

SPEED LEAGUE SWIMMING (SLS)

Flagship Individual Competition Format • Rankings System • Event Formats (PUBLIC DOSSIER)

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1) What SLS Is

Speed League Swimming is a race-first, rankings-driven professional swimming league designed to make elite swimming clear, high-stakes, and watchable in a modern arena environment.

Core idea: **every race matters** because every race is a final, every matchup is curated, and every result moves the rankings.

2) Event Model (No "Season"; Numbered Events)

- Events are presented as standalone, numbered cards: SLS 1, SLS 2, SLS 3...
- There is **no traditional season schedule/standings model** required for the product to function.
- Each event updates the state of the league through division rankings and Trident ownership.

3) The SLS Race Format

3.1 Three-athlete races only

- Every race is a three-athlete matchup.
- No heats, no semifinals, no prelims. Every swim is a final with consequences.

3.2 Lane Identity System (Gold / Silver / Bronze)

The three contested lanes are always presented in medal colors:

- **Gold lane:** highest-ranked athlete in the matchup (Champion lane when the Trident holder is present)
- Silver lane: second-highest ranked athlete in the matchup
- Bronze lane: third athlete in the matchup

This creates instant narrative clarity without needing lane numbers.

4) Divisions (12 Total) + Eligible Events (Traditional Only)

SLS is divided into 12 divisions: six Men's and six Women's.

MEN'S DIVISIONS

- 1. **Butterfly Division** traditional Fly events (50 / 100 / 200)
- 2. Backstroke Division traditional Back events (50 / 100 / 200)
- 3. **Breaststroke Division** traditional Breast events (50 / 100 / 200)
- 4. Freestyle Sprint Division traditional sprint Free events (50 / 100/200)
- 5. Freestyle Division traditional Free events beyond sprint (400 / 800 / 1500)
- 6. Individual Medley Division traditional IM events (100 / 200 / 400)

WOMEN'S DIVISIONS

- 1. **Butterfly Division** traditional Fly events (50 / 100 / 200)
- 2. **Backstroke Division** traditional Back events (50 / 100 / 200)
- 3. **Breaststroke Division** traditional Breast events (50 / 100 / 200)
- 4. Freestyle Sprint Division traditional sprint Free events (50 / 100)
- 5. Freestyle Division traditional Free events beyond sprint (200 / 400 / 800 / 1500)
- 6. Individual Medley Division traditional IM events (100 / 200 / 400)

4.1 Division principle (one title chase per discipline)

Each division is designed to create a **single, continuous title pursuit** within that discipline, rather than fragmenting the league into dozens of separate micro-titles.

5) Rankings System (Top 15) + The Trident Championship

5.1 Rankings

- Each division maintains a **Top 15 ranking** (**#1–#15**).
- Rankings are results-driven, not time-driven and update after each SLS event.
- Rankings are presented simply and publicly: **no tier nicknames, no confusing labels**—just rank.

5.2 The Trident

- The #1-ranked athlete in each division holds the "Trident."
- The Trident functions as the division's championship emblem and status marker.
- When the Trident holder races, it is a **Trident defense** (explicit stakes; explicit storyline).

5.3 Rankings apply to ALL event formats

The same divisional rankings and Trident logic govern:

- PPV Race Cards (launch/flagship)
- Race Nights (future expansion format)
- Sprint Nights (future expansion format)

One league continuity, one ladder per division, one title chase per discipline.

6) The Commissioner (Matchmaking Engine + League Authority)

SLS is **matchmaking-driven** like a fight or race card:

- The **Commissioner curates matchups** and builds each card intentionally (stakes, rivalries, narrative clarity).
- The Commissioner controls event programming to ensure every race has meaning:
 - o Trident defenses
 - contender eliminators

- marquee rivalries
- o rising-talent "prove it" opportunities
- Rematches are permitted when demand and stakes justify them.

This is the core difference vs traditional swim meets: SLS is built around **purposeful matchups**, not open-entry heat sheets.

7) Event Formats

7.1 FLAGSHIP FORMAT (Launch Product): PPV Race Card

This is the primary SLS event format at launch.

PPV Race Card (individual competition):

- 15 total races
- Curated like a premium main race card: momentum builds toward the biggest Trident defenses and rivalry matchups.
- Designed for arena pacing, broadcast rhythm, and "every race matters" stakes.

Suggested card architecture (flexible, commissioner-controlled):

- Opening Block (5 races): rising talent + contender pressure
- Mid Card (5 races): ranked matchups, rivalry chapters, "next in line" races
- Main Stretch (5 races): highest stakes, biggest names, Trident defenses / main event

(The Commissioner retains full control of exact sequencing.)

7.2 FUTURE EXPANSION FORMAT: Race Night

Exists as a growth format introduced after SLS is established.

- Short-form card designed to fit ~2 hours
- Typically fewer races than PPV (often 10–12)
- Maintains the same rankings + Trident stakes
- Built to increase frequency and accessibility as the league expands

7.3 FUTURE EXPANSION FORMAT: Sprint Night

Also a growth format introduced after SLS is established.

Short-form card designed to fit ~2 hours

- Typically fewer races than PPV (often 10–12)
- Focuses programming primarily on the league's traditional sprint menu 50m & 100m events)
- Maintains the same rankings + Trident stakes

(Race Night and Sprint Night are format families in the blueprint; PPV is the launch flagship.)

8) Athlete Entry + Contracts

- SLS is invitation-only (elite credentials required).
- Athletes compete under professional agreement with the league.
- Participation standards ensure every matchup is credible and every card is premium.

9) Competitive Integrity

Speed League Swimming adheres to recognized elite competition standards for rules, starts, turns, finishes, and timing. The innovation of SLS lies in its **format, matchmaking, and presentation clarity**—not in altering the fundamental mechanics of how swimming is performed.

9.1 Start Protocol & False Start Rule

SLS uses a one-restart false start protocol designed to preserve competitive tension while maintaining fairness.

- The **first false start** of a race—regardless of which athlete initiates it—results in a **restart** with all three athletes remaining eligible.
- Any **second false start** in the same race results in **automatic disqualification** of the athlete who commits it.

This rule reflects the high-pressure nature of SLS's three-athlete matchups, where psychological tactics and timing play a meaningful role. It allows for controlled gamesmanship while enforcing strict discipline beyond the initial infraction.

All determinations are made by SLS officials in coordination with the Commissioner, and all decisions are final.

9.2 Officiating & Technical Review Systems (Modern SLS Standard)

Speed League Swimming employs a **single on-deck Head Official** supported by a comprehensive, camera-driven adjudication system.

The Head Official oversees:

- race procedure
- start compliance
- application of the false start protocol
- any human-judgment matters requiring on-deck intervention

All other officiating functions are performed through synchronized camera systems, underwater imaging, overhead tracking, timing sensors, and automated review tools, including:

- start validation
- · underwater breakout monitoring
- turn legality
- finish timing and touch confirmation
- lane-line and trajectory violations
- stroke compliance

Video review, slow-motion replay, and sensor data **override any on-deck impressions**, ensuring accurate, objective, and consistent enforcement across all SLS events.

The Head Official certifies all camera-based rulings and issues the final decision. All decisions are final.

10) Quick Glossary (Public)

- SLS #: A numbered Speed League Swimming event (SLS 1, SLS 2, etc.).
- **Division**: One of 12 discipline categories (Men/Women across Butterfly, Backstroke, Breaststroke, Freestyle Sprint, Freestyle, 100 IM).
- **Top 15**: The published ranking list for each division.
- **Trident**: The emblem held by the #1-ranked athlete in a division.
- **Gold/Silver/Bronze lanes**: The league's status-based lane identity system for three-athlete matchups.