

## Mission:

Developing, Improving, and Supporting Competitive Swimming in the Inland Empire

## Vision:

Provide a safe and positive atmosphere for swimmers of all abilities to achieve and sustain lifelong success.

## BYLAWS OF INLAND EMPIRE SWIMMING, INC

Adopted by IES BOD - November 19, 2024

**USA Swimming Approved – November 21, 2024** 

To the extent these bylaws conflict with applicable law, applicable law prevails.

## ARTICLE 1 - NAME, OBJECTIVES, TERRITORY AND JURISDICTION

- 1.1 NAME The name of the corporation shall be Inland Empire Swimming, Inc. (IES).
- 1.2 OBJECTIVES The objectives and primary purpose of IES shall be the education, instruction and training of individuals to develop and improve their capabilities in the sport of swimming. IES shall promote swimming for the benefit of swimmers of all ages and abilities, in accordance with the standards, rules, regulations, policies and procedures of World Aquatics, USA Swimming, and IES and its Articles of Incorporation.
- 1.3 GEOGRAPHIC TERRITORY The geographic territory of IES is as set forth in Article 603 of the USA Swimming Rules and Regulations. IES shall be divided into regions as listed in the IES Policies and Procedures.
- JURISDICTION IES shall have jurisdiction over the sport of swimming as delegated to it as a Local Swimming Committee by USA Swimming to conduct swimming programs consistent with IES's objectives and those of USA Swimming and to sanction, approve, observe and oversee competitive swimming events within the Territory and to conduct competitive swimming events within the Territory, its Region and its Zone (as those terms are defined in Part Six of the USA Swimming Rules and Regulations). IES shall discharge faithfully its duties and obligations as a Local Swimming Committee of USA Swimming in accordance with these Bylaws, the USA Swimming Rules and Regulations and all applicable policies and procedures.
- 1.5 COMPLIANCE WITH USA SWIMMING AGREEMENTS IES shall comply with all agreements between IES and USA Swimming.