POOL RULES



Recreation Pool

- Any child under three years old, any child not toilet trained, and anyone who lacks control of defecation shall wear a water-resistant swim diaper and waterproof swimwear (sold at front desk). <u>https://rules.utah.gov/publicat/code/r392/r392-302.htm#T30</u>
- Children under the age of 9 must be accompanied by a parent or guardian over the age of 16. (They must be present on the deck at all times).
- Children 5 and under must have a parent in the water, within arm's reach, at all times. At a maximum ratio of 1 adult to 3 kids.
- \circ No running
- \circ No diving
- o No flips
- \circ No rough housing
- No throwing kids, or riding on shoulders
- No food in pool- must be on provided tables only
- No glass containers
- No smoking or alcohol
- No fins/ snorkels/ kick boards/ or boards of any kind allowed in the leisure pool
- Tubes are permitted but must float freely through the lazy river
- All people must wear appropriate (family friendly) bathing suit in the pool
- Lifeguards have authority to enforce any and all rules they deem unsafe

Slide Rules

- All sliders must wait at the bottom of the stairs until the person in front of them is in the water.
- \circ Sliders must go feet first, sitting or lying on their back
- No stopping or changing positions in the slide
- Parents CAN slide with young kids
- Parents CAN catch their kids at the bottom of the slide

Hot Tub Rules

- \circ No children under the age of 5 are permitted in the hot tub **STATE LAW**
- Bathers use the hot tub at their own risk outside of normal pool hours
- \circ No diving toys, water guns, or noodles in the hot tub

<u>Lap Pool</u>

- All swimsuits need to be in good taste (must fully cover the intended area, i.e. no thongs)
- All guests in the lap pool must be at least 9 years of age **with intent to swim laps** and accompanied by a parent or guardian of at least 16 years of age.
- Kick boards, fins and buoys must be used appropriately.
- No Diving (unless accompanied by an instructor or coach on staff)