

REFEREE

19 May 2017

This year, the RSL has adopted the option to use computer seeding. Teams must mutually agree to use computer seeding, in writing (e-mail concurrence is acceptable), at least five days before the meet. If computer seeding is used for a meet, The Referee, Starter, Clerk of Course, and Stroke & Turn Judges will be provided with a heat sheet that details which swimmer is in each lane. Swimmers will not have cards for their individual events, they will be brought to the blocks by the Clerks in accordance with the heat sheet. Timers will have lane timer sheets on which to record swimmers' times for their individual events. Only relay teams will continue to use cards for their races. If there is an infraction, the Stroke & Turn Judge will be able to fill out the top portion of the DQ slip with the data from the heat sheet rather than having to track down a card. The Referee should inform the Stroke & Turns during the officials briefing as to whether the meet will be run using Computer Seeding or with our legacy process. If the Referee has to move a swimmer to a different lane for some reason, he will need to ensure that the scorekeepers are aware and should confirm that the timers properly annotated their lane timer sheets.

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1. General

- Ensure a safe competition (know the lightning rule, use safety marshals).
- Enforce “no alcohol”, “no smoking”, “no weapons other than law enforcement officials” rules.
- Ensure a fair competition with an equitable application of rules (give the benefit of any doubt to the swimmer).
- Keep the meet going (every minute wasted is a later finish).

2. Before the season starts:

- Your decisions need to be based on the rules. Know the rules, you are the authority.
- People ask you questions, you resolve disputes and protests (knowing the rules helps to avoid disputes).
- Prepare a picture of your pool for use in explaining to Stroke and Turn judges their placement, jurisdiction and responsibility for relay take-offs.
- Participate in official's clinics yearly.

3. Before a Meet:

- Dress to be easily found.
- Have a copy of the US Swimming Rule book and RSL Rules with you.
- Check pool equipment (starting device, loudspeaker(s), etc.), lane markings, DQ slips, relay take-off slips, and bring your referee's whistle.
- Keep control of the meet, run on schedule, be **LARGE AND IN CHARGE**.
- Assign and Instruct Officials. They, like you, are volunteers, well intentioned and here for the swimmers.
- Know who the RSL Reps are for each team and where they will be stationed during the course of the meet.
- If the qualifications of an official are in question, ask the Team RSL Reps to check the Trained Officials Spreadsheet for verification.

REFEREE

19 May 2017

- (1) Timers (could delegate instructions to reliable Starter or Head Timer)
 - Times determine order of finish, this is a very important job
 - Start and stop with index finger
 - Start on flash (light travels faster than sound)
 - Stop on contact with the wall,
 - actual touch, (not just breaking the plane)
 - any part of the body, don't care if touch is legal!! (see S&T)
 - do not anticipate the touch.
 - Do not "shorten course" for backstrokers. In other words, timers should not attempt to protect a swimmer's head from hitting the wall. This is interference and affects the accuracy of the swimmers time.
 - Check swimmer's name. "What's your name" vice "Are you Johnny?"
 - Put swimmer on block in proper heat (timers' fault or swimmers' fault, burden the timers, avoid DQ of a swimmer).
 - Record times always in the same order.

- (2) Instruct Stroke & Turn Judges:
 - Lane assignments and jurisdiction, uniform coverage, suggest rotating.
 - All calls the same as finals
 - Backstroke turn will be judged using Virginia High School League (VHSL) Rules
 - Any part of the head past the flags, shoulder may rotate past vertical onto breast
 - One single or double arm pull allowed, May NOT start an additional arm pull
 - May kick or glide to wall while on breast
 - May flip or continue to wall
 - Must leave wall on back
 - Butterfly - *all* of the arm must break the surface
 - Breaststroke – A single butterfly kick is permitted following the initiation of the first arm pull and prior to the breaststroke kick.
 - Referee will ask what the judge saw. Looking different is not a DQ.
 - Should be past flags to judge turns and touches, use diagram.
 - Completed DQ slips must be filled out properly. The referee makes sure the yellow copy is given promptly to the appropriate coach and the white copy goes to the scorer. Whether the referee delivers the DQ slips to the coaches or delegates that task to someone else, the coaches need to get their DQ slips promptly so that they have sufficient opportunity to discuss any questionable calls with the referee.
 - Ask to meet the second half or relief judges.

- (3) Relay Take-off judges
 - Dual confirmation must be used.
 - Stroke & Turn Judges on one end and Referee and Starter or Referee and another official at opposite end.
 - Instruct Relay Take-off Judges to complete all relay take-off slips, not just ones when an infraction is observed.
 - Referee collects relay take-off slips and checks for any early take-offs observed

REFEREE

19 May 2017

by both judges.

- Referee should fill out DQ slip for any early take-offs and get Relay Take-off Judges' signatures on the DQ slip.
- Relay take-off slips must be turned in with DQ slip and time card for relay disqualification.

(4) Starter (probably won't instruct before every meet) critical to running on time and ensuring fair starts

- Referee will also recall false starts he observes.
- False start when starter AND referee agree (swimmer DQ'd on second false start).
- How long to hold? Until swimmers are stationary. Stand up if taking too long. Judgment is needed with the younger swimmers.
- Whistle protocol adopted in 2013. Four to seven short whistles to announce commencement of next heat. One long whistle for forward starts, two long whistles for backstroke starts. Outstretched arm to signal turning control over to Starter. Refer to rules for Referee and Starter for clarification as well as Starter training materials.

(5) Clerk of the Course (probably won't instruct before every meet) technical and crowd control, difficult job, critical to running on time.

- If a discrepancy is noticed please contact Referee for decision.
- Contact referee with any questions.

(6) Scorers (probably won't instruct before every meet) may catch problems, last to finish working.

- If a discrepancy is noticed must contact Referee for decision.
- Contact Referee with any questions.

(7) Give runners instructions.

(8) Instruct recall rope person if used.

(9) Meet with coaches

- Does either team want an intermission?
- Notify Referee of any disabilities or special needs of swimmers (Rule 105)
- Unsportsmanlike or unsafe behavior (Rule 102.10.3)
- Coaches can talk civilly to any judge, until it negatively impacts that judge's ability to do their job.

4. During the meet

- Start on time, don't waste time, and finish as early as possible.
- Maintain control of yourself, the meet and everything else - you can't control chaos
- Things that may come up (in no particular order)
 - Only one swimmer on blocks for heat.
 - Check lane timers, to see if they have entries.

REFEREE

19 May 2017

- Check clerk to see if other entries.
- Combine/adjust heats as best you can on the fly; do not let swimmer compete alone.
- Protests - see USS Rules (Rule 102.11) and RSL Rules.
- Thunder and Lightning - see RSL rules. Work with the RSL Reps to determine whether the meet needs to be postponed.
- Observe Stroke & Turn Judges, offer advice/criticism as necessary. Help every volunteer be the best they can be for the swimmers.
- Collect DQ slips from Stroke & Turn Judges. Ask where were you, what did you see, and what rule does that violate or why is that a DQ.
- Stroke & Turn Judge must be able to describe what occurred and why it is a DQ. If the official is unclear, the benefit of the doubt goes to the swimmer and the DQ should not be accepted. If the official presents his observations clearly to the Referee, then the DQ should be upheld, unless the Referee personally observes that it was not a violation or the Stroke & Turn Judge is not able to support their position.
- Deliver DQ slips to coaches as they are collected and confirmed. Do NOT hold until the end of the meet.
- Coach can question Referee on the rule/infraction, Referee would overturn disqualification if judge:
 - cites rules incorrectly (this won't come up if Referee has already questioned every DQ)
 - Swimmer competes in wrong heat
 - Unfair to other swimmers of different age/gender
 - Timers fault or swimmers fault (DQ)
- Confirm the accuracy of the DQ slip. Mistakes can and should be corrected provided the infraction is clear. Any doubt, the benefit goes to the swimmer.

REFEREE

19 May 2017

All certified Referees will be listed on the “List of Trained Officials” spreadsheet. If a Referee is not listed at the time of the meet – then the Referee is not certified to run the meet. Additions, deletions, or modifications to this list should be addressed with the RSL Officials Committee Chair.

RSL Rules Section 10.4 defines the rules and responsibilities of the Referee.

RSL Rules Section 10.8 defines the rules and responsibilities of the Relay Take-off Judge, a responsibility often assumed by the Referee.

Given any discrepancy between the RSL Rules and this document, the RSL Rules shall take precedence.

The RSL Rules are available on the RSL’s official website, www.RSLSwimming.com. Click the “Read More” button under Resources, then the “Read More” button under Training, then select “RSL Rules.” This training document is also available under “RSL Referee.”

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1 **Referee:** At the commencement of each heat, the Referee shall signal to the swimmers by a series of short whistles to remove all clothing except for swimwear and be ready to swim. (Reference RSL Rule 10.4.2.1)

2 **Starter:** After the Referee's series of short whistles signaling the commencement of the heat, announce the EVENT NUMBER, HEAT NUMBER, BOYS/GIRLS, YARDAGE and STROKE. Wait for the Referee's long whistle. (Reference RSL Rule 10.5.4)

3 **Referee:** When the pool is clear and ready for competition with Stroke & Turn Judges in position, the Referee shall signal with a single, long whistle indicating that the swimmers should take and maintain their positions on the starting platform, the deck, or in the water. (Reference RSL Rule 10.4.2.2.1)

4 **Starter:** After the Referee's long whistle, direct the competitors by saying "STEP UP." (Reference RSL Rule 10.5.4.1.1)

5 **Starter:** Wait for the Referee to place the competitors under the Starter's control. (Reference RSL Rule 10.5.4.3)

6 **Referee:** When the swimmers and officials are ready, the Referee shall signal with an outstretched arm to the Starter that the swimmers are now under the Starter's control until the start has been achieved. (Reference RSL Rule 10.4.2.4)

7 **Referee:** The Referee shall keep the arm outstretched until the start has been achieved. (Reference RSL Rule 10.4.2.4.1)

8 **Referee:** The Referee shall retract the outstretched arm to abort the start. (Reference RSL Rule 10.4.2.4.2)

9 **Starter:** After the Referee signals via an outstretched arm that the swimmers are now under the Starter's control until a fair start has been achieved, perform the following: (Reference RSL Rule 10.5.5)

10 **Starter:** Direct the competitors by saying "TAKE YOUR MARK." (Reference RSL Rule 10.5.5.1)

11 **Starter:** Sufficient time should follow this command to enable all competitors to assume a starting position. (Reference RSL Rule 10.5.5.2)

12 **Starter:** All competitors must assume a stationary position prior to the use of the starting device. (Reference RSL Rule 10.5.5.3)

13 **Starter:** Activate the starting device. (Reference RSL Rule 10.5.5.4)

14 **Starter:** Stop immediately any time the Referee retracts his outstretched arm. (Reference RSL Rule 10.5.5.5)

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- 3 **Referee:** When the pool is clear and ready for competition with Stroke & Turn Judges in position, the Referee shall signal with the first of two long whistles indicating that the swimmers should step into the water. (Reference RSL Rule 10.4.2.3.1)
- 4 **Starter:** After the Referee's first long whistle, direct the competitors by saying "STEP IN." Wait for the Referee's second long whistle. (Reference RSL Rule 10.5.4.2.1)
- 5 **Referee:** When all swimmers have surfaced, the Referee shall signal with the second of two long whistles indicating that the swimmers should return to the wall and assume their starting positions. (Reference RSL Rule 10.4.2.3.2)
- 6 **Starter:** Wait for the Referee to place the competitors under the Starter's control. (Reference RSL Rule 10.5.4.3)
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