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## Maverick Summer Swim League



## Official's Handbook

2026

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NOTE: Changes from 2025 Rules are underlined

League Address for all correspondence and payments  
**Maverick Summer Swim League**  
**118 Karm Street**  
**Castroville TX 78009**

MSSL Website: <https://mssl.swimtopia.com/>

Official/Coach's Name \_\_\_\_\_

Team \_\_\_\_\_

# MSSL Rules

## #1 Facility, Supplies, Equipment and Organization

### Pool

1. The preferred length is 25 meters or 25 yards.
2. Dark line in the middle of each lane and end wall targets.
3. Visible, numbered lanes from right to left at the starting end of the pool as you look down the course.
4. Water depth - a minimum of 4 feet to allow competitive diving starts. Less than 4 feet, all swimmers **must** start in the water.

### Equipment for Hosting a Meet

5. Starting signal or horn – NO WHISTLES – and a PA system or megaphone to announce events.
  6. Lane timer watches will be Dolphin watches provided by the league. One manual stopwatch is required for the Backup Timer.
  7. A designated ready bench area.
  8. Backstroke flags at the 5-yard mark (or 5-meter for 25 meter pools) at both ends of the pool that are firmly anchored so the flags are at least 6 feet above the water surface.
  9. Floating lane lines anchored to the pool wall.
  10. Fifteen-meter (16.4 yard) mark on the bottom of the pool, on the lane lines, or orange cones placed on side of the pool at both ends.
  11. MSSL DQ slips printed from the web site.
  12. SwimTopia software, computer and printer to run the meet.
  13. Labels for ribbons – 20 or 30 address size labels per page.
  14. A minimum of twelve (12) clipboards for timers, starter, referee, stroke and turn judges.
  15. Second year teams: add starting blocks if possible.
  16. Starting blocks shall be identical and must be anchored to the deck or bulkhead to remain stable at all times. The top edge of the starting blocks may be no more than 30 inches above the water's surface with no more than a 10-degree slope from front to back. The top surface shall be flat and covered with non-skid material. The front edge of the block shall be flush with the pool end wall with a backstroke starting grip parallel to the face of the wall.
  17. Meet place ribbons are supplied by the MSSL.
- Note: Any team not having the appropriate equipment forfeits the right to host home swim meets.

## #2 Team Personnel, Entries, Season and Uniforms

### Entries, Heat Sheets, Lane Timer Sheets

1. Meet entries require using SwimTopia software. All teams merge their meet entries by the league's deadline.
2. The host team e-mails a copy of the merged meet and heat sheet to the visiting team representative(s) and coach(es) at least 24 hours before the meet. Each team is responsible for posting the heat sheet so their parents can download and/or print their own copy. The host team has the option to print and sell heat sheets at the meet.
3. Printed copies of the heat sheet are given to the scorekeeper, Referee, starter, backup timer and stroke and turn judges.
4. The host team prints the Lane Timer Sheets.

### Swimmers

5. Swimmer's age-calculated on June 1<sup>st</sup>.
6. Individual event age groups: (6 and Under) (7-8 / 8 and Under) (9-10 / 10 and Under) (11-12) (13-14) (15-18).
7. Relay age groups: (8 & Under) (9-10) (11-12) (13-18).
8. Swimmers are eligible to participate through age 18.
9. Each swimmer may enter only 4 events but no more than 3 individual events (3 individual and 1 relay or 2 individual and 2 relays). Exhibition swims count as events.
10. Swimmers can swim an individual event above his/her age. For relays, swimmers may not swim up more than two age groups (6 and Under, no higher than 9-10, 7-8 no higher than 11-12).
11. Relay only swimmers are not allowed. Swimmers must be entered in at least one individual event in order to be eligible for relays.
12. Special needs swimmers whose name has been declared to the League President and Meet Referee may swim below his/her age group when appropriate. The swimmer is allowed as an exhibition swimmer earning awards but no team points.
13. A swimmer must be able to swim their age-appropriate distance unassisted.
14. A swimmer may not swim the same stroke/event in more than one age group.

### Team Entry Limitations

15. Dual/Tri Meets: no limits on the number of heats unless the teams mutually agree in advance.

### Relay Events

16. Dual/tri meets – each team may enter 3 relay teams per age group but only 2 may score.
17. Each relay team must be entered with 4 “named” swimmers.

### Entry Procedures

18. Individual entries are final when entries are exchanged. Individual entry changes prior to the meet are limited to changes required by relay changes. **No individual entries may be added prior to the meet** unless mutually agreed by all teams and are limited to available open lanes (no extra heats added).
19. Only relay changes are permitted prior to the meet. If addition of a swimmer to a relay causes him/her to exceed entry limits, coach shall specify which individual event must be dropped.
20. Meet changes must be made in **writing**. Home team changes must be given to the scorekeeper no later than 45 minutes and visiting team no later than 30 minutes prior to the start of the meet. Relay changes (and necessary individual withdrawals) are required; known scratches are encouraged. Written changes **may** be made less than 30 minutes prior to the start **only** if the scorekeeper has time due to the officials' meeting and lane timer sheet corrections.
21. The host team shall run an exceptions report (e.g. Athlete Check-in Report) prior to the start of each meet. The scorekeeper will notify coaches of any swimmer who is entered in too many events and the coaches shall specify from which event(s) the swimmer is withdrawn.
22. If, during the meet, a coach sees that a swimmer is entered in too many events, he/she is required to notify the Meet Referee to get approval to withdraw a swimmer from an event (prior to the swim) without penalty.
23. An exceptions report (e.g. Athlete Check-in Report) should be run after the meet. If a swimmer is shown to be entered in too many events (actual swims and no shows), the scorekeeper will mark the last event(s) the swimmer swims, including relays, as disqualified.
24. Updated heat sheets with changes and scratches should be printed and given to the deck referee and starter. **Do not reseed heats.**

### Fees, Insurance, and Eligibility of Swimmers and Teams

25. The per swimmer fee schedule, including late fees, is established annually by the Board. A League commitment fee of \$100 per team is due at the January board meeting. The remainder is due by the date set in May by the Board. For late joiners that join after the first registration fee due date, the late fee is assessed. The final date for late joiners is set by the Board. Late team registration fees are assessed the late charges set by the Board.
26. All competitive and non-competitive swimmers must be registered through SwimTopia.
27. A swimmer must be on team roster to swim at a meet. First roster is due to League President at the same time in May as the first registration fees. Final team roster and all late joiner fees are due on the date set by the Board. Late rosters are subject to a monetary penalty set by the board.
28. Swimmer cannot swim for more than one MSSL team during a season. Swimmer may not swim/switch to another MSSL team unless approved by the League officers.
29. No swimmer may swim a stroke in an individual or relay event for which he/she has obtained a TAGS or SECTIONAL time in a 200 meter/yard or shorter event before or during the swim season in his/her age group. (Note: Individual Medley is considered a separate stroke.) Swimmers may swim up in a higher age group if they have not achieved the TAGS or SECTIONAL time for the higher age group.
30. Penalty for violation of previous rule is disqualification from the entire meet during which infraction was identified.
31. Team reps/coaches must identify any TAGS/SECTIONAL swimmers to the MSSL President before the first scheduled meet. If a TAGS/SECTIONAL time is achieved during a USA Sanctioned Meet before or during the MSSL Season, it is the responsibility of the swimmer and/or parent to inform team reps/coaches as soon as time is achieved, who will in turn notify the League President.

### Conduct of Coaches

32. Coaches shall conduct themselves in a professional manner.
33. Maintains order of the team's swimmers and spectators.
34. Assures that all swimmers are eligible and listed on the team roster registered with the league.
35. Assures that heat seeding is correct.
36. Coaches and the designated team rep are the **only** persons to make **appropriate protests** with the Meet Referee.

### Training and Certifications of Coaches

37. Coaches must possess the minimum requirement of:
  - A. **Current** Red Cross Lifeguard, First Aid, and Professional Rescuer CPR certifications or
  - B. Water Safety for Swim Coach's certification to include First Aid and CPR.
  - C. Additional preferred requirements may include Water Safety Instructor, Levels 1 and 2 USA Coaches certificates, and a degree in coaching.
38. Teams must have two certified lifeguards and/or USAS certified coaches on deck at all practices.
39. It is the responsibility of each team rep to get a copy of their coaching staff's certifications for the team files. The team rep shall send an e-mail to the league President no later than May 30 stating that all of the team's coaching staff hold current and appropriate certifications.
40. New MSSL head coaches **must** attend one of the league Coaches Clinics and Rules Clinics. Assistant coaches are also urged to attend. Returning head coaches from the previous season **must** attend an annual short refresher Rules Clinic.
41. PLEASE MAKE SPECIAL NOTE: In order to be eligible to compete in high school athletics, swimmers must comply with the University Interscholastic League's (UIL) Amateur Athletic Status Rule (Section 441). It requires students not receive "money or other valuable consideration for participating in a League sponsored school sport".

However, 441 (b) states "Students may accept reasonable fees that do not exceed local prevailing rates for teaching or coaching activities. The UIL Swimming and Diving Manual states: "Valuable consideration is defined as anything wearable, usable or sellable, and includes such items as tee-shirts, hamburger coupons, free or reduced rate tennis racquets, etc."

Essentially this means students may be paid to coach or teach and still maintain their UIL eligibility. However, if a student also competes with the same organization that is paying them to coach or teach, their UIL eligibility could be impacted if they are receiving any form of payment for participating.

### Conduct of Teams

42. A team that withdraws from a regularly scheduled dual meet or from the Division Championship meet is subject to a fine of \$500.00 payable to the MSSL. If a dual meet, half of the fine is paid to the offended team. The entire fine is paid to MSSL if a team withdraws from the Division Championship meet.
43. Fined teams *may* not be permitted to continue in MSSL competition for the remainder of the season, and/or *may* be required to re-apply as a new member the following season.

### Season

44. The first in-the-water practice date is set by the League President or Board.
45. The dual/tri meet schedule is determined by the MSSL President.
46. Should a facility conflict arise, the meet shall be re-scheduled by the host team. If poor water quality is the reason for cancellation, the visiting team may offer its facility to contest the meet in.
47. Meet weeks run Saturday-Friday.

### Uniforms

48. No Technical Suits, as defined in USAS rule 102.8, shall be allowed in any MSSL competition in any age group.
49. At meets, swimmers are not allowed to wear the insignia, logos and/or name of any team (on suit or cap) which they do not represent in MSSL competition. The US Flag and Manufacturer's logos are OK.
50. Swimmers will be asked to remove the cap or turn the cap/suit inside out. Once warned, swimmers refusing to cooperate are disqualified from all of their events.
51. Coverings such as T-shirts may be worn over suits if desired for modesty or sun protection.
52. Body oil is permitted, but if the Referee feels it is excessive, he/she may order the body oil removed.

## **#3 Safety**

1. **Certified lifeguard:** The host team provides a certified lifeguard who has complete authority over safety issues. The guard must be in a guard suit with a first aid kit, lifesaving buoy and whistle. Pools with backboards must have them out and available.
2. **Medical emergencies:** In case of an accident during a scheduled meet, the lifeguard will act as first responder and coaches as second responders. During team practices, a lifeguard or lifeguard-certified team coach will act as first responder and other coaches as second responders.
3. **Electrical Safety:** All permanent or temporary electrical connections to the electronic equipment, starting system, automatic timing system and other such equipment shall be ground-fault circuit interrupter (GFCI) protected. If such receptacles or circuits are not available, portable UL approved self-contained type GFCI outlet fittings shall be provided at the non-protected convenience receptacles by the meet director or equipment operator whenever the equipment is connected and in use.
4. **Baby pools:** **must** be closed during a meet and practice unless an assigned lifeguard is on duty for that area of the pool.

- Teaching Racing Starts:** Minimum water depth for teaching racing starts in any setting from any height starting block or the deck shall be 6 feet measured for a distance of 3 feet 3 ½ inches to 16 feet 5 inches from the end wall when possible.
- Photographs:** Taking photographs from behind the blocks during the start of a race is not permitted.

## #4 Meet Management

### Event Orders for Dual, Tri, Championship, and All-Star Meets

Girls #	Age Group	Distance and Stroke	Boys #
1	8 & Under	100 Medley Relay	2
3	9 - 10	100 Medley Relay	4
5	11 - 12	200 Medley Relay	6
7	13 - 18	200 Medley Relay	8
9	6 & Under	25 Freestyle	10
11	7 - 8	25 Freestyle	12
13	9 - 10	25 Freestyle	14
15	11 - 12	50 Freestyle	16
17	13 - 14	50 Freestyle	18
19	15 - 18	50 Freestyle	20
21	8 & Under	25 Breaststroke	22
23	9 - 10	25 Breaststroke	24
25	11 - 12	50 Breaststroke	26
27	13 - 14	50 Breaststroke	28
29	15 - 18	50 Breaststroke	30
31	10 & Under	100 Ind. Medley	32
33	11 - 12	100 Ind. Medley	34
35	13 - 14	100 Ind. Medley	36
37	15 - 18	100 Ind. Medley	38
39	6 & U	25 Backstroke	40
41	7 - 8	25 Backstroke	42
43	9 - 10	25 Backstroke	44
45	11 - 12	50 Backstroke	46
47	13 - 14	50 Backstroke	48
49	15 - 18	50 Backstroke	50
51	8 & Under	25 Butterfly	52
53	9 - 10	25 Butterfly	54
55	11 - 12	50 Butterfly	56
57	13 - 14	50 Butterfly	58
59	15 - 18	50 Butterfly	60
61	8 & Under	100 Freestyle Relay	62
63	9 - 10	100 Freestyle Relay	64
65	11 - 12	200 Freestyle Relay	66
67	13 - 18	200 Freestyle Relay	68

- Every league meet is to be contested in the correct order – no additions, deletions (unless there are no entries), or modifications. Combining events with limited swimmers into a single heat is allowed.
- Heats shall be seeded and swum from slowest to fastest.
- Unless mutually agreed prior to the meet, all teams will be allowed equal time for warm up using the entire pool. The host team will have the first warm up followed by the visiting team(s).

## #5 Timing

### Lane Timers

- Lane timers ensure the correct swimmer competes in the proper heat and lane. It is ultimately the swimmer's responsibility to be at the right place and time for their event.
- Lane timers are expected to promptly inform the Referee by raising the hand when the wrong swimmer is in his/her lane.

### Official Time

- The official time shall be recorded to the hundredth of a second.
- Meet Maestro in conjunction with the Dolphin Timing System will determine the official time. If 3 times are entered, Meet Maestro will select the middle time. If only two times are entered, Meet Maestro will average the two times rounded to the **slower** hundredth.

### Timing

- Three (3) timers are required for each lane. Each team is responsible for providing half of the timers needed at a dual meet. At tri meets, each team will provide 1/3 of the timers needed for the meet.
- The Dolphin System automatically starts each watch at the flash/sound of the starting device. The timer shall stop the watch when any part of the swimmer touches the finish end.

## #6 Scoring and Ribbons

### Automated Scoring, Manual Scoring, and Meet Management

- Teams must have Meet Maestro and SwimTopia software to run a meet.

### Scoring Systems Dual Meets

Place	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
Individual	7	5	4	3	2	1
Relay	14	10	8	6	0	0

### Scoring Systems Tri Meets

Place	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
Individual	10	8	7	6	5	4	3	2	1
Relay	20	16	14	12	10	8	0	0	0

- Scoring: for individual events, only 3 swimmers per team can score. For relay events, 2 relays per team can score.
- Ties: When two or more swimmers tie, the points of the places involved shall be added together and divided equally among the tied participants. Example: two swimmers tie for 2<sup>nd</sup> place – points scored of 5 and 4 are added and divided by 2, with each swimmer earning 4 ½ points. The next place finisher is 4<sup>th</sup>.
- Interrupted Meets: the following policies will apply when meets are interrupted for bad weather or other unforeseen events. (Refer to the Pool Safety Checks guidance at the end of the handbook for more details on establishing an inclement weather policy for your pool).
  - If event 38 has been completed, the meet score will stand.
  - If event 38 has not been completed, the meet may be rescheduled but is not required.
  - If the meet is delayed for more than an hour before event 38 is completed, then the meet will be postponed until a later date.
  - Both teams shall agree upon a date and time to reschedule the meet at the time the postponement is announced. If not rescheduled, the score will be recorded as a zero-to-zero tie. If the meet is rescheduled, then the meet and score will continue from the point where the postponement occurred.

- Entries shall remain as they were at the time of the original exchange unless all participating teams agree to allow changes.
5. Any points scored by an ineligible swimmer shall be subtracted from the offending team's total and added to the offended team's total. An ineligible swimmer is defined as a swimmer whose name does not appear on the official team roster filed with the league.
  6. Power or computer failure: Continue running the Dolphin equipment as usual and writing the times on the lane timer sheets. **Note:** The home team needs to continue having the Dolphin laptop console plugged in or the watches will malfunction. The hand-scored meet data will be transferred to the Meet Maestro software and the meet results will be given to both teams within 48 hours after the meet ends.
  7. Meet Referee shall verify the score is correct and sign score sheet thus establishing the Official Results. The Official Results shall not be changed unless, within 24 hours after completion of the meet, a team representative brings to the attention of the Meet Referee or an MSSL officer an error which affects the outcome of the meet. If errors are found that affect awards but do not change the outcome of the meet, teams may provide additional awards to affected swimmers.
  8. The host team is responsible for submitting the final results to SwimTopia within 24 hours of the meet's conclusion.

### Ribbons

9. Place ribbons are awarded based on the final meet results; in the event of ties, each swimmer is awarded the higher place. The scorekeeper shall print the ribbon labels at the end of the meet by team name & athlete. Each team shall individually affix labels to ribbons provided at the beginning of the season.
10. In dual meets, ribbons are awarded for 1<sup>st</sup> – 6<sup>th</sup> place for individual and relay events. In tri meets, ribbons are awarded for 1<sup>st</sup> – 9<sup>th</sup> place for individual events and relay events.
11. Ribbon labels shall be printed with age group, event, time, date and opponent during the meet and given to the coaches at the meet's conclusion.
12. Heat ribbons are at the discretion (and cost) of any team choosing to provide them.

## #7 Officials' Duties and Technical Rules

### Introduction

1. USA Swimming Rules for strokes, starts and relays shall apply for all MSSL meets. While the MSSL does make some minor exceptions or modifications, the USA Swimming Rules are the final authority in any matters not specifically covered by this document. The applicable rules are reproduced in Appendix I. MSSL does not require backstroke turning action to be "immediate continuous" (See Appendix 1 – 101.4.3).
2. All referees, starters, and stroke and turn judges must attend an annual MSSL re-certification training class. Officials with current certification from recognized swimming organizations such as USA Swimming and TISDO may participate at their current level of certification without attending the MSSL training.
3. All officials (referee, starter, stroke judges) must be present 30 minutes prior to the meet wearing dark blue or navy pants/shorts/skirt, white shirt and league-issued name badge. Officials are not allowed to wear team shirts. Failure to wear appropriate clothing will result in a judge's inability to officiate at the meet.

### Officials' Requirements

4. All officials shall report immediately to the Meet Referee. The host team arranges for the Meet Referee and Starter. Each team is responsible for providing stroke and turn judges.
  - A. Under severe manpower constraints, the Referee and Starter's duties can be assumed by the same individual, although is not recommended.
  - B. Stroke and or turn judges may not be coaches from either competing team.

### Enforcement of the Rules

5. All MSSL competitions will be conducted in accordance with current MSSL League Rules.
6. The start, stroke, and finish rules for **six and under** age group need not be rigidly enforced. However, if the Referee feels that a significant, unfair advantage is being obtained through gross violation of the rules, especially in the backstroke events, a DQ will be made. The key words in this section are "unfair advantage".
7. No **six and under** may be entered in a meet if they need assistance.
8. The start, stroke, turn and finish rules must be uniformly and consistently applied to all other age groups.
9. Video equipment cannot be used to verify or dispute any officiating decisions made during any meet.

### Starting Safety Issues

10. Water Depth vs. Starting Block Height: Water Depth at starting end must be 48 inches or more to use starting blocks or to start from the pool deck. If the pool depth is less than 48 inches, all swimmers must start in water. This rule also applies for relay starts at the other end of the pool (starting end for the 2<sup>nd</sup> and 4<sup>th</sup> relay swimmers of 100 yard/meter relays).
11. When one or more starting blocks are not securely anchored to the pool deck, all swimmers must start in the water or from the deck.
12. It is the Meet Referee's responsibility to determine the security of the starting blocks before the start of the meet. This is an important safety matter.

### Starting Procedures

13. The MSSL Whistle Starting Procedure described below is consistent with the current USA Swimming Rules.
14. Step-by-Step Whistle Start Procedure
  - **Referee:** *4 to 6 whistle blasts.* The whistle blasts signify that it is time for the next heat to get ready to step onto the blocks or into the water. These should generally occur as the slowest swimmer in the previous heat finishes.
  - **Starter:** for the *first heat* of an event announces event number, age, gender, distance, stroke and heat. Example: "Event 15, 11-12 Girls 50 yard Freestyle, Heat 1" for *subsequent heats* announces heat number only. Example "Heat 2"
  - **Referee:** *1 long whistle blast.* This is the signal for the swimmers to step onto the blocks or into the water. This whistle should occur as the previous heat is clearing the water.
  - **Referee:** *Additional long whistle blast if backstroke or medley relay.* This is the signal for the swimmers to return to the wall and to position their feet.
  - **Referee:** When all the swimmers are on the blocks with at least one foot at the front of the blocks/at the wall and he/she is satisfied the pool is clear and timers are ready, fully extends arm towards the Starter. This signals that the heat is closed and the swimmers are now under the control of the Starter.
  - **Starter:** *"Take your marks."* When all the swimmers become stationary, *sound the starting signal* "BEEP".
  - Swimmers swim...
15. Swimmers who arrive to compete after the Referee closes the heat will not be allowed to swim and are disqualified from that race. (The Referee may waive this rule if the late arrival was not the fault of the swimmer.)
16. On the Starter's command "Take your marks," the swimmers immediately assume a legal starting position. For forward starts, one foot must be at the front of the block or at the pool edge. For forward starts in the water, the swimmer must have one hand and both feet in contact with the end wall and be facing down-course, i.e., a backstroke start is not permitted. For backstroke starts, the swimmer must be facing the end wall, have both hands in contact with the starting block or deck, and both feet in contact with the end wall. The toes may be above or beneath the water but below the gutter.

17. A swimmer may forward start from the pool deck, but must adhere to the restrictions regarding foot/feet placement, motion, etc.
18. For backstroke starts (individual and medley relay events), swimmers must enter the water feet first on command of the Referee (first long whistle). This is a safety issue and must be strictly enforced. Violators may be disqualified.
19. After entering the water for backstroke starts, competitors must not move beyond the nearer backstroke flags. Upon the second long whistle, they are required to promptly take a position in their assigned lanes, facing the starting blocks (pool deck), with both hands grasping any part of the blocks, end wall, or gutter.
20. Standing in or on the gutter or curling the toes over the lip of the gutter is not permitted at any time before or after the start.

#### **Relay Starts**

21. The starting rules noted above apply only to the leadoff (first) swimmer of relay teams.
22. Succeeding swimmers may place their feet in any position on the starting block that they desire. If they start from the pool deck, at least one foot must be at the edge of the pool. They shall not employ any sort of running start from the pool deck.
23. Second, third and fourth swimmers may be in motion as the preceding swimmer approaches the wall, but they must not lose contact with block (pool deck or end wall) before a touch is made by the incoming swimmer.
24. Second, third or fourth swimmers who start in the water must adhere to the forward start rules. The swimmer may be in motion but must not lose contact with the end wall before the incoming swimmer has touched the wall.
25. Swimmers are required to exit the water promptly upon the completion of their leg of the race.
26. It is the coach's responsibility to ensure that relay team members swim in the proper order.
27. For a violation by an individual member of a relay team, the entire relay team is disqualified from that event.
28. A swimmer who reenters the pool before all swimmers in the race have finished will disqualify the relay team he/she represents.

#### **False Starts and Delay**

29. Any swimmer starting before the signal is given shall be disqualified if the Referee observes and confirms the Starter's observation that a violation occurred. Swimmers remaining on the starting blocks shall be relieved from their starting positions with the "Stand up," command and may step off the blocks. For backstroke, the swimmers shall be relieved with the "Stand down" command and may move away from the wall. The Starter shall then restart the race upon the signal by the Referee. Great care must be exercised that any illegal motion was a false start and not the result of a slip, a failure to be completely set, etc. It is primarily the Starter's responsibility to ensure that starts are fair, assisted by the Referee as necessary.
30. Once the starting signal is activated, the race will normally continue without recall. However, if the Starter or Referee feels that the start was unfair the race may be recalled.
31. If the starting signal has been given before a disqualification is declared, the race shall continue without recall. If the Referee independently observes and confirms the Starter's observation that a violation occurred, the swimmer(s) who has false started shall be notified of the disqualification upon completion of the race.
32. If a recall signal is activated inadvertently, no swimmer shall be charged with a false start, and the Starter shall restart the race upon signal by the Referee.
33. Any swimmer who delays the start by entering the water or deliberately disobeys a command to step on the blocks or take a starting position, or by any other misconduct at the start may be disqualified from the event by the Starter with the concurrence of the Referee.
34. The Referee shall disqualify a swimmer who fails to appear at the starting platform ready to swim in time for the initial start of her/his race. Such disqualification shall not be charged as a false start.

#### **Officials and Their Duties**

##### **Meet Referee**

35. Has complete responsibility for the speedy and impartial conduct of the competition. He/she may overrule any other official(s) on a point of interpretation or a judgment decision pertaining to any action he/she personally observes.
36. Inspects the pool before the competition begins to ensure that all of the necessary equipment is properly in place and in compliance with the rules to include the matter of safety.
37. Assigns stroke, turn, finish, and relay take-off judges as necessary and reviews their respective responsibilities and jurisdictions.
38. Ensures that the meet progresses in a timely manner and orders an event to proceed immediately when one or more competitors fail to report promptly. Events will not be held up for late swimmers.
39. Ensures, when possible, the swimmer or their coach is promptly notified of a disqualification and the reason. This is ideally done prior to the start of the next event.
40. Assists the Starter with fair starts and has the authority to recall any race which he/she deems unfair.
41. Prohibits the use of any artificial noisemaker during the competition.
42. Signals by raising one hand with the palm open, immediately on observing any swimming violation.
43. Postpones or suspends competition in the event of inclement weather, darkness, or other unexpected circumstances at his/her discretion.
44. Promptly gives a decision on any point where the opinions of judges disagree.
45. Renders decisions on any point not specifically covered by these and/or the USA Swimming Rules.
46. The Referee is the final authority on any protest lodged regarding the competition itself and her/his decision is final.

##### **Starter**

47. Announces events prior to each heat
48. Ensures all swimmers have a fair and equitable start

##### **Stroke and Turn Judges**

49. Stroke and Turn Judges shall operate at both ends of the pool. The Judges shall have jurisdiction from the middle of the pool to their end wall. They shall insure that the swimmer complies with the stroke, turn and finish rules applicable to the stroke used.
50. Normally, there will be two Stroke and Turn Judges at each end of the pool with each responsible for half of the lanes. In a 5-lane pool, when all five lanes are being used, one Judge will watch two lanes while the other watches three lanes.
51. The Referee may change jurisdictions and assignments when availability of Judges or pool configurations may make it necessary and/or desirable to modify the requirements. If Judges are assigned to walk along the sides of the pool, the length of deck they walk should be balanced so that they observe all swimmers equally.
52. Only one Judge is permitted in each position unless a trainee is doing observation.
53. Signals by raising one arm with the palm open, immediately on observing any swimming violation.  
Reports violations to the Referee immediately following the completion of the race. It is the responsibility of the Judge who made the call to properly document the violation on a DQ slip, which is then delivered to the Referee for verification. When possible, the Judge or another official should notify the swimmer or coach of the nature of the violation and the DQ.

##### **Relay Take Off Judges**

54. Relay Takeoff Judges shall assume a position on the side(s) of the pool at the takeoff end(s) where they shall first observe the feet of the departing swimmer on the takeoff, then the touch of the incoming swimmer's hand, and shall judge whether the swimmer

is in contact with the platform or pool deck when the incoming swimmer touches the end of the pool.

55. Signals by raising one hand with the palm open, immediately on observing any violation.
56. Reports violations to the Referee immediately following the completion of the race.
57. When possible, should not have any other duties during the swimming of the relays (such as stroke and turn judging) and should not observe more than 4 active lanes.

#### **Chief Judge (optional position)**

58. Shall be certified as a referee
59. Shall be stationed at the end of the pool and assists Stroke and Turn judges in determining swimming violations and completing DQ slips correctly.
60. The Chief Judge is not authorized to call out violations directly, just assist the assigned judges.
61. The Referee may authorize the Chief Judge to verify DQ slips on his/her behalf.

#### **Scorekeepers**

62. Assist coaches in preparing team meet entries using SwimTopia software. Merge meet entries by the league's deadline.
63. Host team scorekeeper retrieves SwimTopia meet entries after all entries are locked by league designated deadline, prepares merged heat sheet including combined heats and e-mails a copy of the heat sheet to the visiting team.
64. On the day of the meet, scorekeeper from the host team is the lead scorekeeper with the visiting team scorekeeper assisting.
65. Set up laptop with SwimTopia and Dolphin software. Check connectivity with Dolphin start unit and watches. Replace batteries on Dolphin units as needed.
66. Make meet day changes submitted by the coaches. Print lane timer sheets and heat sheets for officials.
67. During meet, enter times and DQs for all swims.
68. After meet, print ribbon labels, finish and export Meet Maestro results via SwimTopia. Print scoresheet for Referee and coaches to sign.

#### **Disqualifications (DQs)**

69. Only the official within whose jurisdiction a violation has been observed can make a DQ. Under certain conditions, however, jurisdictions may overlap.
70. The Referee and/or official shall seek out the swimmer and coach and inform them as to the reason for the disqualification *when possible*.
71. In the case of collusion to foul or interfere with another swimmer, the Referee shall disqualify all swimmers from the offending team in that event.
72. For all MSSL meets, coaches shall not interfere with ANY meet official during the progress of the meet.
73. A disqualification is not valid if the official does not raise her/his hand with the palm open when the violation is observed.
74. Any observed violation of the legal stroke, turn and finish forms is grounds for disqualification.
75. A swimmer or relay team must swim the entire race in their assigned heat and lane. Any violation of this requirement will result in disqualification.
76. Leaving the pool during a race is not permitted nor is a failure to finish a race. Violation of any one of these requirements will result in disqualification.
77. Any swimmer who enters the water without permission of the Referee at any time is subject to DQ from their current or next event.

#### **Protests**

78. Protests against the judgment decision of starters, stroke, turn, finish, and relay take-off judges can only be considered by the Meet Referee, whose decision shall be final.
79. For consideration of other protests lodged at a meet, the Meet Referee may (but is not required to) appoint a meet jury. The jury shall consist of no fewer than 3, or more than 5 persons, including at least one coach and one athlete.

80. Protests made prior to the race contesting the eligibility of a swimmer to compete or to represent an organization shall be made to the Meet Referee in writing. If a protest is not resolved, the Meet Referee or the Meet Jury shall allow the swimmer to compete under protest, and it shall be so announced before the race.
81. All other competition-related protests, including protests concerning eligibility, must be made to the Meet Referee and submitted in writing within 30 minutes after the race in which the alleged infraction occurred.
82. If the protest is not resolved immediately, the protesting Team Representative may within 36 hours file a written protest accompanied by \$100.00 to a League Officer for Executive Board adjudication at the earliest possible time which shall then be binding on all parties. Any monies received with protests are non-refundable unless the protest is resolved in favor of the protester.

## **#8 Violations**

Violations will be called and disqualifications assessed in all heats.

**Individual Events:** Swimmers are subject to disqualification for any of the following:

- One false start
- Illegal stroke
- Illegal kick
- Illegal body position
- Illegal turn
- Illegal finish
- Standing on the pool bottom, except in freestyle
- Pushing off the bottom
- Using the lane lines to assist forward progress
- Interfering with a swimmer in another lane
- Re-entering the water after having left the pool upon the completion of the race
- Entering the water without permission of the Referee
- Use of illegal equipment
- Swimming in the wrong event, lane, or heat
- Entering another lane during, or after, a race
- Unsportsmanlike conduct

**Relays:** Relays are subject to disqualification for any of the following:

- All reasons for which an individual event swimmer can be disqualified.
- Illegal/early relay take-offs.
- Failure of any of the first three swimmers to exit the water immediately after completing their part of the race.
- Any relay swimmer re-entering the water after their part of the race is completed.
- Failure to list relay team members in the team entry at any meets.

#### **Meet in General**

- Any swimmer, coach, parent, or spectator can be removed from a meet by the Referee for unsportsmanlike conduct.

## #9 Division Championship Meet Rules

### Previous Rules and Participation

1. All rules observed in dual/tri meets remain in force for the Championship Meet except where specifically noted.
2. All swimmers who have participated in at least one dual/tri meet may participate in the Championship Meet.
3. Swimmers must be entered with **official times** swum without disqualification in a dual/tri meet from the current season in MSSL for each of their events. **NT entries or time trial times will not be accepted.**
4. Heats in the Division Championship Meets will be seeded and swum from slowest to fastest.
5. A team whose census adjusted positively or negatively from the preceding year **may be** realigned to a different Division Championship Meet if the MSSL Board deems it appropriate.

### Entries

6. Teams must enter the Championship using their assigned four-letter code.
7. Teams are limited to 2 relay entries per relay event, with no limits for individual events.
8. Each team will download their division's Championship Meet events set-up from the league web site and use it to make their meet entries.
9. Seed times must be in yards.
10. Team entries must be locked into SwimTopia by the date and time set by the league prior to the Division Championship Meet. A monetary penalty of \$100 per day will be assessed for up to 48 hours past the deadline. Entries more than 48 hours late will not be accepted and cause the team to forfeit.

### Entry Fees

11. Entry fees are covered by the swimmer fee paid at the beginning of the season.

### Awards

12. Medals will be awarded for places 1-3 for individual events and relay teams.
13. Ribbons will be awarded for places 4-16
14. Team banners will be awarded to 1<sup>st</sup> – 3<sup>rd</sup> place teams in each division.

### Scoring

Place	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>	11 <sup>th</sup>	12 <sup>th</sup>	13 <sup>th</sup>	14 <sup>th</sup>	15 <sup>th</sup>	16 <sup>th</sup>
Individual	20	17	16	15	14	13	12	11	9	7	6	5	4	3	2	1
Relay	40	34	32	30	28	26	24	22	18	14	12	10	8	6	4	2

### Meet Officials

15. The league shall call on participating teams to provide officials as needed.

## #10 All-Star Meet Rules

### Previous Rules and Participation

1. All rules observed in dual/tri meets remain in force for the All-Star Meet except where specifically noted.
2. The 1<sup>st</sup> and 2<sup>nd</sup> place winners from each Division Championship Meet shall automatically be entered in the All-Star Meet.
3. One (1) heat of each event shall swim. If there is a tie for 2<sup>nd</sup> place in a Division Championship meet, the qualifying swimmer will be selected by a swim-off to be conducted during the Division Championship meet. The swimmer(s) who was not selected may report to the Deck Referee prior to the start of the heat and will be allowed to swim if an empty lane is available.

### Entries – All-Star Meet

4. The top times will automatically be entered in the All-Star Meet. Disk entries are not required.
5. If a swimmer/relay cannot compete in the All-Star Meet, the lane remains vacant.
6. Relay teams must use the same swimmers who placed at the Division Championship Meet. Only in the event that a Champs swimmer cannot participate in the All-Star meet, may up to three swimmers per relay be substituted. Eligible substitutes must have participated in the prior Championship meet. Violations will disqualify the offending team.
7. Entry fees are covered by the swimmer fee paid at the beginning of the season.
8. A break will be scheduled immediately **after** Events 39-40, 6&Under Backstroke, to present league awards and hold the coaches' relay.

### Awards

9. Medals will be awarded for places 1-3 for individual events and relay teams.
10. Ribbons awarded for places 4 – 6<sup>th</sup> or 8<sup>th</sup> place depending upon where the meet is hosted.
11. Places are determined by times.

### Meet Officials

12. The league shall call on participating teams to provide officials as needed.

# Appendix I – USA Swimming S&T Rules

## Glossary

ARM — that part of the body that extends from the shoulder to the wrist.

BODY — the torso, including shoulders and hips.

FORWARD START — an entry made while facing the course.

HORIZONTAL — parallel to the surface of the water.

VERTICAL — perpendicular to the water surface.

ON THE BACK — position of the body when the shoulders are past vertical towards the back.

ON THE BREAST — position of the body when the shoulders are at or past vertical towards the breast.

ALTERNATING KICK — the alternating movement of the legs, commonly known as the flutter kick, is the up-and-down propulsive motion of the legs where one limb moves in the opposite direction of the other at the same time.

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.

(ARTICLE 101 – INDIVIDUAL STROKES AND RELAYS.)

## 101.2 BREASTSTROKE

1. **Start** — The forward start shall be used.
2. **Stroke** — After the start and after each turn when the swimmer leaves the wall, the body shall be kept on the breast. It is not permitted to roll onto the back at any time except at the turn after the touch of the wall where it is permissible to turn in any manner as long as the body is on the breast when leaving the wall. Throughout the race the stroke cycle must be one arm stroke and one leg kick in that order.  
All movements of the arms shall be simultaneous without alternating movement.  
The hands shall be pushed forward together from the breast on, under, or over the water.  
The elbows shall be under water except for the final stroke before the turn, during the turn and for the final stroke at the finish. The hands shall be brought back on or under the surface of the water. The hands shall not be brought back beyond the hip line, except during the first stroke after the start and each turn.  
During each complete cycle, some part of the swimmer's head shall break the surface of the water. After the start and after each turn, the swimmer may take one arm stroke completely back to the legs. The head must break the surface of the water before the hands turn inward at the widest part of the second stroke.
3. **Kick** — After the start and each turn, at any time prior to the first breaststroke kick a single butterfly kick is permitted. Following which, all movements of the legs shall be simultaneous without alternating movement.  
The feet must be turned outwards during the propulsive part of the kick. Scissors, alternating movements or downward butterfly kicks are not permitted except as provided herein. Breaking the surface of the water with the feet is allowed unless followed by a downward butterfly kick.
4. **Turns and Finish** — At each turn and at the finish of the race, the touch shall be made with both hands separated and simultaneously at, above, or below the water level. At the last stroke before the turn and at the finish an arm stroke not followed by a leg kick is permitted. The 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 cycle preceding the touch.

## 101.3 BUTTERFLY

1. **Start** — The forward start shall be used.
2. **Stroke** — After the start and after each turn, the swimmer's body on the breast. The swimmer is permitted one or more leg kicks, but only one arm pull under water, which must bring the swimmer to the surface. It shall be permissible for a swimmer to be completely submerged for a distance of not more than 15 meters (16.4 yards) after the start and after each turn. By that point, the head must have broken the surface. The swimmer must remain on the surface until the next turn or finish. From the beginning of the first arm pull, the body shall be kept on the breast except at the turn after the touch of the wall where it is permissible to turn in any manner as long as the body is on the breast when leaving the wall. Both arms must be brought forward simultaneously over the water and pulled back simultaneously under the water throughout the race.
3. **Kick** — All up and down movements of the legs and feet must be simultaneous. The position of the legs or the feet need not be on the same level, but they shall not alternate in relation to each other. A scissors or breaststroke kicking movement is not permitted.
4. **Turns** — At each turn the body shall be on the breast. The touch shall be made with both hands separated and simultaneously at, above, or below the water surface. Once a touch has been made, the swimmer may turn in any manner desired as long as the body is on the breast when leaving the wall.
5. **Finish** — At the finish, the body shall be on the breast and the touch shall be made with both hands separated and simultaneously at, above, or below the water surface.

## 101.4 BACKSTROKE

1. **Start** — The swimmers shall line up in the water facing the starting end, with both hands placed on the gutter or on the starting grips. Standing in or on the gutter, placing the toes above the lip of the gutter, or bending the toes over the lip of the gutter, before or after the start, is prohibited. When using a backstroke ledge at the start, at least one toe of each foot must be in contact with the end wall or face of the touchpad. Bending the toes over the top of the touchpad is prohibited.
2. **Stroke** — The swimmer shall push off on his back and continue swimming on the back throughout the race. Some part of the swimmer must break the surface of the water throughout the race, except it is permissible for the swimmer to be completely submerged during the turn and for a distance of not more than 15 meters (16.4 yards) after the start and after each turn. By that point, the head must have broken the surface of the water. Additionally, once some part of the head of the swimmer has passed the final 5-meter mark (long course and short course meters) or 5-yard mark (short course yards), immediately prior to reaching for the finish, the swimmer may be completely submerged prior to the touch.
3. **Turns** — Upon completion of each length, some part of the swimmer must touch the wall. During the turn the shoulders may be turned past the vertical toward the breast after which an ~~immediate continuous~~ single arm pull or ~~immediate continuous~~ simultaneous double arm pull may be used to initiate the turn. The swimmer must have returned to a position on the back upon leaving the wall.
4. **Finish** — Upon the finish of the race, the swimmer must touch the wall while on the back.

### **101.5 FREESTYLE**

1. **Start** — The forward start shall be used.
2. **Stroke** — In an event designated freestyle, the swimmer may swim any style, except that in a medley relay or an individual medley event, freestyle means any style other than butterfly, breaststroke or backstroke. Some part of the swimmer must break the surface of the water throughout the race, except it shall be permissible for the swimmer to be completely submerged during the turn and for a distance of not more than 15 meters (16.4 yards) after the start and each turn. By that point the head must have broken the surface.
3. **Turns** — Upon completion of each length the swimmer must touch the wall.
4. **Finish** — The swimmer shall have finished the race when any part of his person touches the wall after completing the prescribed distance.

**101.6 INDIVIDUAL MEDLEY** - The swimmer shall swim the prescribed distance in the following order: the first one-fourth, butterfly; the second one-fourth, backstroke; the third one-fourth, breaststroke; and the last one-fourth, freestyle.

1. **Start** — The forward start shall be used.
2. **Stroke** — The stroke for each one-fourth of the designated distance shall follow the prescribed rules for that stroke, except in the freestyle, the swimmer must be on the breast except when executing a turn.
3. **Turns**
  - A. Intermediate turns within each stroke shall conform to the turn rules for that stroke, except that in the freestyle turn, the swimmer must return to the breast before any kick or stroke.
  - B. The turns when changing from one stroke to another shall conform to the finish rules for the stroke just completed.
4. **Finish** — The swimmer shall have finished the race when any part of his/her person touches the wall after the prescribed distance.

### **101.7 RELAYS**

1. **Freestyle Relay** — Four swimmers on each team, each to swim one-fourth of the prescribed distance using any desired stroke(s). Freestyle finish rules apply.
2. **Medley Relay** — Four swimmers on each team, each to swim one-fourth of the prescribed distance in the following order: first, backstroke; second, breaststroke; third, butterfly; and fourth, freestyle. Rules pertaining to each stroke used as described in 101.6 (Individual Medley) shall govern where applicable. At the end of each leg, the finish rule for each stroke applies in each case.
4. Rules Pertaining to Relay Races
  - A. No swimmer shall swim more than one leg in any relay event.
  - B. When automatic relay take-off judging is used, each swimmer must touch the touchplate or pad in his/her lane at the end of the course to have finished his/her leg of the relay race.
  - C. In relay races a swimmer other than the first swimmer shall not start until his/her teammate has concluded his/her leg.
  - D. Any relay team member and his/her relay team shall be disqualified from a race if a team member other than the swimmer designated to swim that leg enters the pool in the area where the race is being conducted before all swimmers of all teams have finished the race. Exception: When an in-the-water start is required or such start is approved by the Referee.

- E. Each relay team member shall leave the water immediately upon finishing his/her leg, except the last member.
- F. In relay races the team of a swimmer whose feet have lost touch with the starting platform (ground or deck) before his/her preceding teammate touches the wall shall be disqualified.
- G. In relay races involving in-the-water starts, the team of a swimmer who has lost touch with the end of the course before his/her preceding teammate touches the wall shall be disqualified, unless the swimmer in default returns to the original starting point at the wall.
- H. On relays, the second, third and fourth swimmers are prohibited from starting from the top of the adjustable back plate. A swimmer must have at least part of one foot in contact with the starting platform in front of the adjustable back plate during a relay exchange.

# Appendix II – Dolphin Timing System Guidance

## Instructions to Timers

1. A timer's job is to time the swimmer from start to finish, check to see if the correct swimmer is swimming in their assigned event, heat, and lane and to encourage the swimmer.
2. It is NOT a timer's job to instruct the swimmers on how to swim the strokes properly or to put their hand in the water to protect a backstroker's head from hitting the wall.
3. Stop your watch when any part of the swimmer touches the wall at the finish. You are not responsible for determining whether the finish is done properly. Lean over the wall so you can clearly see the touch at the finish even if it is underwater.
4. In a dual meet, 2 timers from one team and 1 from the other team will work in each lane. In a tri meet, 1 timer from each team will work each lane.
5. The first timer, with the clipboard and lane timer sheets, is to legibly write down times from the 3 watches. Make sure all timers read their complete time, not just the part of the time that is different from the other timers.
6. The second timer will check with the swimmer to see if the name matches the one on the lane timer sheet. If the swimmer is swimming a 50 or 100, you will check their name at the beginning of the race. However, if they are swimming a 25, ask their name as they exit the water. If the wrong swimmer is swimming in your lane, immediately raise your hand and notify the Referee and write down the swimmer's name.
7. The third timer is to watch as the first timer with the clipboard as he/she writes down the times. This will ensure that the times are correctly documented.
8. **Dolphin Watch procedures:**  
Start:
  - The watch will start automatically when the Starter starts the race.
  - If the watch does not start to run, notify the Starter (do not panic, he/she is getting the same message from every timer). Starter will start the system and the backup time will be used to adjust the times. Record the time that is displayed.
  - If there is no swimmer in the lane, briefly press the **reset** button to blank the lane. If you accidentally blank the lane when a swimmer is present, press **start/stop** and the watch will resume timing.Finish:
  - Stop the watch like a normal stopwatch – lean over the lane so you can see the swimmer touch and press **start/stop** when the swimmer touches the wall.
  - The time is automatically sent into the computer but record the times on the lane timer sheets as a backup.
  - Do not reset the watch. It will reset automatically at the start of the next race. The time will remain on the display until the next race starts.

## Referee / Starter

Before the meet:

- Connect the start module to the start output on the starting unit. Turn on by pressing and holding the **reset** button. If the starting unit does not have a connection, the module can be manually started.

Start:

- Referee: when all swimmers in the previous heat have finished, blows 4-6 short whistles and signals Starter to reset the module.
- Starter: confirms that all swimmers in previous heat have finished, presses **start/stop** then **reset** and then gives the appropriate instructions to the next heat.

At the end of the meet:

- Press **start/stop** then **reset** to complete the final race, disconnect and turn off unit (press and hold **reset**).

## Backup Timer

Before the meet:

- This timer should not be involved in the lane timing operation.
- Have a manual stopwatch, heat sheet, clipboard and pen.
- Find a location that is near the Starter for 50/100/200 races and near the finish for 25s.

Start:

- When the Referee blows the 4-6 short whistles, confirm that all swimmers in the previous heat have finished. If not, immediately notify the Starter.
- Reset manual watch.
- Start watch when the starting signal is given.

Finish:

- During each race, stop the watch when the **last** swimmer finishes. Record the time on a heat sheet next to the swimmer's heat/lane.

## Potential Problems

System does not start when the starting signal is given:

- Starter presses **start/stop** then **reset** and **start** asap. Watches will begin the run. Times will not be accurate but the difference in finish times will be accurate.
- Backup timer uses manual watch to get a manual time on one lane (typically the last-place swimmer).
- Timers stop Dolphin watches and record times like normal.
- Scorers calculate the difference between the manual time and Dolphin time for the lane that was timed manually. That difference is added to the Dolphin times in every lane to get the official times.

System is reset before last swimmer finishes:

- Backup timer will be timing the last place swimmer so use the manual time.
- If it is not possible to get an accurate time, immediately estimate a time. Referee then needs to talk with the coach to determine whether to use the estimated time or reswim. (Swimmer has a right to a reswim but usually will choose not to.)

## Setting Dolphin Watches for Use as Manual Stopwatches

If the start module is missing or not functioning, the Dolphin watches can be configured to operate like normal stopwatches.

- If your Dolphin watch is on, hold down the RESET BUTTON to turn the watch OFF.
- With the watch screen display off, SIMULTANEOUSLY hold down the RESET BUTTON in the middle of the watch and one of the START/STOP buttons on either side of the watch until the display screen shows your lane number.
- Press the RESET BUTTON once and the display screen shows your timer letter (A, B, or C).
- Press the RESET BUTTON again and the display screen should read MAN OFF.
- Press a side START/STOP button and the display screen changes and now reads MAN ON - meaning it is in a manual use mode as a stopwatch.
- Press the RESET BUTTON and the display screen should read CHANNEL 07 with the watch version number on the line below.
- Press the RESET BUTTON again and the display screen shows your lane and letter flashing on the top line, and with the 2nd line below flashing RESET and no time. You are now ready to use the Dolphin watch as a stopwatch.
- For each race:
  - Press one of the START/STOP buttons when the STARTER begins the race. NOTE: As light travels faster than sound, start your watch timing when you see the starter unit's FLASH rather than when you hear the HORN/BEEP.
  - Press START/STOP when ANY part of the swimmer touches the finish wall.
  - Read off your watch time when the clipboard person asks for it.
  - Press the RESET BUTTON, to prepare for the next race.

# Appendix III – Guidance for Officials

## Guidance for all Officials

1. Thank you for volunteering. MSSL cannot exist without competent officials. Officiating is very rewarding and educational. Have fun and make the meet enjoyable for the swimmers and spectators. Remember, you're there for the kids.
2. Understand the rules and how they are applied. **An annual certification is required, consisting of attendance at a clinic for your position.** More experienced officials in the League are available and willing to help you with any questions or rule interpretations.
3. Judging should be consistent among all officials at a meet and at all meets throughout the league.
4. All of the rules are enforced, we don't individually choose to enforce some rules and ignore others. The rules are enforced across all age groups and levels of ability. If you are uncomfortable disqualifying swimmers for rules violations, do not volunteer as an official. There are many other volunteer positions where you can assist.
5. Officials should be neutral in their enforcement of the rules. Don't favor your team over visiting teams, and don't favor your child over other children.
6. Call what you see, not what you don't see. The benefit of the doubt always goes to the swimmer. Be confident and consistent in your calls. Do not be concerned that you might be disqualifying your best friend's child; it is your obligation if you see a violation. The coaches and swimmers know that disqualifications are not to be taken personally.
7. Ugly isn't (necessarily) illegal. If it isn't specifically prohibited by the rules, it is legal.

### Prior to the Meet

8. Know the rules; review the rules before meets.
9. Dress attire is a white shirt and dark blue/navy shorts (or pants/skirt). Team shirts cannot be worn when officiating. If you are not appropriately dressed, you will not be able to officiate at the meet.
10. Arrive at least 30 minutes prior to the beginning of the meet. Report to the Meet Referee and identify yourself show him/her that you have your league-issued name badge.
11. Attend the pre-meet officials meeting with the Meet Referee and other officials. At this meeting, the Meet Referee will review the technical rules, assign positions and jurisdictions, and issue any special instructions regarding the conduct of the meet.
12. Be present at your assigned position 10 minutes prior to the beginning of the meet.

### Placement, Jurisdiction and Rotation

13. Will be determined by the Referee. It is usually preferable to assign officials to the ends of the pool and eliminate the stroke judges walking the pool sides. The end judges will have responsibility for both strokes and turns, typically for half of the lanes from the middle of the pool to the turn wall. Position yourself at the pool end in the middle of your assigned lanes.
14. Rotation is determined by the Referee.
15. Equal time should be spent observing each of the swimmers within your jurisdiction. If one or more lanes are empty, an equal amount of time should be spent on the empty lane(s).
16. When working, your full attention should be on the swimmers when they are within your jurisdiction. Don't let your mind wander when you're supposed to be working – no cell phone conversations, cheering, talking to spectators.

## Procedures for Officiating

### Raise your hand overhead on observing a violation of the rules that occurs within your jurisdiction

1. Serves to notify the Referee and coaches that a call has been made. After signaling a DQ, continue to observe all swimmers until they are no longer within your jurisdiction as additional violations by the same or a different swimmer may be observed.
2. Fill out DQ slip and note event #, heat #, lane #, infraction, and your name or initials. If you are not certain the information is accurate, leave the swimmer's name and team blank. DQ slips should be left with the Referee who will either accept or deny the disqualification.
3. If you're hesitant in raising your hand, the call was probably too close to make, the benefit of the doubt goes to the swimmer, therefore no call.
4. If you raise your hand and then decide that it was not an infraction, you do not have to make the call.
5. Be prepared to report where you were, what you saw and what rule was violated.
6. If the Referee questions your call, please remember that it is not personal; the Referee is doing his/her job. If your call is overturned, take it as a learning experience.

### Disqualifications

Most disqualifications will be for violations of the technical rules governing the basic strokes. Additional disqualifications include the following:

7. Not staying in the proper lane.
8. Obstructing another swimmer by swimming across or interfering with them. Notify the Referee if you observe this; he/she will make the final decision and needs to make corrective actions.
9. Pulling on the lane lines to assist forward motion.
10. Standing on the bottom is prohibited in any race except freestyle, and the swimmer may not walk or spring forward from the bottom of the pool.

### Disagreements over Calls

11. Coaches should dispute a call, not parents.
12. When it does not interfere with your ability to judge swimmers within your jurisdiction, you may explain the rule and your call to anyone who is being reasonable.
13. Anything other than a simple inquiry should be directed to the Referee who has the authority to uphold or overturn disqualifications.
14. Listen, you might learn something.
15. Don't be afraid to withdraw a disqualification if you made a mistake, but don't feel the need to back down from a call that you believe was made correctly.
16. MSSL, along with swimming organizations at all levels, does not accept video evidence as a basis for disputing calls.

### Relay Takeoff Judging

17. Position yourself on the side of the pool where you can see the feet of the swimmers on the blocks or in the water.
18. When the toes of the outgoing swimmer leave the blocks or pool wall, look down to determine if the incoming swimmer has touched the wall.
19. If you observe an early take off, raise your hand immediately but continue to observe the other relays.
20. You can use relay take-off judging slips to keep track of what you see. If the take-off is good, mark the corresponding swimmer and lane number with an O. If you observe an early takeoff, mark the slip with an X. (Slips are available online in the Judges area.)
21. After the take offs have been completed, write up a DQ form using the notes from your judging slip.

## Referee: Guidance

1. Know the rules, know the interpretations, and know them cold. *If you are unsure of what something means, find out before you need to know.*
2. Coaches aren't stupid. *But coaches don't always know the rules well. See #1 above. Knowledge is power.*
3. Referees aren't god (god on deck). *Power is tempered with responsibility.*
4. Questions of S&T Judges should be in the context of the "three questions." *What was your jurisdiction? What did you see? What rule was violated?*
5. Use rule specific descriptions and not "shorthand" to describe a violation. *It is illegal to finish the backstroke leg of the IM on breast. It is not illegal to perform a flip turn at the back-to-breast transition. Saying that someone was disqualified for performing a flip turn under such circumstances is wrong. They should be disqualified for not finishing the backstroke leg on their back.*
6. Almost illegal IS legal. Let it go. *Pushing the limits of the rules is okay as long as the action is within the rules.*
7. Coaches are paid to be advocates for their athletes. *Expect and allow a coach to be an advocate; however passion should not translate into tirades, abuse, or other disrespectful behavior.*
8. Listen, repeat, and explain. *Listen and focus on what the coach is saying. Repeat back the gist of what was said. Explain your ruling in the context of the rules. Do NOT be dismissive.*
9. Treat every discussion with a coach as a unique encounter. *Some argue less, some argue more, but each problem should be handled in the context of its own merits.*
10. If you make a mistake, admit it, fix the problem, and move on. *Wrong and stubborn doesn't make you a better referee. If you learn from your mistakes you'll grow as an official.*
11. Be proactive, not reactive. *A problem prevented is an issue that doesn't have to be fixed later.*
12. If it isn't prohibited by the rules, it is legal. *Unless the rules specifically prohibit something that is new, novel, different, unexpected, etc., it is legal.*

### Prior to the Meet

13. Wear the appropriate uniform—white shirt and navy shorts, pants, or skirt.
14. Bring rule book and notes.
15. Arrive at least 15 minutes before warm-ups begin.
16. Check with Team Reps regarding the following:
  - Review list of officials and be certain that all positions are filled. It is common practice to combine stroke and turn responsibilities. When possible, do not give additional responsibilities to relay take off judges (such as turn/finish judging).
  - Advise team reps to come to Referee with any problems.
  - Determine who will be collecting DQ slips and make sure they will bring them to you for review before taking to the scorers.
  - Determine if there are any swimmers with special needs participating in the meet.
17. Check the facility, e.g.:
  - Ladders and obstructions removed.
  - Pool filled to highest level.
  - Lane lines secure and tightened.
  - Backstroke flags installed properly at 5 yards or 5 meters from either end of the pool.
  - PA system operative.
  - Starting system charged and operating properly.
18. Assemble all officials, introduce key officials, and give any instructions pertinent to the home pool (e.g., facilities issues).
19. Begin instruction of timers (or instruct the Head Timer to do it).

### After the Meet

20. Thank officials for their help. Typically, Starter gives out a thank-you prior to the last relay heat.
21. Check with scorer's table and remain on site until all scoring is completed. It is a good idea to use this time to check your recorded disqualifications with those on the results.
22. Sign the final score results page along with the head coach from each team.

## Whistle Starts

### General

1. The Referee should stand next to the Starter, with the Starter given first preference as to where he/she is positioned. The Referee controls the flow of the meet and is responsible for getting the swimmers onto the blocks. The Starter is responsible for ensuring that all swimmers get a fair start.

### Verbiage

2. With the exception of making needed meet announcements, the Starter should limit any verbiage to that specifically required by the rules. Routine use of "step up" for example generally results in swimmers ignoring the whistle commands.
3. The announcement of event number, gender, distance, and stroke should immediately follow the 4 to 6 whistle blasts for Heat 1. For subsequent heats announce only the heat number.

### Closing the Heat

4. When all the swimmers in a heat have stepped onto the blocks/into the water, the Referee fully extends his/her arm towards the Starter which gives control of the heat to the Starter. It is then the Starter's responsibility to ensure a fair start for all the swimmers.
5. Once the Referee's arm has been fully extended towards the Starter, the heat is said to be closed. Swimmers stepping onto the blocks/into the pool after this point can be disqualified for a delay of meet.
6. For this reason it is extremely important that the Referee not rush this procedure if all the expected swimmers are not immediately on the blocks/in the water. Waiting a reasonable amount of time is all it usually takes for the missing swimmer to show up. Typically, unless a swimmer arrives after the Starter has begun saying "Take your marks", it is best to keep moving. Also, we don't penalize swimmers for mistakes made by officials. If a swimmer is told the wrong heat number by a timer, blocked in their ability to get to the block (three large adult timers, exiting swimmers, runners, etc. can all be intimidating roadblocks for a six year old) etc., the swimmer should be allowed to swim, even if it means swimming them in a different or extra heat.
7. Common sense should prevail. Everyone would prefer that the swimmers swim rather than miss their heat. The bottom line is that unless a swimmer is willfully ignoring the starting signals or is otherwise involved in extracurricular activities behind the blocks, it is best to let them swim. However, it is important that any similar circumstances be treated the same way throughout the meet.

### False Starts

8. False starts should NOT be recalled. Dual confirmation by both the Referee and Starter is required to charge a swimmer with a false start. The Referee and Starter should independently mark their heat sheets as to the lane(s) false starting and a false start should be called only if there is agreement between the two officials. No discussion should take place, there is either agreement or there isn't.

### Delay of Meet

9. A swimmer who delays the start by entering the water "just for the fun of it" (for example, purposely dives in before the Starter finishes saying "Take your marks") can be disqualified for "delay of meet."
10. The Referee must be certain that this was a case of "hot dogging" and not an accidental event.

## Starters: Guidance

### Philosophy

1. Your primary job is to ensure all swimmers have a fair and equitable start. Be calm and consistent with your starts. Keep your words to a minimum; too much talk is very distracting to the swimmer.
2. The starting system often will also serve as the public address system. As starter, your instructions are very specific. Do not mix announcements with starting instructions as you may confuse the swimmers and cause them to have poor starts.
3. The timing and delivery of the "Take your marks" command is very important. You should pause long enough after the Referee holds out his/her hand to release the swimmers to make sure the noise is quiet enough for the swimmers to hear your command. When the hand comes out, **take a deep breath and exhale slowly**. Ideally this pause causes the swimmers to shift their focus to the Starter, wondering when the start command be given. "Take your marks" should be said in a monotone, or slightly lowering the word "marks". Imagine saying "close the door." It should be consistent from heat to heat. It should be steady, not sing-song. It should not be too slow or too fast; the swimmers' response to the speed of your command unconsciously determines the speed at which they take their marks. If you say it too slowly, they take too long assuming their position and often come down at different rates, putting the first swimmer(s) down at a disadvantage. If you say it too quickly, they can come down too fast and lose their balance; if they lose their balance and fall in because of a poor command delivery, do not charge them with a false start; it was your fault. The more you practice, the better you will get.

### Prior to Meet

4. The Meet Referee will designate your area on the pool deck. Position yourself so you can see all swimmers equally well.
5. Secure the starting device from the home team Parent Rep or Coach along with the necessary accessories. Make sure the starting device is working properly and the Dolphin start unit is connected properly.
6. Test any audio equipment that you may use during the meet.

### During the Meet

7. Work closely with the Referee to ensure the heats progress smoothly.
8. Follow the starting procedures **exactly**. Consistency is important so all swimmers in your meet and every other meet can expect the same starting procedures.
9. Speak in a conversational tone ("Take your marks" should be said with the same emphasis as "Close the door.").
10. For the forward start, at least one foot must be at the front of the block or deck prior to "Take your marks".
11. The forward start may be from the block, the deck, or in the water (for the latter start at least one hand must be in contact with the wall or starting platform.
12. For the backstroke start, the hands must be placed on the gutter or on the starting grips. The toes must not be over the lip of the gutter before or after the start.
13. Before the start, the starter is responsible for toes not being over the lip of the gutter, after the start the turn judge is responsible for toes over the gutter.
14. When the swimmers are stationary, give the starting signal (note: "stationary" not "motionless").
15. If one or more swimmers are slow to take their mark, or are otherwise unstable, say "Stand up" (forward starts) or "Stand down" (backstroke starts) and allow the swimmers to regroup.
16. If the heat is stood up again for the same problem, issue a generic warning. For example, "Please respond promptly to my command and remain stationary for the start."
17. If the heat is stood up a second time for the same problem, warn the individual swimmer if it is the same person. For example, "Lane 3, please....Additional problems with the same swimmer may result in a delay of meet disqualification.

18. A swimmer who accidentally falls off the blocks prior to the "Take your mark" command should not be penalized with a false start. The other swimmers are still waiting on your command; tell the remaining swimmers to "Stand" or "Relax".
19. If a swimmer leaves their mark prior to the sounding of the starting signal, stand up the remaining heat to determine if there is dual confirmation that a false start has occurred. Slipping off the block, for example, is not a false start.
20. If a swimmer leaves their mark early in reaction to the movement of another swimmer, or in reaction to the "Stand" or "Relax" command, that swimmer should not be charged with a false start.
21. If a swimmer leaves their mark early and the starting signal is subsequently given, the race will continue without recall. If the Referee and Starter both confirm that a false start occurred, the swimmer shall be disqualified upon completion of the race.
22. A swimmer who deliberately enters the water early (for example, before the "take your marks" command is completed) may be disqualified for delay of meet.
23. Continue to watch the swimmers for 2-3 seconds after they have entered the water in case there is some indication there was not a fair and equitable start, or something interferes with the swim. If this occurs, recall the heat. A swimmer who is left standing on the blocks is not reason enough to recall the heat unless you believe that the swimmer could not hear the starting signal properly or was being distracted.
24. Be meticulous in keeping track of the appropriate heat numbers. Likewise, make sure that the starting device is ready for the next heat, including Dolphin reset.
25. Do not engage in conversation with any swimmer, parent, or coach over starting. Let the Meet Referee handle any problems. If the Meet Referee asks you to do something different or to change pace, do not take it personally, and heed his instruction.
26. At the end of the meet, return the starting device to its proper place.

## Stroke and Turn Judges: Guidance

1. Your primary job is to ensure all swimmers have a fair and equitable opportunity to swim their best. You are there to observe the swimmers, not look for disqualifications. However, if you observe a violation, you must DQ the swimmer. Your DQ call can help swimmers eliminate bad practices before they become habits.
2. Know your assigned jurisdiction and focus your attention only on that area. You cannot make a call outside of your jurisdiction.
3. Give swimmers in your jurisdiction your undivided attention. Be consistent in your officiating. Avoid any distractions such as cell phones, casual conversations with spectators, coaches, etc.
4. Always be aware of the appropriate heat of the swimmers in the water. This is extremely important in order to avoid disqualification of the wrong swimmer. Use a heat sheet and repeatedly confirm the heat number via the voice commands of the Starter.
5. Spend an equivalent amount of time judging each lane in your jurisdiction, INCLUDING LANES WITH NO SWIMMERS. This will avoid undue over-scrutiny of swimmers in incomplete heats.
6. Don't call what you can't or don't see. For example, in the simultaneous 2-hand touch turn/finish rule for breaststroke and butterfly events, don't assume that a one-hand touch has occurred if you see only one hand touch above the waterline. You must see the position of both hands.
7. If you observe an infraction, you must immediately signal a disqualification by raising a hand overhead.
8. At the completion of the heat, you must fill out a DQ slip. Particular attention should be paid to the event, heat, and lane. If you know the name and/or team of the swimmer, add that as well. Make sure the proper infraction(s) is noted on the slip. In the event of multiple infractions, make sure each is indicated, if time permits. Be aware an incomplete or improperly filled out DQ slip will likely be rejected. Often this will be your only communication with the swimmer via the coach. Since a principal reason for stroke and turn judging is to provide the swimmer with constructive evaluation of illegal

stroke technique in order to make the appropriate corrections for future competitions, make sure each infraction is explicitly described. Additional narrative comments on checklist slips are encouraged as a means of providing further clarification. Do not worry that a coach will be upset over a DQ. Most coaches will look upon DQ's as a means to reinforce what he/she's been telling a swimmer to do properly. You are not the bad guy.

9. A completed and signed DQ slip should be handed over to the designated "runner" who will take it to the Referee for review and then the scorer's table.
10. Do not engage in conversation with any swimmer, parent, or coach over judging or calls. Let the Meet Referee handle any problems. If the Meet Referee asks you to do something different, do not take it personally, and heed his/her instruction.
11. Control your emotions and **DO NOT CHEER** while on deck. If your child is swimming, arrange for someone to relieve you and then step off deck **AND CHEER**.
12. Make every effort to disregard club affiliation. Be "color blind".

### Referee: Pre-meet Judges' Instructions for Dual Meets

To avoid problems during the meet Referees should address the following items with stroke and turn judges at the meeting prior to a dual meet:

1. You are in charge, and they report to you, not their swim team rep.
2. The judges are expected to watch the swimmers during the race, and not be distracted.
3. Any problems they have with parent reps, coaches, parents, etc., should be directed to you for resolution.
4. Review positioning, jurisdiction; establish when to switch sides during the meet.
5. Review any special situations specific to the pool.
6. Any special accommodations for swimmers, e.g. swimmers with special needs.
7. Review the stroke and turn rules and what to look for, especially when they are likely to see disqualifications, e.g., backstroke turns, incorrect kicks, underwater recoveries, non-simultaneous touches, etc.
8. Emphasize consistency in calls; this means all judges should call infractions the same way regardless of age (with the exception of the 6 & U) or ability of the swimmer. Calls must be made; it's not fair to the swimmers to let it go; it will hurt them in the long run.
9. Review positioning and procedures for relay takeoffs. Emphasize separation of duties for RTO and S&T jobs.
10. Remind judges **they must** raise their hand when a DQ is observed.
11. Remind them to complete DQ slips properly, including signature/initials as incomplete or incorrectly prepared DQ slips may be grounds for a DQ being overturned.
12. If judges have a DQ/rules question, they should consult with you.
13. Remind them that one of your jobs is to ensure they are doing their jobs, and if not, you will take appropriate action, which includes anything from a gentle reminder to replacement with another official.

By reviewing these things you will find that you will eliminate many problems during the meet. If you have high expectations, your officials will respond accordingly.

### Procedures with Disabled Swimmers

1. The Meet Referee may make any accommodation appropriate for disabled swimmers. Refer to USA Swimming Article 105 for more specific guidance.
2. Swimmers may be assisted in and out of the water or on and off the block.
3. In judging the stroke or kick of a physically disabled swimmer, if a part of the body is absent or cannot be used, it is not judged. If it is used normally during the stroke or kick, it must be judged according to the rule.
4. A judgment should be made based on the actual rule, not on the swimmer's technique. For example, a breaststroke swimmer with one arm or leg shorter than the other may have a nonsymmetrical stroke or kick, but as long as it was simultaneous, it would be legal.
5. Turns should be judged with the same philosophy.

6. Allow the athlete's assistant(s) on the deck to assist with the start.
7. If the swimmer, coach or parent would like to use some other method, you should accommodate them if possible.

SPECIAL NOTE: Optional arm signals for hearing-impaired swimmers:

"Step up" – arm held straight up overhead

"Take your marks" – arm lowered to horizontal position, straight out from body

"Go" – arm snapped down from horizontal position to thigh.

### Pool Safety Checks

**Water quality** - Do you give your pool cleaning company advance notice of your home meet dates so he can adjust the chlorine levels appropriately for the meet? Are the chlorine levels tested before the meet? Is the pool water at the correct level or does it need to be topped off before the meet? Is the water clear enough to see the bottom of the pool?

**Entrances and exits** - Are all gates and doors unlocked and not blocked in case of an emergency during a meet?

**Pool** - Are the lights inside the pool working correctly and scheduled to switch on with the onset of darkness? Do you have a key and know how to turn them on if they do not automatically come on? You may want to position the lifeguard where he/she can monitor both the meet and the baby pool during a meet.

**Deck** - Are extension cords connected to GFCI receptacles and taped down with duct tape to avoid people stumbling or falling? Is there adequate outside lighting which automatically comes on as darkness approaches? Is there enough light for the timers to see their watches once it gets very dark? If not, you may need to purchase some additional lights or start your meet earlier.

**Lifeguard** - Do you have a certified lifeguard (in suit) on duty during the meet with a whistle, first aid kit and buoy who will address any cuts, scraps, band aid, or first aid/CPR needs? Ice should also be made available to attend to certain medical needs.

**Drinks** - No alcoholic drinks will be sold or allowed at a league sanctioned swim meet.

### Weather

- Check to see if your pool facility has an established policy for inclement weather. If not, teams should create one for your meets. When inclement weather is a possibility, review the policy with the Meet Referee prior to the meet.
- Safety measures for thunderstorms and heavy rain should address all people at the meet and vulnerable equipment. Our obvious concern is the safety of swimmers in the water but the risk from lightning is even higher for people under trees and metal framed tents. Also there is risk of damage to tents and tarps from high winds. Although swimming can be allowed if there is rain without lightning, heavy rain can make it both uncomfortable and impractical to continue, especially if you cannot see under the surface of the water.
- If lightning or thunder is seen or heard *during a meet*, the Referee or lifeguard will signal for all swimmers to immediately exit the water.
- When a meet is suspended, make clear communications to all people at the meet. We do not want anyone standing around in exposed locations waiting on officials to make a decision. If possible, set a specific time when the meet may resume and then ask people to secure their belongings and move to a safe place such as their cars. Most teams will have a communication tool that can be used to keep the team parents updated on the status of the delay.
- The WeatherBug app available on smartphones has a component called Spark which tracks lightning based on the location of the user. WeatherBug will indicate by turning red when there is lightning within a 10-mile radius, which is considered unsafe. When it is clear lightning will come within 10 miles, implement your safety plan until lightning moves out of the 10 mile radius. If you do not have access to WeatherBug, suspend the meet immediately when you hear thunder or observe lightning. The meet may resumed 30 minutes after the thunder and lightning ceases.

## Meet Schedule

<p><b>WEEK 1: May 30 to June 5</b>  <b>SATURDAY May 30</b>  Smithson Valley @ Boerne  Canyon Lake @ Lifetime 281  Sonoma Ranch @ Cibolo Canyons  SWISD @ Castroville  Lookout Canyon @ Oaks at Sonterra  Valley Ranch @ Stonegate Hill  Sonterra CC @ Stone Mountain  Converse @ El Dorado  Fair Oaks Ranch @ Mt. Lodge</p> <p><b>MONDAY June 1</b>  Steubing Ranch @ Olympia  Whispering Oaks @ JCC</p> <p><b>TUESDAY June 2</b>  Parkwood @ Wildhorse</p>	<p><b>WEEK 2: June 6 to June 12</b>  <b>SATURDAY June 6</b>  Smithson Valley @ Cibolo Canyons  Steubing Ranch at Sonterra CC  Canyon Lake @ Converse  Parkwood @ Stonegate Hill  SWISD @ Valley Ranch  Oaks at Sonterra @ Lifetime 281  Stone Mountain @ El Dorado</p> <p><b>MONDAY June 8</b>  Olympia @ Fair Oaks Ranch  Mt. Lodge @ Whispering Oaks  Lookout Canyon @ JCC</p> <p><b>TUESDAY June 9</b>  Boerne @ Sonoma Ranch  Castroville @ Wildhorse</p>
<p><b>WEEK 3: June 13 to June 19</b>  <b>SATURDAY June 13</b>  Smithson Valley @ Mountain Lodge  Steubing Ranch @ Cibolo Canyons</p> <p>Wildhorse @ SWISD  Stonegate Hill @ Castroville  Sonterra CC @ Oaks at Sonterra  Lifetime @ Lookout Canyon  Canyon Lake @ Stone Mountain  El Dorado @ Valley Ranch</p> <p><b>MONDAY June 15</b>  Boerne @ Fair Oaks Ranch  JCC @ Parkwood  Converse @ Olympia  Sonoma Ranch @ Whispering Oaks</p>	<p><b>WEEK 4: June 20 to June 26</b>  <b>SATURDAY June 20</b>  Mountain Lodge @ Boerne  Stonegate Hill @ SWISD  Oaks at Sonterra &amp; Stone Mtn @ Converse  Wildhorse @ Lookout Canyon  Canyon Lake @ El Dorado  Valley Ranch &amp; Lifetime @ Sonterra CC</p> <p><b>MONDAY June 22</b>  Cibolo Canyons @ Whispering Oaks  Smithson Valley @ Olympia  Castroville @ Parkwood  Steubing Ranch @ JCC</p> <p><b>TUESDAY June 23</b>  Fair Oaks Ranch @ Sonoma Ranch</p>

### Championship Meets, SWISD Natatorium

**Saturday, June 27: Division 1 (am) and Division 3 (pm)**

**Sunday, June 28: Division 2 (am) and Division 4 (pm)**

**All Star Meet: Tues, June 30 - Wildhorse**