribbon placement on the day of the swim meet.
h. Each swimmer is allowed max 3 Individual Events and 2 Relay Events per swim meet
i. Swimmers are not permitted to 'swim-down' age groups
j. Participant ages required for Meet Eligibility are 4 – 18 years as of April 1st of the current calendar year
k. All meet volunteers are required to attend the Volunteers meeting prior to the start of the meet. Volunteer meeting will be called 15 minutes prior to call of the 1st Event.
l. Official times are recorded by the Lane Timers with the Dolphin Stopwatches, which sync to the main start system. In the event that a lane timer missed a time collection with the Dolphin Stopwatch, the Head Timer will collect the time via their stopwatch. No other method of time collection will be allowed.
m. JS does not score swim meets.

VIII. **ASSISTED SWIMMER DIVISION**
a. Participants ages 4 to 8 yrs that cannot swim one length of the pool unassisted
b. **Individual Event**
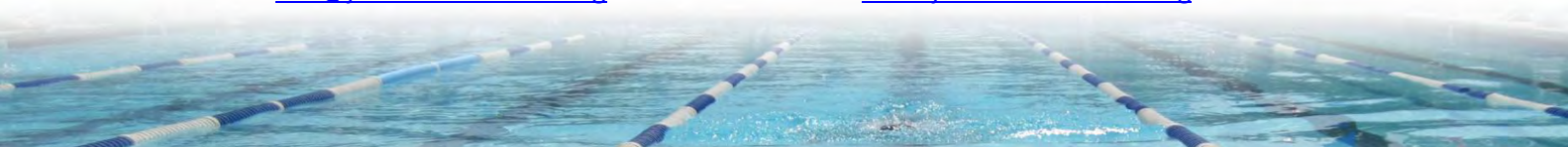
      i. 25 Freestyle
      ii. Participants swim gender combined heats
  c. Relay Events
      i. not eligible
  d. Results reported as gender combined
  e. Star Swimmer ribbons awarded for event completion without being touched by water assistant

IX. 10 & UNDER AGE GROUPS
  a. All tattoos/ribbons/results are gender specific
  b. Regular season ribbons eligibility: Event places 1-6 and Personal Best
  c. Participants swim gender combined heats
  d. Individual Events
      i. Participants ages 4 to 8 yrs that can swim one length of the pool unassisted
      ii. 25 each Freestyle, Backstroke, Breaststroke & Butterfly and 100IM
  e. Relay Events
      i. 100 Freestyle & 100 Medley
      ii. Combination of swimmers from 6U to 10U age group
      iii. Maximum two (2) swimmers from the 9-10 age group per relay
      iv. No regulation on gender for relay entries.
      v. Relay changes can only be made due to a swimmer not in attendance for the current swim meet, or to replace a sick/injured swimmer.
      vi. A replacement must already be in the current meet program.
      vii. A replacement must meet the guidelines above of the relay will be marked as exhibition and not eligible for awards.
      viii. The replacement cannot exceed the max number of swimmer events per meet or the relay will be marked exhibition and not eligible for awards.

X. 11 & UP AGE GROUPS
  a. All tattoos/ribbons/results are gender specific
  b. Regular season ribbons eligibility: Event places 1-6 and Personal Best
  c. **Individual Events**
      i. Participants ages 11-18 yrs that can swim two lengths of the pool unassisted
      ii. 50 each Freestyle, Backstroke, Breaststroke, Butterfly, 100 Freestyle & 100 IM
  d. **Relay Events**
      i. 200 Freestyle & 200 Medley
      ii. Participants swim gender combined heats
      iii. Combination of swimmers from 11-12 to 15-18 age group
      iv. Maximum two (2) swimmers from the 15-18 age group per relay
      v. No regulation on gender for relay entries.
      vi. Relay changes can only be made due to a swimmer not in attendance for the current swim meet, or to replace a sick/injured swimmer.
      vii. A replacement must already be in the current meet program.
      viii. A replacement must meet the guidelines above of the relay will be marked as exhibition and not eligible for awards.
      ix. The replacement cannot exceed the max number of swimmer events per meet or the relay will be marked exhibition and not eligible for awards.

XI. 19 & UP EXHIBITION EVENTS
  a. Entries do not need to be included in Meet Entry file and are exhibition
  b. Can swim on day of meet

c. Participants swim gender combined heats
d. Results reported as gender combined
e. Not eligible for Event awards
f. **Individual Events**
    i. 50 each Freestyle, Backstroke, Breaststroke, Butterfly & 100 IM
g. **Relay Events**
    i. not eligible

XII. **STROKE & TURN JUDGING**

Stroke and Turn Judges work in pairs to observe potential stroke infractions and report those infractions. Both judges must see and agree on the infraction. If both do not see and agree, then there is no disqualification. The swimmer always gets the benefit of the doubt. Stroke & Turn Judges are looking for BLATANT violations. Blatant is defined by JS as stroke violations that are sustained over a period of time during a race in which a swimmer gains an advantage.

Judges will be responsible for completing a disqualification report for a noted infraction. Disqualification reports that are not submitted to the Head Judge before the meet ends, will not be included in the meet results. It is recommended that all volunteers interested in being a stroke and turn judge complete the free online training provide by USA Swimming to ensure proper knowledge of stroke technique and the expectations of a stroke and turn judge.

Weeks 1-3 Stroke Judges will report DQ, but only BLANTANT violations will be officially recorded. Team coaches may DQ their own swimmers if a violation occurs.

Weeks 4+ DQ violations that are noted by two stroke judges will be recorded in the meet results. Effective Week 4, judgments and disqualifications of any swimmer's performance is the sole responsibility of the Stroke & Turn Judges.

XIII. **DQ CRITERIA**
a. **Assisted Swimmers**
    i. Any blatant false start where swimmer leaves the block ahead of the start tone. Small movements will continue to be allowed.
    ii. Assisted swimmers that are touched by their water assistant will be not receive a Star Swimmer ribbon
b. **8 and Under Age Groups**
    i. Any blatant false start where swimmer leaves the block ahead of the start-tone. Small movements will continue to be allowed.
    ii. Swimming the wrong stroke. Anything goes in freestyle
c. **9 - 10 Age Group**
    i. Any blatant false start where swimmer leaves the block ahead of the start-tone. Small movements will continue to be allowed.
    ii. Swimming the wrong stroke. Anything goes in freestyle.
    iii. Breaststroke
        i. Blatant alternate (scissor or flutter) kicking.
        ii. Blatant arms pulling past hip line.
        iii. Blatant two or more underwater pull-outs before surfacing.
        iv. Must touch walls with two hands.
    iv. Backstroke
        i. Blatant flipping over on the stomach before finishing.
        ii. Blatant propelling forward using lane line – we will overlook bumping into the lane line.

iii. More than one stroke on the stomach before turn.
            v. Butterfly
                    i. Blatant alternate kicking.
                    ii. Blatant underwater recovery of arms.
                    iii. Must touch walls with two hands.
      d. **11-and-older Age Groups**
            i. Any event 50 yards or more in length - failure to touch the wall with any part of the body on a turn.
            ii. Any blatant false start where swimmer leaves the block ahead of the start-tone. Small movements will continue to be allowed.
            iii. Swimming the wrong stroke. Anything goes in freestyle.
            iv. Breaststroke
                    i. Blatant alternate (scissor or flutter) kicking.
                    ii. Blatant arms pulling past hip line.
                    iii. Blatant two or more underwater pull-outs before surfacing.
                    iv. Must touch walls with two hands.
            v. Backstroke
                    i. Blatant flipping over on the stomach before finishing.
                    ii. Blatant propelling forward using lane line – we will overlook bumping into the lane line.
                    iii. More than one stroke on stomach before turn.
            vi. Butterfly
                    i. Blatant alternate kicking.
                    ii. Blatant underwater recovery of arms.
                    iii. Must touch walls with two hands
                    iv. Blatant flipping over

XIV. **FALSE STARTS**
      a. **Individual Events**
            i. Leaving their stationary stance/position (leaving their mark) before the start signal/beep is given. One foot must be at the front of the block when they "take their mark".
            ii. Examples:
                    i. Rolling/moving into their start
                    ii. Moving foot position
                    iii. Moving hand position
                    iv. Looking up. This does not include twitching, flinching, or muscles tightening, if these movements do not change the swimmer's stance (position/mark).
      b. **Relay Events**
            i. First swimmer is held to start rules as in an Individual Event.
            ii. Remaining relay members must be touching the block, even if it's just the tip of one toe, when the swimmer in the water touches the wall. They can roll, move, change their starting positions, etc.
            iii. When the judges see the feet completely leave the block, look down to see if the swimmer in the water has touched the wall. If not, this is a false start; the swimmer left the block before the prior swimmer touched the wall.

XV. **CHAMPIONSHIP MEET FORMAT**
      a. Once the Championship Meet Program has been posted to the JS website – no changes will be allowed

b. NO Assisted Swimmer or 19+ Events at the Championship Swim Meet
c. Swimmer must have a recorded time, from the current season, for their Championship Events a minimum of one time.
d. JS maintains the right to question and disallow any entries that do not match with regular season result files.
e. All entries – individual & relay - must have a seed time (remember to calculate you relay times)
f. NT meet entries will not be entered into the Meet Program
g. No exhibition entries in the Championship Meet Program
h. Psych Sheet will be given to coaches.
i. Based on Psych Sheet, not all swimmers entered into Champ Meet may qualify for their events.
j. Top 3 times per team in each event will automatically qualify for the Championship Meet for a total of 24 entries per event. Max of 3 heats per event.
k. If the meet entries for any event fail to produce 3 swimmers from each team (for the total of 24 swimmers), the next fastest swimmers (from top to bottom on the Psych Sheet) will be entered into the event.
l. Each team may enter up to 3 relays (A,B,C) per relay event with one alternate per relay team.
m. Relay alternates must be added to the Meet Entry file.
n. Championship Meet Entry files due Wednesday before the Championship Meet at 5pm. Psych Sheet will be posted the same Wednesday after all entry files have been received.
o. Heat Sheets will be posted by 4pm on the Thursday before the Championship Meet.

XVI. **10 and UNDER AGE GROUPS in Championship Meet**
a. Eligible ages – 4 years to 10 years
b. Individual Events – 25 each Freestyle, Backstroke, Breaststroke & Butterfly and 100IM
c. Relay Events – 10U relays – 100 Freestyle & 100 Medley
d. Participants swim gender combined heats
e. Results reported as gender specific
f. All tattoos/ribbons awarded as gender specific
g. Event Awards - Medals for places 1-3, ribbons for places 4-8 & Personal Best
h. No event placement awarded beyond 8th place

XVII. **11 and UP AGE GROUPS in Championship Meet**
a. Eligible ages – 11 - 18 years
b. Individual Events – 50 each Freestyle, Backstroke, Breaststroke, Butterfly & 100 IM
c. Relay Events – 11+ relays – 200 Freestyle & 200 Medley
d. Participants swim gender specific heats
e. Results reported as gender specific
f. All tattoos/ribbons awarded as gender specific
g. Event Awards - Medals for places 1-3, ribbons for places 4-8 & Personal Best
h. No event placement awarded beyond 8th place

XVIII. **MEDLEY & FREESTYLE RELAYS in Championship Meet**
a. Each team is allowed max 2 relays per event (A, B, relays only)
b. Relay teams C and beyond will not be built into the Meet Program
c. Relays can be gender combined –gender numbers within relays do not matter
d. Each TEAM may submit ONE ALTERNATE (via email with team's Meet Entries file) per relay in case of a NO SHOW SWIMMER on the day of the meet.
e. If alternates are not indicated via email and a relay has a NO SHOW SWIMMER on meet day, that relay will not swim in the meet.
f. If alternates were properly submitted, then the alternate may be placed in the relay to swim as

scheduled.

g. After the substitution has been made, relays still need to adhere to the relay requirements; those that do not will scratch.

h. **10U Relay teams**
  i. Combination of swimmers from 6U to 10U age group
  ii. Maximum two (2) swimmers from the 9-10 age group per relay
  iii. Relays not adhering to the above criteria will not be entered into the Meet Program

i. **11+ Relay teams**
  i. Combination of swimmers from 11-12 to 15-18 age group
  ii. Maximum two (2) swimmers from the 15-18 age group per relay
  iii. Relays not adhering to the above criteria will not be entered into the Meet Program

XIX. **CHAMPIONSHIP MEET STAFF**
  a. **Volunteers**
    i. All Coaches/Volunteers/League personnel will have deck pass.
    ii. Any adult without a deck pass is not permitted on the pool deck.
    iii. Spectators will stay in designated seating areas.
    iv. Swimmers will stay with their teams on deck.
    v. Each team to submit volunteer list when championship meet entries are due
    vi. Timers x 3 per team
      i. Tattoo x 1 per team
    ii. Floater x 1 per team
    iii. Assistant to Clerk of Course x 1 per team
      iv. Stroke Official x 1 per team
  b. **Just Swim Staff**
    i. Meet Announcer/Starter, Clerk of Course, Computer Manager, Ribbons, Head Timer, Head Referee, Security

XX. **CODE OF CONDUCT**

Good sportsmanship is expected from all participating JS teams - including swimmers, coaches, parents, volunteers, spectators and JS meet staff. JS does not tolerate behavioral issues such as, but not limited to bullying, foul language, any sort of physical altercation, or any/all acts that would put the safety of any participant at risk. Individuals found to be in violation of such behavioral issues may be reprimanded and possibly removed from the swim meet and/or asked to leave the premises. Repeated violations from the same individual may result in the individual being suspended indefinitely from participating in any of JS's programs. Suspected behavioral issues should be reported to the Meet Starter and will be addressed by JS meet staff to the Team Representative. If a suspension of participation has been issued, JS will notify teams via the Team Representatives, in writing of any individual that has been suspended from its programs.

XXI. **DISPUTES**

Questions regarding the outcome of any JS swim meet should be initiated in writing and sent to info@justswimcharlotte.org by the Team Representative, within 48 hours of the completion of a swim meet.

info@justswimcharlotte.org   www.justswimcharlotte.org