

COLLEGE SWIMMING LEAGUE

Competition Format & Event Operations

Season 1
Version 7.1

1. Overview

This document outlines the competition format, event structure, and operational framework for College Swimming League ("CSL") matches.

CSL events are designed to deliver a high-quality competitive experience for student-athletes while enhancing presentation, pacing, and accessibility for fans and broadcast.

This document governs Season 1 of CSL competition. A revised document will be issued for Season 2 in 2027.

2. Governing Framework

All CSL competitions will be conducted in accordance with applicable National Collegiate Athletic Association Swimming & Diving rules.

CSL does not serve as a governing body and does not establish rules of competition beyond the format, structure, scoring, penalty, and presentation elements outlined herein.

To the extent any conflict arises, NCAA rules shall control, except where specific format modifications are described in this document.

Competition rulings, including disqualifications, false starts, judging decisions, and honest effort determinations, are administered by certified on-site officials under NCAA rules. CSL-specific provisions — including jackpot scoring, penalty cards, substitutions, Skins stroke selection and entries, and DNS and emergency swimmer administration — are administered by the Game Manager (Section 7.2) in coordination with on-site officials. Officials' decisions are final.

3. Season Structure, League Rankings & Post-Season

3.1 Regular Season

- The CSL regular season consists of six (6) matches featuring twelve (12) participating institutions
- Each institution competes in exactly two (2) regular season matches
- All regular season match groupings are predetermined and published by CSL prior to the start of the season
- Each match follows the standard CSL competition format as described in this document

3.2 CSL Rankings & League Points

League standings are determined by league points earned in regular season matches:

Place in Match	League Points
1st	4
2nd	3
3rd	2
4th	1

- Standings are ranked by average league points per match played and are published weekly throughout the regular season
- Prior to the first match of the season, CSL will publish a pre-season ranking; the pre-season ranking is for presentation purposes only and has no bearing on post-season qualification
- Final standings at the conclusion of the regular season determine post-season eligibility and seeding

In the event two or more institutions are tied in the final regular season standings, the following tiebreakers apply in order:

1. Head-to-head result from the tied institutions' regular season matchup, if the institutions competed against one another
2. Total points scored across all regular season matches
3. Coin flip administered by CSL

3.3 Post-Season Eligibility

Following the conclusion of the regular season, post-season advancement is determined by CSL's final standings:

Final League Ranking	Post-Season Status
1st, 2nd, 3rd	Direct qualification — advance directly to the Championship
4th, 5th, 6th, 7th	Compete in the Wild Card Match
8th through 12th	Season concluded — do not advance

3.4 Wild Card Match

- The Wild Card Match is contested by the four (4) institutions ranked 4th through 7th in the final regular season standings
- The Wild Card Match follows the standard CSL competition format in all respects
- The institution finishing 1st in the Wild Card Match advances to the Championship
- Institutions finishing 2nd, 3rd, and 4th in the Wild Card Match are eliminated

3.5 Championship

- The CSL Championship features four (4) institutions: the three (3) highest-ranked teams from the regular season and the winner of the Wild Card Match
- The Championship follows the standard CSL competition format in all respects
- The institution finishing 1st in the Championship is the CSL Season 1 Champion

4. Meet Structure

4.1 Match Format

- All CSL matches will feature four (4) participating institutions
- Teams will compete simultaneously within a single competition session
- CSL will determine match groupings and schedules in its sole discretion

4.2 Session Format

- Matches will be conducted in a single-session format
- Target duration: two and one-half (2.5) hours
- CSL reserves the right to control meet flow and timing within reason to support broadcast and operational needs

5. Competition Format

5.1 Lane Assignments

- Each institution will be assigned two (2) competition lanes for the duration of the match
- Lane assignments are determined by a randomized draw conducted by CSL in advance of each match; results are published following the draw
- Lane assignments will remain consistent across all events within a given CSL match, including all rounds of Skins and Super Skins (Section 5.8.8)

5.2 Entries & Lane Utilization

- Each institution must enter two (2) swimmers in each individual event, with one swimmer occupying each assigned lane
- Each institution will field two (2) relay teams in relay events, with one relay team assigned to each lane
- Events will be conducted using a consistent lane-based format across all heats

5.3 Seeding & Heat Formation

- CSL events will not utilize traditional seeding by entry time
- Institutions may assign swimmers to either of their designated lanes at their discretion
- Heat structure will prioritize consistent lane assignments by team

5.4 Event Distance Parameters

- The maximum individual event distance will be 500 yards
- All events will follow the same lane-based structure

5.5 Lineups & Substitutions

Lineup Submission

- Final lineups for all events must be submitted to CSL no later than 11:59 PM local time the night prior to the match
- Failure to submit lineups by the deadline will result in CSL determining the lineup on the institution's behalf
- Institutions are bound by any lineup determined by CSL under this provision
- Lineup submissions must designate two (2) default Skins entrants per gender; default entrants are automatically entered in Skins if no Skins entry card is submitted under Section 5.8.3

Injury & Illness Substitutions

- Lineups are final and binding upon submission
- Beyond the strategic substitutions provided for below, substitutions are permitted only in cases of injury or illness
- Substitution requests must be communicated to the Game Manager as soon as reasonably possible
- CSL retains sole discretion to approve or deny any substitution request, and may require medical confirmation in support of any injury or illness substitution request; all decisions are final

Strategic Substitutions

- Each institution is permitted one (1) male and one (1) female strategic substitution per match
- Strategic substitutions must be submitted to the Game Manager no fewer than eight (8) events prior to the affected event, per the standardized event order in Section 5.7; the deadline is the start signal of the event eight places earlier (e.g., a substitution affecting Event 20 must be submitted before Event 12 starts)
- Strategic substitutions affecting Events 1 through 8 must be submitted no later than one (1) hour prior to the published in-venue match start time on the match-day timeline
- Strategic substitutions are in addition to any injury or illness substitutions
- No substitution of any kind is permitted once an event has begun; for this purpose, all rounds of Skins and Super Skins constitute a single event

5.6 Athlete Event Limits

Each swimmer may compete in:

- Three (3) individual events
- Two (2) relay events
- For purposes of these limits, Super Skins counts as one (1) relay event; Skins does not count toward athlete event limits (Section 5.8.3)
- Emergency swimmer deployments under Section 6.9 count toward these limits; an emergency swimmer may not be deployed into a lane that would place them over the limits
- The team-score tiebreaker relay under Section 6.5 is a swim-off, not an event, and does not count toward these limits

Event limits apply to individual athlete participation and do not alter institutional entry requirements per event.

5.7 Event Order

All CSL matches will follow the standardized event order below. CSL reserves the right to adjust sequencing within reason.

- Definition of an event: each numbered event is a single-gender event, defined by one gender and one distance and stroke (or format). Men's and women's races of the same distance and stroke are separate events; the Women's 200 Butterfly (Event 9) and the Men's 200 Butterfly (Event 10) are two events, not one
- A CSL match consists of thirty (30) events. Wherever this document counts events — including the athlete event limits in Section 5.6 and the substitution deadlines in Section 5.5 — each single-gender event counts as one (1) event

Event #	Event
1	Women's 200 Backstroke
2	Men's 200 Backstroke
3	Women's 200 Breaststroke
4	Men's 200 Breaststroke
5	Women's 500 Freestyle
6	Men's 500 Freestyle
7	Women's 4x50 Freestyle Relay
8	Men's 4x50 Freestyle Relay
9	Women's 200 Butterfly
10	Men's 200 Butterfly
11	Women's 100 IM
12	Men's 100 IM
13	Women's 100 Backstroke
14	Men's 100 Backstroke
15	Women's 100 Freestyle
16	Men's 100 Freestyle
17	Women's Skins
18	Men's Skins
19	Women's 200 IM
20	Men's 200 IM
21	Women's 100 Breaststroke

Event #	Event
22	Men's 100 Breaststroke
23	Women's 50 Freestyle
24	Men's 50 Freestyle
25	Women's 100 Butterfly
26	Men's 100 Butterfly
27	Women's 200 Freestyle
28	Men's 200 Freestyle
29	Women's Super Skins
30	Men's Super Skins

5.8 Skins & Super Skins

5.8.1 Overview

- Skins events are elimination-style individual races contested over 50 yards per round; the same stroke is used in every round, with the top finishers advancing to the next round
- Super Skins are elimination-style relay events in which all rounds are contested as a full 200 Medley Relay (4x50); teams are eliminated each round
- Both formats follow the same elimination structure, cumulative scoring system, between-rounds procedures, and tied-place advancement rules. Stroke selection applies to Skins only, as every round of Super Skins is contested as a 200 Medley Relay in fixed stroke order
- For NCAA qualifying purposes, all four rounds of Skins, and Rounds 2, 3, and 4 of Super Skins, are designated as exhibition; times and results from these rounds do not count toward NCAA qualifying standards

5.8.2 Skins Format

- Each round is contested at 50 yards
- The same stroke is used in every round of the event, selected in advance under Section 5.8.3

Elimination structure:

Round	Swimmers	Stroke	Advancement
Round 1	8 Swimmers	Selected stroke	Top 6 advance (unless tied)
Round 2	6 Swimmers	Selected stroke	Top 4 advance (unless tied)
Round 3	4 Swimmers	Selected stroke	Top 2 advance (unless tied)
Round 4 (Final)	2 Swimmers	Selected stroke	Winner

Round interval:

- A 2-minute clock begins at the start signal of each round. The subsequent round begins when that clock expires.

5.8.3 Skins Stroke Selection & Entries

- A single stroke is contested in all four rounds of the Skins event; the stroke may be any of Butterfly, Backstroke, Breaststroke, or Freestyle
- The stroke is selected by the institution winning the corresponding gender's 4x50 Freestyle Relay (Event 7 for Women's Skins; Event 8 for Men's Skins)
- The selection is made by that institution's head coach or designee and submitted to the Game Manager within thirty (30) seconds of the referee declaring the official result of the relay
- Selection procedure: the referee declares the relay result official to the Game Manager; the Game Manager announces the selection window to the winning head coach or designee, starts a visible thirty (30) second clock, receives the selection verbally or by hand signal, and repeats the selection back; the selection is final once repeated back
- The Game Manager receives the selection at a designated position on the pool deck established before the match
- Failure to submit a selection within that window results in the stroke defaulting to Butterfly
- A two-minute (2:00) Skins entry window begins the moment the stroke selection becomes final or, if no selection is submitted, upon expiry of the selection window
- Before the entry window expires, each institution must submit its Skins entry card to the Game Manager, naming the two (2) swimmers it enters; entries are final upon submission
- Entry cards may name any of the institution's fourteen (14) rostered men for Men's Skins, or any of its fourteen (14) rostered women for Women's Skins; Skins participation does not count toward the athlete event limits in Section 5.6
- If an institution does not submit an entry card within the window, its two (2) default Skins entrants designated in its lineup submission (Section 5.5) are automatically entered

5.8.4 Skins — Ties Affecting Stroke Selection

- If a tie for first place in the 4x50 Freestyle Relay affects the stroke selection right, the selection is awarded to the tied institution with the higher team point total at the conclusion of that relay
- If the tied institutions have equal team point totals at that point, the selection is determined by a coin toss conducted by the Game Manager

5.8.5 Super Skins Format

- Each institution fields two (2) relay teams, resulting in eight (8) relay teams total
- Every round of Super Skins is contested as a full 200 Medley Relay (4x50) in standard NCAA stroke order: Backstroke, Breaststroke, Butterfly, Freestyle
- Teams are eliminated after each round; the relay distance and stroke order remain constant throughout the event

Elimination structure:

Round	Teams	Relay Format	Advancement
Round 1	8 Teams	4x50 Medley (BK-BR-FL-FR)	Top 6 teams advance (unless tied)
Round 2	6 Teams	4x50 Medley (BK-BR-FL-FR)	Top 4 teams advance (unless tied)
Round 3	4 Teams	4x50 Medley (BK-BR-FL-FR)	Top 2 teams advance (unless tied)

Round	Teams	Relay Format	Advancement
Round 4 (Final)	2 Teams	4x50 Medley (BK-BR-FL-FR)	Winner

Round interval:

- A 3-minute clock begins at the start signal of each round. The subsequent round begins when that clock expires.

5.8.6 Super Skins Relay Composition

- Each relay team consists of four (4) swimmers, with each swimmer assigned to one stroke leg
- No substitutions from outside the original relay team are permitted for any reason once the Super Skins event begins

5.8.7 Between Rounds — Skins & Super Skins

- All swimmers must exit the pool within thirty (30) seconds after the last finisher of the round touches the wall; the Game Manager keeps the exit clock
- Failure to exit within that window results in a yellow card; there is no disqualification and no loss of points, but the card counts toward a red card under Section 6.6
- In Super Skins, a late-exit yellow card is issued only to the swimmer(s) still in the water when the window expires, not to the entire relay team
- Between rounds, each institution is permitted one (1) coach and one (1) physiotherapist on the pool deck to attend to their athletes, but must vacate the pool deck during the race
- No other personnel may be on deck between rounds
- The provision of coaching and physiotherapy personnel is the sole responsibility of each participating institution
- Swimmers who have been eliminated must return to their institution's designated area before the start of the next round

5.8.8 Lanes — Skins & Super Skins

- Swimmers and relay teams remain in their assigned lanes for the duration of the event
- Lanes vacated by elimination remain empty for all subsequent rounds

5.8.9 Tied-Place Advancement — Skins & Super Skins

- If two or more swimmers or relay teams tie for the last advancing position in a round, all tied participants advance to the next round
- Only the original number of scoring positions are paid out in the subsequent round; no additional points are created by the advancement of extra participants
- Point distribution example: two swimmers tie for 6th place in Round 1; each receives the average of the 6th- and 7th-place point allocations for Round 1. Both advance, resulting in seven (7) swimmers in Round 2. Round 2 still awards points for 1st through 6th only; the 7th-place finisher in Round 2 receives zero (0) points for that round but retains all points earned in Round 1

5.8.10 Same-School Finalists — Skins & Super Skins

- If both finalists remaining for Round 4 represent the same institution, Round 4 is contested as normal
- All standard scoring rules apply

5.8.11 Scoring — Skins & Super Skins

Points are awarded each round and accumulate throughout the event. Every participant in a round earns points according to their finishing place, up to the number of advancing positions plus eliminated positions shown below. Swimmers and relay teams retain all points earned in previous rounds regardless of when they are eliminated. A participant's total contribution to the team score is the sum of points earned across all rounds competed. Skins rounds are weighted as individual events; Super Skins rounds are weighted as relay events.

- Each round is scored independently: a disqualification in any round results in zero (0) points for that round only and does not affect points earned in prior rounds
- A swimmer or relay team disqualified in a round is ineligible to advance from that round
- A swimmer who receives a red card during Skins or Super Skins is removed from all remaining rounds but retains all points earned in prior rounds

Skins scoring (per round):

Round	1st	2nd	3rd	4th	5th	6th	7th	8th
Round 1 (8)	9	7	6	5	4	3	2	1
Round 2 (6)	9	7	6	5	4	3	—	—
Round 3 (4)	9	7	6	5	—	—	—	—
Round 4 (2)	9	7	—	—	—	—	—	—

Super Skins scoring (per round):

Round	1st	2nd	3rd	4th	5th	6th	7th	8th
Round 1 (8)	18	14	12	10	8	6	4	2
Round 2 (6)	18	14	12	10	8	6	—	—
Round 3 (4)	18	14	12	10	—	—	—	—
Round 4 (2)	18	14	—	—	—	—	—	—

Scoring example — Skins:

Round	Place Finished	Points Earned
Round 1	4th Place	5
Round 2	3rd Place	6
Round 3	2nd Place	7
Round 4 (Final)	2nd Place	7
Total		25 Points

In this example, the swimmer contributes 25 points to their institution's overall team score.

5.8.12 Injury — Super Skins

- In the event of injury during Super Skins, if a swimmer is unable to continue, that relay team is withdrawn from all remaining rounds; consistent with NCAA relay rules, a relay may not continue with fewer than four (4) swimmers
- Points earned in completed rounds are retained regardless of withdrawal
- No substitutions from outside the original four-person relay team are permitted under any circumstance once the Super Skins event has begun

6. Scoring

6.1 Individual Event Scoring

All individual events are scored identically, regardless of distance:

Place	Points
1st	9
2nd	7
3rd	6
4th	5
5th	4
6th	3
7th	2
8th	1

- In the event of a tie, each tied swimmer receives the average of the points allocated to the places the tied swimmers occupy (e.g., two swimmers tied for 2nd each receive 6.5 points — the average of the 2nd- and 3rd-place allocations)
- Skins points accumulate across rounds and are added to the institution's overall team score as described in Section 5.8.11

6.2 Relay Event Scoring

Place	Points
1st	18
2nd	14
3rd	12
4th	10

Place	Points
5th	8
6th	6
7th	4
8th	2

- In the event of a tie, each tied relay team receives the average of the points allocated to the places the tied teams occupy
- Super Skins points accumulate across rounds and are added to the institution's overall team score as described in Section 5.8.11

6.3 Jackpot Scoring

CSL employs a jackpot scoring rule applicable to all individual events, relay events, and each round of Skins and Super Skins.

- If a first-place finisher defeats any slower finisher in the same heat by a margin equal to or greater than the applicable event jackpot threshold, the first-place finisher absorbs ("jackpots") the slower finisher's points
- The jackpotted swimmer or relay team receives zero (0) points for that event; the first-place finisher is credited with both point allocations
- Jackpot scoring does not apply between entries representing the same institution. If the first-place finisher's margin over a slower finisher from the same institution equals or exceeds the applicable event threshold, no jackpot occurs between those two entries and both score their finishing-place points normally. Jackpots against entries from all other institutions in the same race are unaffected
- Jackpot thresholds are event-specific, yard-course times. The thresholds for all match events — individual events (Section 6.3.1), relay events (Section 6.3.2), and Skins and Super Skins rounds (Section 6.3.3) — are set out below and are in effect for Season 1
- Jackpot scoring applies to each individual round in Skins and Super Skins; a jackpot in one round does not affect points already earned in previous rounds
- When a swimmer or relay team records a DNS, DNF, or DSQ, the penalized entry is deemed to occupy the lowest vacant place(s) in that race and is automatically jackpotted: no time margin is required, and the winner of the race collects the penalized entry's point allocation(s)
- For this purpose, the winner of the race is the highest-placing entry not disqualified; if two or more entries tie for that position, they share the collected allocation(s) in equal parts
- The same-institution exemption applies per penalized entry: if the winner represents the same institution as a penalized swimmer or relay team, that entry's points are not awarded to anyone

6.3.1 Jackpot Thresholds — Individual Events

The threshold is the margin, in seconds, by which the first-place finisher must beat a slower finisher for a jackpot to occur. The time in the Men's and Women's columns is the operative figure. The percentage column is provided for reference only and records the proportion of a typical winning time each threshold represents.

Event	Reference %	Men (seconds)	Women (seconds)
50 Freestyle	5.8%	1.08	1.22
100 Freestyle	5.4%	2.24	2.50
200 Freestyle	5.4%	4.93	5.39
500 Freestyle	6.2%	15.37	17.03
100 Backstroke	7.0%	3.07	3.47
200 Backstroke	6.2%	6.09	6.76
100 Breaststroke	8.0%	4.04	4.56
200 Breaststroke	7.9%	8.59	9.88
100 Butterfly	6.6%	2.86	3.29
200 Butterfly	7.3%	7.19	8.05
100 Individual Medley	7.7%	3.63	4.14
200 Individual Medley	7.7%	7.59	8.57

- Thresholds vary by stroke because fields spread by different amounts in different strokes; breaststroke and individual medley fields spread further than freestyle fields at the same standard

Example: The jackpot threshold for the Men's 100 Freestyle is 2.24 seconds. Swimmer A wins in 41.39, placing the jackpot line at 43.63. The final two finishers swim 44.20 and 44.85, neither of whom represents Swimmer A's institution; the other five swimmers all finish faster than the jackpot line. The margins are 2.81 and 3.46 seconds, both exceeding the 2.24 second threshold. Therefore Swimmer A earns the 1st-place (9 pts), 7th-place (2 pts), and 8th-place (1 pt) allocations for a total of 12 points. The final two swimmers in that event earn 0 points.

6.3.2 Jackpot Thresholds — Relay Events

Relay thresholds apply to the 4x50 Freestyle Relays (Events 7 and 8) and are calibrated on the same basis as the individual events, measured against a full CSL relay field of eight (8) relay teams (two per institution).

Event	Reference %	Men (seconds)	Women (seconds)
4x50 Freestyle Relay	7.3%	5.45	6.23

6.3.3 Jackpot Thresholds — Skins & Super Skins

- A single threshold applies per stroke and is applied identically in every round of the event, from the opening round of eight through the final; as provided in Section 6.3, each round is jackpotted independently
- Skins rounds use the threshold for the stroke selected for the event under Section 5.8.3:

Skins round (50 yards)	Reference %	Men (seconds)	Women (seconds)
Freestyle	5.8%	1.08	1.22
Backstroke	7.0%	1.43	1.62
Breaststroke	8.0%	1.87	2.11
Butterfly	6.6%	1.29	1.49

- Every round of Super Skins is contested as a 200 Medley Relay and uses the 200 Medley Relay threshold below, applied identically in every round:

Super Skins round	Reference %	Men (seconds)	Women (seconds)
200 Medley Relay (4x50)	7.3%	5.92	6.73

- CSL may revise any threshold in Sections 6.3.1 through 6.3.3 under Section 11.1 following the test event or at any point during the season; any revision will be communicated to head coaches in advance of the affected match

6.4 Team Scoring

- Match scoring is combined: points earned in men's and women's events accumulate to a single team score for each institution
- There are no separate men's or women's team results; each match produces one team score and one match finish per institution
- Points accumulate across all events throughout the match
- The institution with the highest total point score at the conclusion of all events wins the match

6.5 Team Score Tiebreakers

In the event two or more institutions finish with equal overall point totals at the conclusion of the match, the tie is resolved live, immediately following the conclusion of the final event, as follows:

1. A coin toss administered by the Game Manager determines whether the tiebreaker is contested by the tied institutions' men's or women's teams
2. The tied institutions each field one (1) 4x50 Medley Relay of the selected gender, composed of any eligible swimmers of their choosing; the tiebreaker relay is a swim-off, not an event, and does not count toward the athlete event limits in Section 5.6. Red-carded swimmers are ineligible to compete in the tiebreaker relay
3. The institution winning the tiebreaker relay wins the match
4. If the tiebreaker relay results in a tie, the other gender contests a 4x50 Medley Relay under the same terms
5. If still tied, the match is decided by a coin toss administered by the Game Manager

6.6 Disqualifications & Penalty Cards

- Disqualifications are administered under NCAA rules; a disqualification results in zero (0) points for that event
- A DNF (Did Not Finish) is treated as a disqualification

- Exception: a DNF resulting from an injury or medical emergency occurring during the race, as verified by CSL's designated medical personnel, results in zero (0) points for that event but does not carry a card
- A swimmer's first disqualification in a match results in a yellow card
- A swimmer's second disqualification in the same match results in a red card: the swimmer is removed from all remaining events of that match
- Severe infractions — including interference with another swimmer or misconduct resulting in ejection under NCAA rules — result in an immediate red card regardless of prior card history
- Interference: the interfering swimmer receives an immediate red card; the interfering swimmer's teammate in the same heat is disqualified from that race and receives a yellow card
- Honest effort: the referee, and only the referee, may disqualify (yellow card) a swimmer for a lack of honest effort, and only where the lack of effort is clear and obvious; this call is expected to be rare. The honest effort rule does not apply in Skins or Super Skins
- A late pool exit between Skins or Super Skins rounds (Section 5.8.7) carries a yellow card with no disqualification and no loss of points; the card counts toward a red card
- For relay disqualifications, the card is issued to the swimmer who committed the infraction
- Cap infractions (Section 9) result in a disqualification and a yellow card
- Cards apply to individual swimmers only and reset at the conclusion of each match

6.7 Starts

- One-start rule applies
- No recalls
- Exception: in the event of a starting equipment or starter malfunction, the race will be recalled and reswum at CSL's direction; no penalty applies to any swimmer

6.8 Ties Within Events

- Determination of tied results is governed by NCAA rules; point allocation for ties is described in Sections 6.1 and 6.2

6.9 Failure to Compete (DNS)

- A DNS (Did Not Start) occurs when an institution's assigned lane is empty at the start of a race; if the lane is filled — whether by the originally entered swimmer or the emergency swimmer — no DNS has occurred
- A DNS results in zero (0) points for that entry and an immediate red card for the originally entered swimmer, who is removed from all remaining events of that match
- Each institution is permitted one (1) emergency swimmer per match, who may be deployed to fill a lane and avoid a DNS; the emergency swimmer must be named in the institution's lineup submission (Section 5.5) prior to the match
- Every emergency swimmer deployment counts toward that swimmer's event limits under Section 5.6; an emergency swimmer may not be deployed into a lane that would place them over the limits, so institutions should name an emergency swimmer with room under the limits

7. Meet Operations

7.1 Officials & Equipment

- All officiating and timing equipment must be NCAA-compliant

7.2 Game Manager

- CSL will designate a Game Manager for each match
- The Game Manager administers match-day competition logistics on CSL's behalf, including lineups and entries, Skins entry cards and stroke selections, substitution requests, coin tosses, and the CSL-specific scoring provisions in Section 6
- References in this document to the Game Manager include the Game Manager's designee

7.3 Athlete Reporting & Call Room

- Athletes must report to the designated call room no later than five (5) minutes prior to their event
- Failure to report within this window will result in disqualification as follows:
 - Individual events: each swimmer who fails to report 5 minutes prior to the event is individually disqualified; if both swimmers from an institution fail to report, both are disqualified
 - Relay events: the relay team is disqualified

8. Facility & Event Operations

8.1 Team Areas & Deck Protocols

- CSL will designate a team area/team box on the pool deck for each participating institution prior to the match
- Institutions may store equipment and athlete gear within their designated team area for the duration of the match
- Massage and treatment areas will be clearly identified and marked by CSL for each match; the location of these areas may vary by venue
- The race course and surrounding competition area must remain clear of all team equipment, bags, and signage at all times
- Institutions are responsible for ensuring their athletes, coaches, and staff remain within designated areas during competition

8.2 Signage & Banners

- Only CSL event signage is allowed throughout the facility; no team banners or posters are permitted
- CSL event signage may not be obstructed, covered, or removed by any institution or individual
- This includes but is not limited to broadcast backdrops, sponsor activations, timing boards, and any other official CSL or broadcast-related displays
- Any unauthorized signage, posters, or displays in the competition area or broadcast sightlines will be removed at CSL's discretion without notice

8.3 Credentials & Access

- CSL will issue credentials for all coaches, athletes, managers, trainers, administrative staff, officials, and meet personnel
- Credentials are required to access specific areas of the pool deck and competition facility as designated by CSL
- CSL reserves the right to define access zones and restrict movement within the facility based on operational and broadcast needs
- Credentials are non-transferable and must be worn and visible at all times within credentialed areas
- CSL retains sole authority over the issuance and revocation of credentials

8.4 Media

- CSL will designate media areas within the competition facility for credentialed media personnel
- Media credential applications will be administered by CSL and are subject to CSL's sole approval
- Participating institutions agree to make head coaching staff reasonably available for broadcast and media interviews as requested by CSL or its broadcast partners
- All media access to the pool deck and competition areas is subject to CSL and broadcast partner protocols
- Institutions may not arrange independent media access to the competition facility without prior written approval from CSL

9. Uniforms & Cap Designation

9.1 Competition Swimwear

- All competition swimwear must conform to NCAA swimwear regulations and appear on the current World Aquatics approved swimwear list
- Suit branding and design are left to the institution's discretion within these requirements

9.2 Cap Submission

- Each institution must submit primary, secondary, and tertiary cap color options to CSL
- Cap submissions are due no later than one (1) month prior to the start of the season
- Cap assignments will be confirmed by CSL upon receipt and review of all institutional submissions

9.3 Cap Assignment

- Based on the cap submissions, CSL will assign cap colors to each institution
- CSL may adjust assignments for visibility or broadcast purposes; notice will be provided in advance

9.4 Enforcement

- Athletes must compete wearing their assigned cap color
- An incorrect cap will result in disqualification; no exceptions
- Institutions must ensure athletes have their assigned cap and a backup cap available at all times on competition day

10. Appeals & Protests

10.1 Competition Rulings

- Disqualifications, false starts, and all other on-deck competition rulings are administered by certified officials under NCAA rules
- Officials' decisions are final and not subject to appeal

10.2 CSL Administrative Decisions

- All CSL administrative and format decisions — including but not limited to lane assignments, cap assignments, lineup determinations, substitution denials, and stroke selections — are made at CSL's sole discretion

- CSL's determinations are final; there is no formal appeals process for administrative decisions

11. General Provisions

11.1 Rule Modifications

- CSL reserves the right to alter, amend, or supplement any rule or operational procedure in this document at any time
- Notice of any rule change will be communicated to head coaches and designated institutional contacts as soon as reasonably practicable prior to the effective date
- All participating institutions agree to compete under the rules as modified and in effect at the time of each match

11.2 Good Faith Participation

- All participating institutions agree to operate in good faith in accordance with this document and their participation agreements with CSL
- This document governs Season 1 only and will expire at the conclusion of the 2026 CSL season