

The Swim Official

Arizona Swimming

Philosophy of Officiating

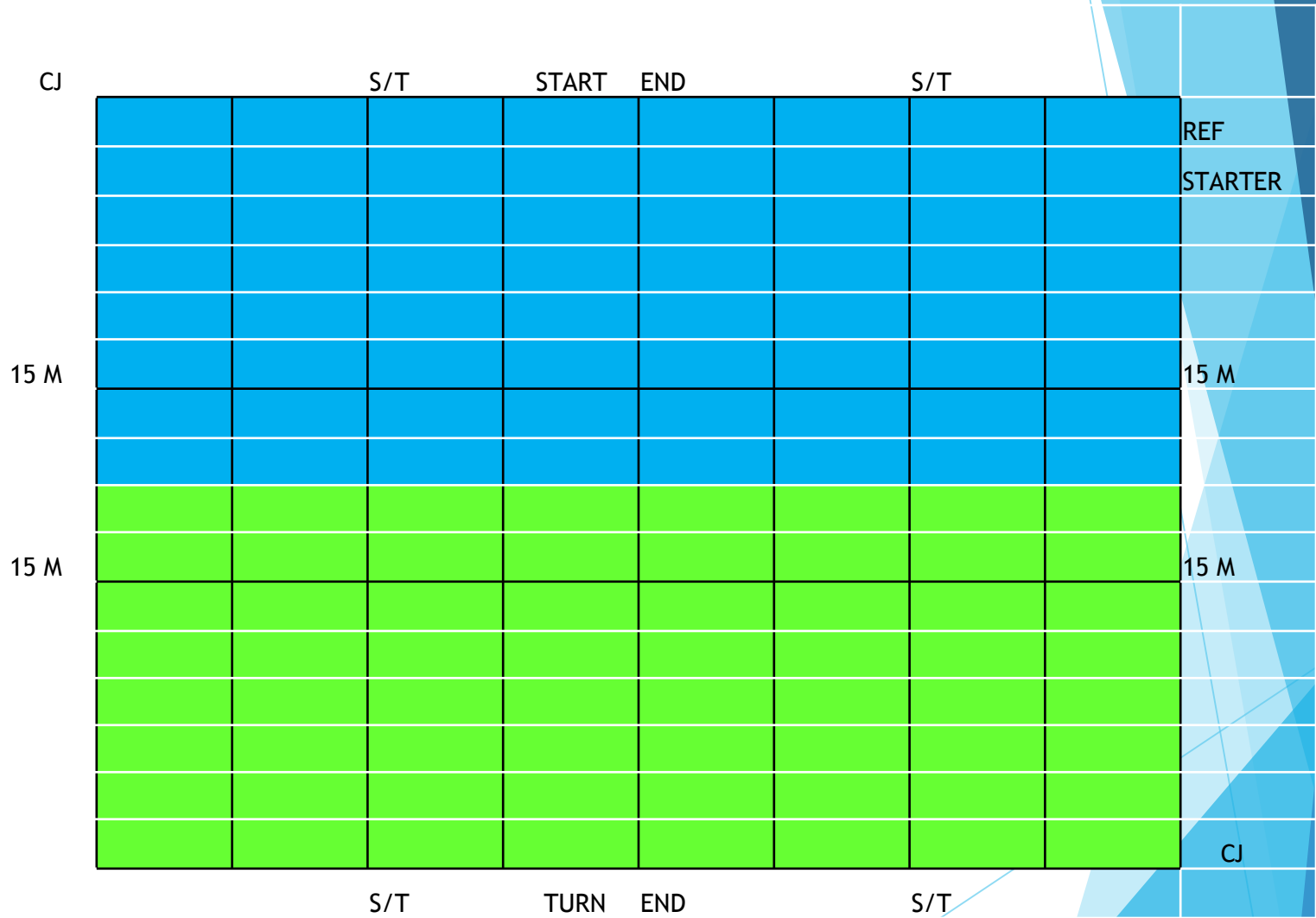
- ▶ To establish, and ensure, an “arena” of competition whereby all competitors compete against each other on a fair and equitable basis
- ▶ Swimmer always gets the “benefit of the doubt”!
- ▶ Penalty of “disqualification” is one of the most severe of any sport
- ▶ Swim officials - all volunteers!

Who's on Deck

- ▶ Meet Director
- ▶ Meet Referee
- ▶ Deck Ref
- ▶ Starter
- ▶ Stroke and Turn Officials
- ▶ Chief Judges
- ▶ Admin Officials
- ▶ C5 Operator – HyTek Operator

Two Seasons

- ▶ Short Course Season
 - ▶ Short Course Pool - 25 yards
- ▶ Long Course Season
 - ▶ Long Course Pool - 50 meters



ADMIN

15 M

15 M

STARTER
R

REF

LAG

LEAD

CJ

S/T

S/T

START
END

TURN
END

S/T

S/T

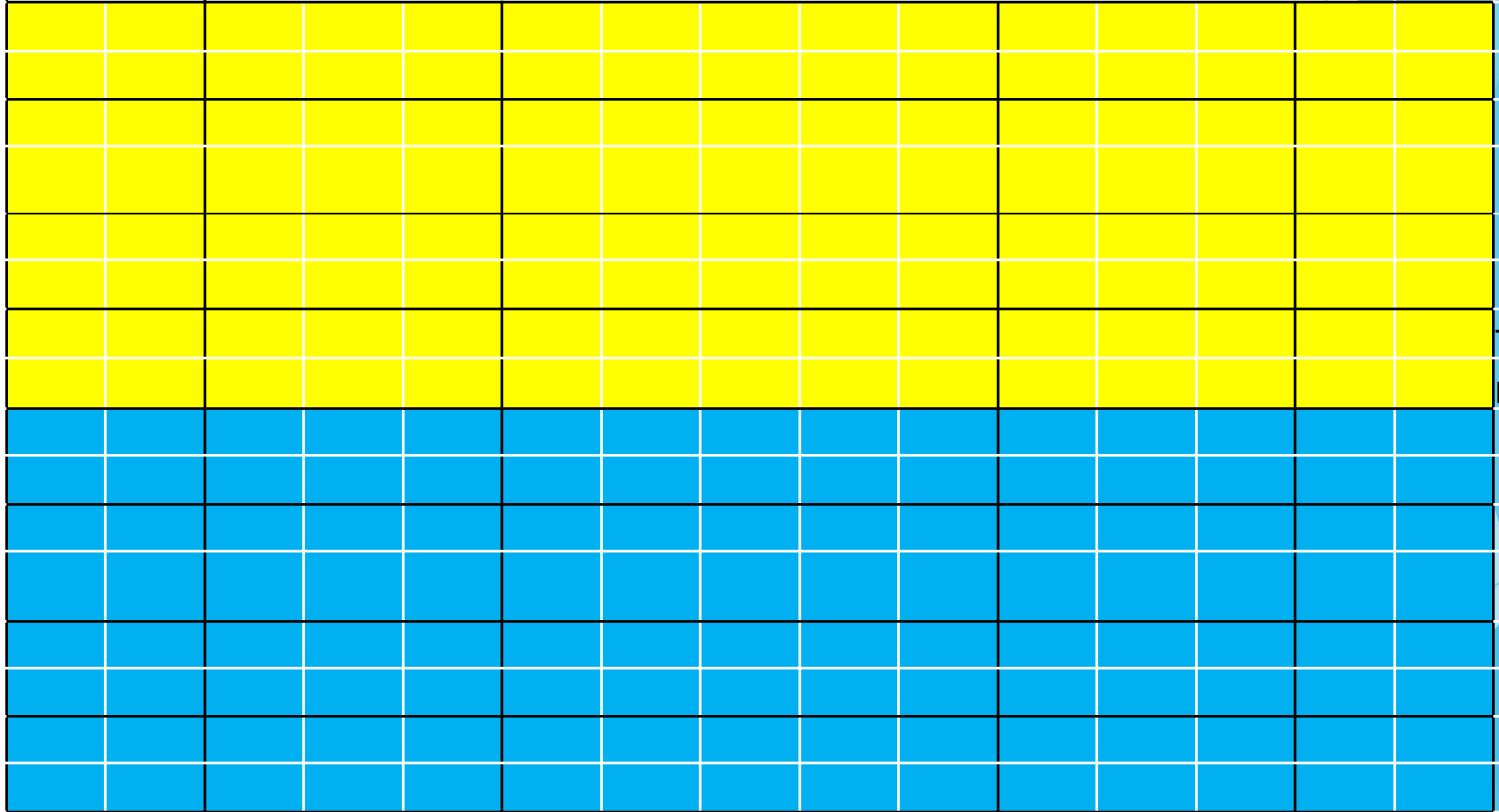
CJ

LAG

LEAD

15 M

15 M



What to Wear

- ▶ **Standard Dress:** White shirt with a collar
Navy shorts or pants
White shoes
- ▶ **Final's Dress:** Navy shirt with a collar
Khaki shorts or pants
White shoes
- ▶ **Meet Referee:** Determines Color Combinations

What Should I Have with Me

- ▶ Certification Card Visually Displayed
- ▶ Short Wave Radio – 2 Separate Channels, Ear piece, Mic to talk into
- ▶ Writing Utensil
- ▶ Sunscreen, Hat, Sunglasses
- ▶ Great Attitude

The Stroke and Turn Official

- ▶ Professional
- ▶ Unbiased
- ▶ Focused
- ▶ Calm
- ▶ Observant
- ▶ Competent

The Art of Judging

- ▶ Observe, do not inspect
- ▶ Be in the right place at the right time
- ▶ Be alert for possible safety issues
- ▶ Work with other judges as a team
- ▶ Read the rules before every meet

Stroke Judge

- ▶ Shall operate on both sides of the pool
- ▶ Walks slightly behind swimmers for all strokes, except freestyle
- ▶ Ensure rules for stroke are observed
- ▶ Report all violation to Referee or CJ

Stroke Judge cont

- ▶ Lead - Lag
- ▶ Positioning
 - ▶ 15 Meter Strokes
- ▶ Jurisdiction
 - ▶ Wall to Wall
- ▶ Watching Multiply Lanes

Turn Judge

- ▶ Shall operate on both ends of the pool
- ▶ Ensure swimmer comply to start, swim, turn and finish rules of stroke
- ▶ Shall report all violations to Referee or CJ

Turn Judge cont

- ▶ Positioning
 - ▶ What is your jurisdiction
 - ▶ How many lanes do you have
 - ▶ Watching empty lanes
 - ▶ What are you watching and when

Definitions

- ▶ Arm--That part of the body that extends from the shoulder to the wrist
- ▶ Body--The torso, including the shoulders and hips
- ▶ Finish--The instant that a swimmer touches the wall at the end of the prescribed distance
- ▶ Horizontal--Parallel to the surface of the water
- ▶ May--Permissive, not mandatory

Definitions

- ▶ On the Back--Position of the body when the shoulders are at or past vertical towards the back
- ▶ On the Breast--Position of the body when the shoulders are at or past vertical towards the breast
- ▶ Propulsive--Having the power to propel
- ▶ Scissor Kick--Use of the top of the instep of one foot and the bottom of the other foot in the propulsive part of the kick
- ▶ Shall--Mandatory

Definitions

- ▶ Simultaneously--Occurring at the same time
- ▶ Touch--Contact with the end of the course
- ▶ Turn--A point where the swimmers reverse or change direction
- ▶ Vertical--Perpendicular to the water surface
- ▶ Wall--Vertical portion of the pool, contiguous surfaces of the deck and overflow gutter, the front portion of the starting block or platform, or the touchpad at the end of the course

“Start”, “Swim”, or “Turn” - *when or where does a call take place?*

- ▶ The start is from the point the swimmer leaves the blocks until the swimmer's head is up.
- ▶ The swim is from the point the head is up until the swimmer initiates the turning motion.
- ▶ The turn is from the initiation of the turn, last stroke in/continuous turning action, until the head is up.
- ▶ The finish is the last stroke in/finish move at the finish.

Technical Rules

- ▶ Freestyle
- ▶ Backstroke
- ▶ Butterfly
- ▶ Breaststroke
- ▶ Individual Medley
- ▶ Relays

Technical Rules- Freestyle

Start

- ▶ Forward start.

Stroke/Kick

- ▶ Any style may be used. Must break surface throughout the race except swimmer may be submerged after start and each turn not more than 15 meters where head must break surface.

Turns/Finish

- ▶ Some part of swimmer must touch the wall at completion of each length or required distance.

Common Infractions- Freestyle

- ▶ Head did not break surface of water by 15 meter mark
- ▶ Walking on/springing from bottom
- ▶ No touch at turn

Technical Rules- Backstroke

Start

- ▶ In water facing start end with both hands on gutter or starting grips.
 - may A) Guttered pool- Feet/toes may be above the water, but not be in, on, above lip, or bent over the gutter at any time before or after start.
 - level. B) Flat wall pads- Feet/toes may be placed above the water level.
 - C) When using backstroke ledges- The toes of both feet must be in contact with the wall

Stroke/Kick

- ▶ Any style as long as swimmer remains on the back. Must break surface throughout the race except swimmer may be submerged after start and each turn not more than 15 meters where head must break surface.

Technical Rules- Backstroke

Turns

- ▶ During turn swimmer may go past vertical to the breast and may utilize a continuous single or continuous simultaneous double arm pull to initiate the turn.
- ▶ Some part of the swimmer must touch the wall at the completion of each length.
- ▶ Shoulders at or past vertical toward back when feet leave wall.

Finish

- ▶ Some part of swimmer must touch the wall while on the back.

Common Infractions- Backstroke

- ▶ Toes above lip of gutter after start
- ▶ Head did not break surface of water by 15 meter mark
- ▶ Shoulders past vertical towards breast
- ▶ Delay initiating arm pull
- ▶ Delay initiating turn
- ▶ Re-submerged

Technical Rules- Butterfly

Start

- ▶ Forward start

Stroke

- ▶ Body kept on breast.
- ▶ Multiple kicks permitted but first arm pull must bring swimmer to the surface.
- ▶ Must break surface throughout the race except swimmer may be submerged after start and each turn not more than 15 meters where head must break surface.
- ▶ Arms, shoulder to wrist, brought forward over water and pulled back simultaneously.

Technical Rules- Butterfly

Kick

- ▶ Simultaneous up and down movement.
- ▶ No alternating, scissors, or breaststroke kicking movements.

Turns/Finish

- ▶ Shoulders at or past vertical toward breast when the swimmer leaves the wall.
- ▶ Touch should be made with both hands separated and simultaneous at, above, or below the water surface.

Common Infractions- Butterfly

- ▶ Head did not break surface of water by 15 meter mark
- ▶ Alternating kick
- ▶ Breaststroke kick
- ▶ Scissors kick
- ▶ Non-simultaneous arms
- ▶ Underwater recovery
- ▶ One hand touch
- ▶ Non-simultaneous touch

Technical Rules- Breaststroke

Start

- ▶ Forward start.

Stroke

- ▶ Body kept on breast.
- ▶ Stroke cycle is one arm pull and one leg kick in that order.
- ▶ Simultaneous arm movement in same horizontal plane.
- ▶ After start and each turn one arm stroke may be completely back to legs. Head must break surface at widest part of second pull.
- ▶ Recovery by the hands from the breast-on, under, or over the water. Elbows under water except last stroke before turn or finish.

Technical Rules- Breaststroke

Kick

- ▶ After start and each turn, prior to the first breaststroke kick, a single butterfly kick is permitted.
- ▶ Movement of the legs shall be simultaneous vertically and horizontally.
- ▶ Feet turned out during propulsive part of kick.
- ▶ No alternating, scissors, or butterfly kick, except as stated, is allowed.

Turns/Finish

- ▶ Shoulders at or past vertical toward breast when feet leave wall.
- ▶ Touch shall be made with both hands separated and simultaneously at, above, or below the water surface.
- ▶ At the last stroke before the turn and at the finish an arm stroke not followed by a leg kick is permitted.
- ▶ Head may be submerged after the last arm pull prior to the touch, provided it breaks the surface of the water at some point during the last complete or incomplete stroke cycle preceding the touch.

Common Infractions- Breaststroke

- ▶ Head did not break surface of water by widest part of second stroke
- ▶ Butterfly kick
- ▶ Scissors kick
- ▶ Alternating kick
- ▶ Arms past hipline
- ▶ Arms not in same horizontal plane
- ▶ One hand touch
- ▶ Non-simultaneous touch

Technical Rules- Individual Medley

Start

- ▶ Forward start

Stroke/Kick

- ▶ Rules for each stroke apply.
- ▶ Must swim $\frac{1}{4}$ of event distance as prescribed in stroke, in order of Butterfly, Backstroke, Breaststroke, and Freestyle.
- ▶ May not swim in the style of the other three strokes during the freestyle leg.

Turns/Finish

- ▶ Intermediate turns conform to the turn rules for the stroke.
- ▶ Transition turns conform to the finish rules for the stroke.

Common Infractions- Individual Medley

- ▶ Swimming more than $\frac{1}{4}$ of the race in the style of butterfly, backstroke, or breaststroke

Individual Medley (IM)

FLY – BACK – BREAST – FREE

Medley Relay

BACK – BREAST – FLY - FREE

Turns

Intermediate turns conforms to **turn rules** of each stroke

Transition turns – incoming stroke finish rules apply
outgoing stroke start rules apply

Must swim $\frac{1}{4}$ of the event distance in required order. During the freestyle leg must not swim in the style of the other three strokes and may not be towards your back during the swim. Additionally after the turn swimmer must be at or past vertical towards their breast prior to any stroke or kick.

Relay Take-Off Judging

- ▶ TOES to NOSE
- ▶ Positioning
 - ▶ Inside/Out 1-4, 5-8
 - ▶ Outside 1-8
- ▶ Recording
 - ▶ O = Good
 - ▶ X = Bad
- ▶ Dual Confirmation

Technical Rules- Relays

Freestyle Relay

- ▶ Freestyle rules apply.
- ▶ Each swimmer must swim $\frac{1}{4}$ of distance.

Medley Relay

- ▶ Rules pertaining to each stroke apply.
- ▶ Each swimmer must swim $\frac{1}{4}$ of event distance as prescribed stroke, in order of Backstroke, Breaststroke, Butterfly, and Freestyle.
- ▶ May not swim in the style of the other three strokes during the freestyle leg.

Takeoffs

- ▶ Swimmer's feet/foot must remain in contact with the starting platform until the incoming swimmer has touched the finish wall or pad.

Common Infractions- Relays

- ▶ Early takeoff
- ▶ Swimming more than $\frac{1}{4}$ of the race in the style of butterfly, backstroke, or breaststroke (if a medley relay)

200 FR Relay			
	EVT	HT	
Lane 1	2	3	4
Lane 2	2	3	4
Lane 3	2	3	4
Lane 4	2	3	4
Lane 5	2	3	4
Lane 6	2	3	4
Lane 7	2	3	4
Lane 8	2	3	4
O = OK		X = BAD	
Judge _____			

How to make a Disqualification

- ▶ Should you observe a violation
 - ▶ Immediately raise hand, straight up
 - ▶ Identify yourself, location and lane
 - ▶ WAIT for Deck Ref to acknowledge you
- ▶ Once acknowledged
 - ▶ Lower your hand
 - ▶ Repeat Lane
 - ▶ Violation
 - ▶ Describe what you saw

DQ SLIP

- ▶ Chief Judges (CJ)
- ▶ Correctly fill out slip
- ▶ Stroke/Turn Official verifies to be correct
- ▶ Stroke/Turn Official prints name
- ▶ Top portion stays with Admin, copy given to swimmer/coach

The End

Thank you for attending
Arizona Swimming