

DSA SWIMMING DECK REFEREE & STARTER GUIDELINES

We are trying to bring a consistent deck to all of our meets. This will allow our meets to run smoother, faster and help prepare our athletes for champs. Please refer to the Setting the Deck layout on the official web site for placing your people on deck. We would like you to utilize Chief Judges as much as possible. They should be experienced officials who can answer questions, write DQ slips and fill in as Starter, Referee's or Stroke and Turn if needed.

The Deck Referee is in charge of the meet and the pool. This should be the most experienced official on deck; it doesn't have to be the host team's person, but the discussion of who referees and who starts should be left up to the host team. The starter should be a calm, controlling person who understands his role and has a good command of the pool.

STARTER:

The Starter announces the first event, for example, Event #1 Girls 6 and under 25 yard back stroke. There is no need to say how many heats. The Referee will then blow four quick whistles informing the swimmers to get ready to swim. The Starter will then say heat one. After the announcement of heat one, the Referee will blow a long whistle for the swimmers to step up.

If there are multiple heats the Starter will announce the next heat after the Referee blows the four quick whistles. The Starter will say heat two, which is followed by a long whistle from the Referee. This will continue until the last heat is in the water. When the last swimmer in the last heat is half-way to the end of his race, the Starter will announce the next event: Announcing Event #2 Boys 6 and under 25 yard back stroke. Follow the above for the remainder of the meet.

Starter Duties:

1. Takes deck position which affords an optimal view of the starting field.
2. Assists in checking starting field for correct number of athletes in proper lanes.
3. Raises microphone upon hearing long whistle and awaits Deck Referee's extended arm.
4. When the starting field is ready, says "Take Your Mark" in a calm, invitational voice.
5. Completes the start only after all swimmers have assumed an observable stationary position.
6. Circles any false starts on his program, and then approaches the Deck Referee about any possible false starts he may have observed. (See False Start Procedures below.)

DECK REFEREE:

1. Signals “prepare to swim” with the series of short whistles.
2. Checks starting field for correct number of swimmers in proper lanes.
3. Sounds long whistle indicating swimmers should take a position on the blocks, deck, or in the pool. During the backstroke events, a second long whistle is sounded for the swimmers to place their feet.
4. When issues, if any, have been resolved turns control of the swimmers over to the Starter with an extended arm.
5. Circles any false starts on his program, but waits for the Starter to approach him about any possible false starts he may have observed. (See False Start Procedures below.)
6. Signs all DQ slips and sends them to the official table. No DQ will be accepted without the Deck Referee’s signature.

FALSE START PROCEDURE:

1. If the Starter observes that a swimmer started immediately before the starting signal, the race shall continue without recall and lane(s) of the offending athlete(s) shall be noted in writing.
2. The starter should advise the Deck Referee of a “possible false start”.
3. If the Deck Referee agrees that there was a false start, the Starter should show the noted lane number(s) to the Deck Referee without further discussion.
4. When there is agreement on the noted lane(s) by the Deck Referee and the Starter, the Deck Referee shall confirm the false start and implement the meet protocol for handling DQ’s.
5. If a swimmer starts and the starting signal is not given, the Starter should release the rest of the field by saying “please stand”, note the lane that started, and follow 2, 3 and 4 above.

CHIEF JUDGE RESPONSIBILITIES AND CHECKLIST

The Chief Judge is the stroke and turn officials’ mentor. This person is one of the keys to the smooth running of a swim meet. The Chief Judge position may be combined with another stroke and turn assignment if necessary.

DURING COMPETITION:

The Chief Judges are placed inconspicuously at the pool corners. During the free-style events they may be seated as long as they can still view their officials watching the turns.

The Chief Judge's focus is on the officials in his quadrant. When noticing an infraction, the official shall raise a hand immediately at which time the CJ will walk over to the official and ask:

1. What did you see?
2. What is the rule?
3. What is your jurisdiction?

After the Chief Judge hears the answers from the official and agrees with the call, the Chief Judge fills out the disqualification slip and verifies that all the information is correct. The official who made the call signs the DQ form, and then the CJ submits the slip to the Deck Referee for the Deck Referee's signature.

SUMMARY:

Officials should work as a team; we are here for the athletes. Remember, see what you call, and call what you see.