

2011

GKAISA  
Officials Clinic

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# Welcome to the 2011 GKAIISA Officials Clinic

The Greater Knoxville Area Interclub Swimming Association (GKAISA) exists to "regulate, control, and govern the activities of the member teams in closed dual, triangular, and championship swimming competition in the Greater Knoxville Area."

GKAISA swim meets are swum in accordance to the USA Swimming Rules and Regulations rules book, except as specifically modified by GKAISA rules. It is the purpose of GKAISA officials to interpret and apply those rules when organizing and operating GKAISA Swim Meets. The purpose of this clinic is to insure that those serving as Referee, Starter, or Stroke & Turn Judge have a common understanding of the rules and procedures for GKAISA swim meets.

**All GKAISA Referees, Starters, and Stroke & Turn Judges must be certified in that position to officiate at any GKAISA Swim Meet.**

## **Referee:** It is the responsibility of the host team to supply the Referee

The Referee "shall have full authority over all officials and shall assign and instruct them; shall enforce all applicable rules and shall decide all questions relating to the actual conduct of the meet, the final settlement of which is not otherwise assigned by said rules; can overrule any meet official on a point of rule interpretation, or on a judgment decision pertaining to an action which the Referee has personally observed; shall also disqualify a swimmer(s) for any violations of the rules that the Referee personally observes ..."

Certification as a GKAISA Referee requires the person to attend an Officials Clinic each year and successfully complete a written exam. Prior to being certified as a Referee that person must have been a certified GKAISA Stroke & Turn Judge for at least two years or equivalent other experience.

## **Starter:** It is the responsibility of the host team to supply the Starter

The Starter shall be responsible for insuring that each race is started in a manner that is fair to each participant. Under direction of the Referee, the Starter shall insure the course is clear for the race to proceed; shall announce the event & heat; shall instruct the swimmers to assume a legal starting position and shall cause the starting signal to be given. The Starter, along with the Referee, shall determine when a 'False Start' has occurred, recall the race, and if appropriate, disqualify the swimmer(s) causing the 'False Start'.

Certification as a GKAISA Starter requires the person to attend an Officials Clinic at least once every two years and successfully complete a written test.

## **Stroke & Turn Judge:** Each team to supply an equal number of Stroke & Turn Judges

The Stroke and Turn Judge: "shall operate on both sides of the pool, preferably walking abreast of the swimmers during all strokes except freestyle, during which events they may leave poolside, at the Referee's discretion; shall ensure that the rules relating to the style of swimming designated for the event are being observed; shall ensure that when turning or finishing the swimmer complies with the turning and finishing rules applicable to the stroke used; and shall report any violations to the Referee on signed slips detailing the event, the heat number, the lane number, the swimmer's name and the infraction."

Certification as a GKAISA Stroke & Turn Judge requires the person to attend an Officials Clinic at least once every two years and successfully complete a written exam

# 2011

## GKAISA TECHNICAL RULES

### SECTION 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. 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 and in the same horizontal plane without alternating movement.

The hands shall be pushed forward together from the breast, on, under, or over the water. The elbows shall be under the water except for the final stroke before the turn, during the turn and for the last stroke at the finish. The hands shall be brought back on or under the surface of the water. The hands shall not be brought beyond the hipline, 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, a single downward butterfly kick, which must be followed by a breaststroke kick, is permitted during or at the completion of the first arm pull. Following which, all movements of the legs shall be simultaneous and in the same horizontal plane without alternating movement.

The feet must be turned outward during the propulsive part of the kick. A scissors, flutter, or downward butterfly kick is 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 simultaneously at, above, or below the water level. 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 shoulders must be at or past the vertical toward 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. Both arms must be brought forward over the water and pulled back simultaneously.

### 101.3 - Butterfly (cont'd)

- .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 simultaneously at, above, or below the water surface. Once a touch has been made, the swimmer may turn in any manner desired. The shoulders must be at or past the vertical toward the breast when the swimmer leaves the wall.
- .5 **Finish** - At the finish, the body shall be on the breast and the touch shall be made with both hands 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.
- .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 shall be permissible for the swimmer to be completely submerged during the turn, at the finish, 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
- .3 **Turns** - Upon completion of each length, some part of the swimmer must touch the wall. *{replacing USA rule language}* **After the swimmer's head has passed the backstroke flag, prior to the turn, the swimmer's upper shoulder may (but is not required to) rotate past the vertical toward the breast before the touch is completed provided such rotation is accompanied by an initiation of the turning action or continuation into the wall. The initiation of the turning action shall be accomplished by a single-arm or simultaneous double-arm pull, or in the absence of such pulls, by a downward, underwater movement of the head. AFTER THE INITIATION OF THE TURNING ACTION, NO ADDITIONAL ARM PULLS MAY BE STARTED; HOWEVER, KICKING AND GLIDING ACTIONS ARE PERMITTED.** The swimmer must have returned to a position on the back upon leaving the wall. A swimmer that does not touch the wall during a 'flip-turn' may not scull back to make up the touch.
- .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 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.
- .3 **Turns**
  - A. Intermediate turns within each stroke shall conform to the turn rules for that stroke.
  - B. The turns when changing from one stroke to another shall conform to the finish rules for the stroke just completed, and shall be as follows:
    - (1) **Butterfly to backstroke** - The swimmer must touch as described in 101.3.5. Once a legal touch has been made, the swimmer may turn in any manner, but the shoulders must be at or past the vertical toward the back when the swimmer leaves the wall.
    - (2) **Backstroke to breaststroke** - The swimmer must touch the wall while on the back. Once a legal touch has been made, the swimmer may turn in any manner but the shoulders must be at or past the vertical toward the breast when the swimmer leaves the wall and the prescribed breaststroke form must be attained prior to the first arm stroke.
    - (3) **Breaststroke to freestyle** - The swimmer must touch as described in 101.2.4. Once a legal touch has been made, the swimmer may turn in any manner.
- .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 shall govern where applicable. At the end of each leg, the finish rule for each stroke applies in each case.
- .3 **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 touch-plate 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.

## SECTION 102 (partial)

# CONDUCT AND OFFICIATING OF ALL SWIMMING COMPETITION

### 102.22 DISQUALIFICATIONS

- .1 A disqualification can be made only by the official within whose jurisdiction the infraction has been committed. Except for the Relay take-off judges when dual confirmation relay take-off judging, as provided in 102.13.6B, is used, the Referee, Stroke, Turn, or Relay take-off judge upon observing an infraction, shall immediately raise one hand overhead. If the official does not do so, there shall be no disqualification.
- .2 The Referee or designated official making a disqualification shall make every reasonable effort to seek out the swimmer or his/her coach and inform him/her as to the reason for the disqualification.
- .3 Any swimmer who acts in an unsportsmanlike or unsafe manner within the swimming venue may be considered for appropriate action or penalty by the **Referee**.
- .4 A swimmer must start and finish the race in the same lane.
- .5 Standing on the bottom during a freestyle race shall not disqualify a swimmer, but a swimmer must not leave the pool, or walk, or spring from the bottom. Standing on the bottom during any other stroke shall result in disqualification.
- .6 Obstructing another swimmer by swimming across or otherwise interfering shall disqualify the offender, subject to the discretion of the **Referee**.
- .7 Any swimmer not entered in a race who enters the pool or course in the area in which said race is being conducted before all swimmers therein have completed the race shall be barred from the next individual event in which that swimmer is entered on that day or the next meet day, whichever is first.
- .8 Dipping goggles in the water or splashing water on the competitor's face or body prior to an event shall not be considered as entering the pool unless the **Referee** finds that such action is interfering with the competition.
- .9 Should a foul endanger the chance of success of a swimmer(s), the **Referee** may allow the affected competitor(s) to reswim the event. In case of collusion to foul another swimmer, the **Referee** may, at his/her discretion, disqualify the swimmer for whose aid the foul was committed, as well as the swimmer doing the fouling.
- .10 Grasping lane dividers to assist forward motion is not permitted.
- .11 For relay disqualifications, refer to 101.7.3.
- .12 The time and/or place of any swimmer or relay team disqualified either during or following an event shall not be recorded in the results of the event. If awards have been made prior to the decision to disqualify they shall be returned and made to the proper recipient(s) and if points have been scored by those disqualified the event shall be rescored.
- .13 Time and/or place officially recorded for a swimmer shall not be nullified for violations occurring subsequent to such performance.

Note: The rules contained in old Section 102.10.10,

"No swimmer is permitted to wear or use any device or substance to help his/her speed, pace, or buoyancy during a race. Goggles may be worn, and rubdown oil applied if not considered excessive by the Referee"

have been moved to 102.8.1.E in USA Rulebook which is new section dealing with permissible swimwear

## **SECTION 901**

### **GKAISA STARTING RULES**

#### **901.1 THE START**

- .1 The Starter shall stand within ten feet of the starting end of the pool and upon signal from the Referee, shall assume control of the swimmers until a fair start has been achieved. Once a fair start has been achieved, the Starter no longer has any responsibility or authority over the swimmers in that heat.
- .2 The Starter, upon receiving clearance from the Referee (for all events except Backstroke and Medley Relay) directs swimmers to step onto the starting block or platform and remain there. In the case of Backstroke and Medley Relay, the Starter will direct the swimmers to step into the water, after which they should immediately return to the starting end of the pool.
- .3 After the Referee's whistle, the Starter instructs the swimmers and directs them to "take your mark," to which they must immediately respond by assuming a starting position with at least one foot at the front of the starting block or platform. Swimmers starting in the water must have at least one hand in contact with the wall or starting platform, or in the case of a Backstroke or Medley Relay start, they must adhere to the form specified in section 101.4.1. Sufficient time should follow "take your mark" to enable swimmers to assume starting positions, but no swimmer shall be in motion immediately before the starting signal is given. When all swimmers are stationary, the Starter shall give the starting signal.

#### **901.2 FALSE STARTS**

- .1 When a swimmer does not respond promptly to the command "take your mark" or false starts before the starting signal is given, the Starter shall immediately release all swimmers with the command "Stand Up" upon which the swimmers may stand up or step off the blocks. Any swimmer who enters the water or Backstroker who leaves the starting area shall be charged with a false start, except a swimmer who would otherwise be charged with the false start may be relieved of the charge if the false start was caused by the swimmer's reaction to the command.
- .2 All swimmers leaving their marks before the starting signal is given shall be charged with a false start, except as excused by the Starter or Referee. A swimmer who has false started because of the action or movement of another competitor may be relieved of the responsibility for the false start and a false start may be charged only to the offender (Note exception for deliberate delay or misconduct)
- .3 In backstroke or medley relay events a false start may be charged to any swimmer who fails to maintain his/her feet and/or hands in a legal position after the first warning.
- .4 When the starting signal is given and one or more swimmers have obtained an unfair advantage, all swimmers shall be recalled at once by a second signal.
- .5 If 'Dual Confirmation' is being used, a swimmer can be charged with a false start by the Starter only if the Referee has observed the violation and confirms that the violation occurred.
- .6 The Starter shall indicate the swimmer or swimmers, if any, who are charged with a false start.
- .7 All swimmers leaving their marks before the starting signal was given shall be charged with a false start, except as excused by the Starter or Referee. Any individual swimmer charged with a second false start in the same heat shall be disqualified and not permitted to swim in the event.
- .8 A swimmer shall not be disqualified for an illegal starting position at the start or charged with a false start if the race is permitted to proceed without recall. Enforcement of the correct starting position is the responsibility of the Starter, who may impose the appropriate penalty for violation before the starting signal is given.

#### **901.3 DELIBERATE DELAY OR MISCONDUCT**

- .1 Any swimmer, who delays the start by entering the water or by willfully or deliberately disobeying a Starter's command to step on the blocks or to take a starting position, or for any other misconduct taking place at the start, can be disqualified from the event by the Starter with concurrence of the Referee.
- .2 A swimmer who fails to appear at the starting platform ready to swim in time for the initial start of his/her heat shall be disqualified by the Referee.

## SECTION 902

### GKAISA STARTING SCRIPTS

#### 902.1 FORWARD START SCRIPT

- Referee blows a series of short whistles, <alerts swimmers to prepare for their heat>

(If this is the first heat of a new event, first announce event, else go directly to 'step up')

**“Event 51, Girls 8 and Under, 25 Yard Butterfly”** then,

**“Heat 1, Step Up”**

- Referee Blows One long whistle, after which they signal to the starter that the course is clear to proceed

**“25 Yard Butterfly”** <this serves to focus swimmers on impending start>

- Pause, Breathe and let field settle down

**“Take Your Mark”**

- Pause for swimmers to become stationary, then activate the Starting Signal

#### 902.2 BACKSTROKE START SCRIPT

- Referee blows a series of short whistles, <alerts swimmers to prepare for their heat>

(If this is the first heat of a new event, first announce event, else go directly to 'step in')

**“Event 38, Boys 13 & 14, 50 Yard Backstroke”** then,

**“Heat 1, Step In”**

- Referee Blows One long whistle, after which they signal to the starter that the course is clear to proceed

**“Place Your Feet”** <swimmers should then assume a 'relaxed' starting position>, thereafter

**“50 Yard Backstroke”** <this serves to focus swimmers on impending start>

- Pause, Breathe and let field settle down

**“Take Your Mark”**

- Pause for swimmers to become stationary, then activate the Starting Signal

#### **Remember:**

- Say “Yard,” not “Yards” or “Meter,” not “Meters.” Avoid hissing “s” sounds as much as possible.
- Say “Butterfly,” not “Fly.” Say “Breaststroke,” not “Breast.” Say “Backstroke,” not “Back.” Say “Freestyle” not “Free.” Say “Individual Medley,” not “I.M.”
- Use hand signals for hearing-impaired swimmers, regardless of whether they are looking at you or not!
- If you use the “Stand up” command, do not repeat the stroke & distance before the next “Take Your Mark” command.
- If you use the ‘Relax, Please’ or ‘Stand Down’ command on the start of the backstroke, DO use the “Place Your Feet” command (but do not repeat the stroke & distance) before the next “Take Your Mark” command.
- Say “Thank You, Ladies (or Gentlemen)” to the swimmers to clear the pool.

# STROKE AND TURN

## Important Thoughts

As officials, our responsibility is to assist in the conduct of swim competitions so that fair and equitable conditions are maintained and uniformity in the sport is promoted so that no swimmer has an unfair advantage over another.

1. **One set of rules apply to all swimmers**, no matter the age or ability level.
2. Violation of a stroke or turn rule results in the disqualification of the swimmer. Therefore, **the swimmer always receives the benefit of the doubt**.
3. **An official can only make a disqualification within his/her jurisdiction**. Before a meet, the Referee must be sure the stroke and turn judges understand their jurisdictions.
4. When overlapping jurisdiction has been assigned, both judges should not be watching the same swimmer for an entire swim or turn.
5. **As stroke and turn judges, we do not judge style**. We only determine if a swimmer conforms to the rules. A wide variety of stroke styles are allowed under the rules.
6. Give equal time to empty lanes (so that no swimmer is watched more than others).
7. Always look and act professional. While on deck, your job is to watch the swimmers in the pool. Do not engage in conversation with coaches or spectators while a race is ongoing.
8. Sample DQ procedure:
  - a. Upon observing an infraction within your jurisdiction, you must immediately raise one hand overhead. The hand should be raised as a reflex to the observed infraction, do not wait.
  - b. Complete designated DQ form as soon as possible after observing the infraction, entering all required data on the form and initial or sign form as directed by Referee.
  - c. Give the completed DQ form to the referee or other designated person.
  - d. Stay in your position. Wait until the final swimmer has left your jurisdiction on his or her last lap before moving from your assigned position.
  - e. If so directed by Referee, inform swimmer or their coach of the infraction telling them clearly and succinctly what they did wrong and that the swimmer is disqualified.

## DISQUALIFICATIONS

EVENT \_\_\_\_\_ HEAT \_\_\_\_\_ LANE \_\_\_\_\_

SWIMMER \_\_\_\_\_

### BREASTSTROKE

During: Start\_\_\_ Swim\_\_\_ Turn\_\_\_ Finish\_\_\_

10 Kick: Alternating\_\_\_ Butterfly\_\_\_ Scissors\_\_\_

11 Arms: Non-Simultaneous\_\_\_ 2 Strokes Under\_\_\_  
Not In Same Horizontal Plane\_\_\_

12 Elbows Recovered Over Water\_\_\_

14 Cycle: Head Not Up\_\_\_ Double Pulls/Kicks\_\_\_

15 Touch: One Hand\_\_\_ Non-Simultaneous\_\_\_

16 Not Toward Breast Off Wall\_\_\_

17 Other \_\_\_\_\_

### BUTTERFLY

During: Start\_\_\_ Swim\_\_\_ Turn\_\_\_ Finish\_\_\_

20 Kick: Alternating\_\_\_ Breast\_\_\_ Scissors\_\_\_

21 Arms: Non-Simultaneous\_\_\_ Underwater Recov\_\_\_  
Not In Same Horizontal Plane\_\_\_

23 Touch: One Hand\_\_\_ Non-Simultaneous\_\_\_

24 Not Toward Breast Off Wall\_\_\_

25 Head Did Not Break Surface by 15M\_\_\_

26 Other \_\_\_\_\_

### BACKSTROKE

During: Start\_\_\_ Swim\_\_\_ Turn\_\_\_ Finish\_\_\_

30 Toes Over Lip Of Gutter After Start\_\_\_

31 Head Did Not Break Surface by 15M\_\_\_

32 Not On Back Off Wall\_\_\_

33 No Touch At Turn\_\_\_

34 More Than One Arm Pull During Turn\_\_\_

35 Shoulders Past Vertical\_\_\_

36 Other \_\_\_\_\_

### INDIVIDUAL MEDLEY

41 Strokes Infraction #\_\_\_

42 Out Of Sequence\_\_\_

### FREESTYLE

50 No Touch Turn #\_\_\_

51 Head Did Not Break Surface by 15M\_\_\_

### RELAYS

70 Stroke Infraction #\_\_\_ Swimmer #\_\_\_

71 Early Take Off Swimmer #\_\_\_

72 Changed Order: Swimmer\_\_\_ Stroke\_\_\_

### OTHER

60 False Start\_\_\_

61 Delay Of Meet\_\_\_

62 Did Not Finish\_\_\_

63 Other \_\_\_\_\_

Judge \_\_\_\_\_

Referee \_\_\_\_\_

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# Becoming a Skilled Starter

Your job as a starter is to give the athletes the best start they've ever had every time you say, "Take your mark"... and give the starting signal. This is one of the hardest jobs on the pool deck. You may be fighting heat/cold, noise, equipment that doesn't work properly, conflicts between egos or personalities, new swimmers, or cocky 16-year-olds. So the key is - be prepared.

Get to the meet early enough to check the equipment. Talk to the coaches and athletes (this clues you into any problems that may be simmering on the back burner). Smile and give everyone the feeling that you are a calm professional that will be fair and responsive to the athlete. Get with your referee and discuss how you are going to handle the big one - a situation where everything goes down the tubes - kids are fidgety, your concentration is broken, lightning threatens or you just had a terrible start.

At that point, you recall the race, walk over, check a block, kick a pad, reset a machine, call the swimmers back up and start them again. Use common sense; do not penalize the field because you had a bad start. A good starter does not stand out. The best compliment you can receive is for someone to ask you after the meet what you did.

**Always maintain a calm demeanor.** Never look or act as if you are nervous. It is contagious.

**Be consistent.** If you do not call a false start on a swimmer because he or she slipped on a block, you must have the same rules for all the heats. You can't call a false start on an older athlete "because they should have been able to catch themselves."

**Know the rules:** The current GKAIISA Starting Rules apply to all GKAIISA swim meets, dual, tri, and championship. Do not start a meet until you review the rules that apply.

**Never hesitate to stand a heat up if you see a problem,** e.g. broken goggles, torn bathing suit. etc. Saving a swimmer from a disqualification is a heroic thing to do.

Time lines are there for a reason, but never hurry the swimmers for the sake of staying on the time line. You can usually make up the time later. Don't let a time line make you a bad starter.

**Keep your concentration.** Be sure you watch the start; you would be surprised how many starters turn away to hang up the mike immediately after they push the button. Watch the swimmers at least to the false start rope. You may see a problem right after the start that you can nip in the bud.

Work with your referee, especially when few or no officials show up. Call his or her attention to empty lanes. Offer to help in any way you can.

We all have bad days. If you're not at your best, take a break. If there is no other starter to take over, then step back, take a deep breath, and try again. A positive attitude will help.

Be familiar with the equipment you will be using. Make sure the cords are long enough. Check buttons, guns, shells, transducers, bullhorns, whistles, bells, hand mikes, or starting systems. Know how all equipment operates.



# GKAISA General Rules 2011

## 1. LEAGUE ALIGNMENT

For the 2011 season, the GKAISA teams shall be arranged in 6 leagues, as follows:

### League 1

Knoxville Racquet Club  
Gettysvue Country Club  
Sevier Aquatic Club  
Green Meadow  
Village Green  
Gulf Park

### League 2

Benington-Farrington  
Holston Hurricanes  
Crestwood Hills  
Maryville-Alcoa  
Jefferson City  
Concord Hills

### League 3

Robindale Woods  
Whittington Creek  
West Side YMCA  
Fox Den C.C.  
Sugarwood  
Gulfwood

### League 4

University Swim Club  
Morristown B&G Club  
Northside YMCA  
Peninsula Club  
Cherokee C. C.  
View Harbour

### League 5

The C. C. of Morristown  
Beaver Brook C.C.  
Newport-Cocke Co  
Tellico Village  
Arnstein J.C.C.  
Kingston

### League 6

National Fitness Center  
Oak Ridge Interclub  
Emerald Youth  
Gatlinburg  
Clinton

## 2. LEAGUE RULES

- 2.1. League results will be based on competition within the respective leagues. Each of the teams in a league must swim each other at least once each season. Should a team swim another team more than once during the season the initial meeting shall be the meet of record for league standings.
- 2.2. Teams may schedule meets with teams in other leagues, but results will not count in any league standings.
- 2.3. Interclub meets will be scheduled at the Scheduling meeting prior to each Interclub season and league meets will take scheduling priority.
- 2.4. Teams finishing first in their league will move up to the next higher league the following year. Teams finishing last in their league will move down to the next lower league the following year. In the event of ties in league standings, the result of head-to-head competition between the tied teams shall be used to determine the team to move up or down. If the results of head-to-head competition do not produce a clear solution, the tie will then be resolved by the results of the Championship Meet.
- 2.5. If the membership in the organization changes, it shall be the duty of the Executive Committee to redistribute the number of teams in each league.

## 3. AGE GROUP DIVISIONS and SWIMMER ELIGIBILITY

- 3.1. All events will be swum in divisions of 8 and under girls, 8 and under boys, 9-10 girls, 9-10 boys, 11-12 girls, 11-12 boys, 13-14 girls, 13-14 boys, 15-18 girls, and 15-18 boys.
- 3.2. Swimmers must compete in their legitimate age group (age as of midnight, May 31) in all events with the exception of Section "4. MOVING UP."

- 3.3. No one who has trained as a member of an NCAA, NAIA, or NCAA sanctioned collegiate swimming or diving team may compete in a GKAIISA meet regardless of age..

#### **4. MOVING UP**

- 4.1. Only ONE swimmer may move up ONE age group in relay swims. That is, a relay team may have only one swimmer who has moved up.
- 4.2. No one may move up on individual events unless designated EXHIBITION.

#### **5. DUAL and TRI MEET EVENTS**

- 5.1. The schedule of events for meets shall be: Individual Medley; 25/50 Freestyle; Medley Relay; Backstroke; Breaststroke; (50/100 Freestyle); Butterfly; and Freestyle Relay.
- 5.2. The 50 Freestyle for 10 and under and the 100 Freestyle for 11 and up may be added as events placed between the Breaststroke and Butterfly with concurrence of competing coaches in Dual and Tri meets. These events are swum in the GKAIISA Championship Meet.
- 5.3. 10 and under swim 25 yards/meters in the four strokes and 100 yards/meters in the IM and relays; 11 and up swim 50 yards/meters in the four strokes and 200 yards/meters in the IM and relays, except the 11-12 age group will swim 100 yards/meters for the Individual Medley.

#### **6. EVENTS PER SWIMMER**

- 6.1. A swimmer may swim in 4 events for points (any combination of individual or relay) in a GKAIISA Interclub Dual or Tri meet. If a swimmer participates in more than the allowed number of events, the swimmer would be disqualified in each event he/she swam.
- 6.2. A swimmer may swim in more than 4 events in a Dual or Tri meet if their entry card for the additional events is designated EXHIBITION before the swimmer stands on the block.
- 6.3. Teams in Leagues 5 or 6 are allowed to swim their swimmers in 3 individual events and 2 relays or 4 individual and 1 relay in Dual or Tri-Meets. If teams in Leagues 5 or 6 compete in a Dual or Tri-Meet outside their leagues, the respective coaches will decide before the meet which rules they will follow.

#### **7. SCORING and AWARDS**

- 7.1. In Individual Events, only two swimmers per team may score, but all may compete for points unless designated as EXHIBITION.
- 7.2. In Relay Events, only one relay per team per event may score, but all may compete for points unless designated as EXHIBITION.
- 7.3. In all Dual or Tri meets the first heat of each event shall be the only one scored and each team shall have an equal number of lanes in that heat. Additional lanes shall be left empty in the first heat or shall be designated as EXHIBITION. In the case where a team is not able to fill their assigned lanes in the first heat, those lanes shall be left empty and may not be filled by swimmers from other teams, unless designated as EXHIBITION and agreed upon by all coaches. All additional heats in an event, after the first, are considered to be EXHIBITION without the requirement that it be explicitly stated.
- 7.4. In the case of a pool having more than 6 lanes, the additional lanes shall be designated as EXHIBITION in the first heat or all lanes may be eligible to score if agreed upon by all coaches.

- 7.5. Scoring point values:  
Scoring point values awarded for GKAIISA Dual meets shall be;  
Individual events: 5-3-2-1                      Relays; 7-3
- Scoring point values awarded for GKAIISA Triangular meets shall be;  
Individual events: 6-4-3-2-1-0                      Relays; 8-4-0
- 7.6. Place ribbons are to be provided equal to the number of lanes used for the meet, i.e., 6 lanes equals 6 place ribbons. Ribbons are to be awarded on basis of actual finish, not by points scored by the swimmers.

## **8. GENERAL CONDUCT**

- 8.1. All smoking and alcoholic beverages are absolutely prohibited at the pool area in all GKAIISA meets - Dual, Tri, Relay and Championship.
- 8.2. Proper conduct is expected from all persons attending a swim meet. The Meet Referee has the responsibility of ejecting from the meet any person not displaying proper behavior.

## **9. CERTIFIED OFFICIALS and RULES CLINICS**

- 9.1. All Referees, Starters, and Stroke & Turn Judges must be certified in that position and must be a minimum of 18 years old.
- 9.2. The specific certification requirements for each position are as follows;
- 9.2.1. REFEREE - Certification as a GKAIISA Referee will require the person to attend an Officials Clinic each year and successfully complete the Referee written exam. Prior to being certified as a Referee, that person must have been a certified Stroke & Turn Judge for at least two years.
- 9.2.2. STARTER - Certification as a GKAIISA Starter will require the person to attend an Officials Clinic at least once every two years and successfully complete the Starter written exam.
- 9.2.3. STROKE & TURN JUDGE - Certification as a GKAIISA Stroke & Turn Judge will require the person to attend an Officials Clinic at least once every two years and successfully complete the Stroke & Turn Judge written exam.
- 9.3. Certification as a Referee shall also be considered as certified in both Starter and Stroke & Turn Judge positions.
- 9.4. There will be a number of GKAIISA Officials & Rules Clinics held at the beginning of each season to allow all certified officials the opportunity to satisfy the clinic attendance requirement for their position.

## **10. GENERAL MEET RULES and PROCEDURES**

- 10.1. Interclub meets must begin with thirty minutes of the scheduled time unless extenuating circumstances are communicated coach to coach. Otherwise, the team in violation must forfeit the meet. The GKAIISA President will mediate in case of disputes.
- 10.2. A team wishing to change a meet must give at least one week's notice to the opposing coach(s). If the meet cannot be rescheduled the canceling team must forfeit the meet for won-lost record.
- 10.3. In the case of a meet being held at a pool lacking sufficient lighting to continue after dark, prior to the beginning of the meet, the coaches shall agree on the time at which the meet will be halted. Section "11. INTERRUPTED MEET" provides guidance as to whether meet should be rescheduled or considered a complete meet.

- 10.4. All persons working as Referee, Starter, or Stroke & Turn Judge must be GKAIISA certified in that position. A person participating in a meet as either a coach or swimmer may not also serve as a certified official in that meet. In the case where a team does not have the necessary certified official(s) then they must ask the other teams in the meet whether they can supply those additional certified persons. Only in the case when none of the involved teams are able to supply a person certified in a position should the meet proceed with a non-certified person.
- 10.5. Before the start of a meet, a Meet Referee shall be assigned by the host team and his/her identity made known to all coaches and officials. The Meet Referee shall insure that all officials and deck workers are properly trained and certified to perform their assignments and shall be responsible for the meet being run in a manner fair to all participants.
- 10.6. For dual meets, the host team will compete in the odd-numbered lanes and the visiting team in the even-numbered lanes unless the visiting team is advised otherwise at least 5 days before the date of Meet. In triangular or quadrangular meets, choice of lanes will be by draw or by decision of the coaches involved in the meet.
- 10.7. USA Swimming Rules shall apply to all GKAIISA Dual and Triangular meets except:
  - 10.7.1. False Start Rule;  
When the starting signal is given and one or more swimmers have obtained an unfair advantage, all swimmers shall be recalled at once by a second signal. All swimmers leaving their marks before the starting signal was given shall be charged with a false start, except as excused by the Starter or Referee. Any swimmer charged with a second false start in the same heat shall be disqualified and not permitted to swim in the event.
  - 10.7.2. Backstroke Turn Rule;  
After the swimmer's head has passed the backstroke flag, prior to the turn, the swimmer's upper shoulder may (but is not required to) rotate past the vertical toward the breast before the touch is completed provided such rotation is accompanied by an initiation of the turning action or continuation into the wall.  
The initiation of the turning action shall be accomplished by a single-arm or simultaneous double-arm pull, or in the absence of such pulls, by a downward, underwater movement of the head.  
After the initiation of the turning action, no additional arm pulls may be started; however, kicking and gliding actions are permitted.  
The swimmer shall assume a position on the back before the feet leave the wall.
- 10.8. Finish Place Judging:
  - 10.8.1. In the absence of automatic timing equipment or the prescribed number of Timers and Place Judges at Dual and Triangular meets, two across-the-board Place Judges and an Overall Judge will be used in determining the finish of swimmers.
  - 10.8.2. The Overall Judge's ballot, recorded independently of the other judges, will be used in determining the finish only when the two across-the-board Place Judges disagree. Then, if any two of the three ballots for a swimmer agree, that shall be the official place for that swimmer.
  - 10.8.3. For any place for which three complete ballots are not available or where no two ballots agree the Referee shall determine the order of finish by evaluating all available information, including times.
  - 10.8.4. Ties can be called by across-the-board Place Judges, Overall Judge or by the Referee after balloting and evaluating all information.

#### 10.9. Relay Take-off Judging;

For relay events there will be at least two Relay Takeoff Judges at each end of the pool where there are departing swimmers and positioned such that two judges are observing the same lanes. Each club should provide an equal number of judges. These Judges shall determine whether the departing swimmer is in contact with the platform at the time the incoming swimmer touches the end of the pool and shall independently report infractions on a written form without the use of the infraction hand signal. The written forms are then given to the Meet Referee or designee who will determine if an infraction has occurred. A team will only be disqualified when there is independently written dual confirmation of an illegal take-off by the two responsible Relay Takeoff Judges.

#### 10.10. Meet Results Correction Procedure

- 10.10.1. Certain mistakes in dual or tri meet results may be corrected if they are detected within 3 days (72 hours) after completion of the meet. After the 3 day limit has expired the results are considered final and cannot be corrected. Meet results may be corrected for 'clerical' type errors only such as mathematical or other scoring mistakes. Protests against the judgment of Starter, Stroke & Turn Judges, or Relay Take-off Judges can only be addressed to the Meet Referee, whose decisions are final unless there is clear evidence of the misinterpretation of a rule.
- 10.10.2. It is the responsibility of the coach or representative of the team detecting the error to contact the GKAIISA President within the 3 day limit, otherwise there can be no further action taken. After notifying the GKAIISA President, it is expected that the teams involved in the meet will work together to resolve the issue.
- 10.10.3. In the case where the teams cannot reach a mutually agreeable resolution, they may ask that the GKAIISA Review Committee, consisting of three persons to be appointed by the GKAIISA President, will settle the issue. The decision of the GKAIISA Review Committee is final.

### **11. INTERRUPTED MEET**

- 11.1. In the event a Dual or Triangular meet must be interrupted due to weather or other circumstances, the following guidelines will apply;
  - 11.1.1. If the meet is interrupted prior to completion of Event 40, the meet should be rescheduled, at which time the meet shall proceed from the heat/event last swum prior to the interruption.
  - 11.1.2. If the meet is interrupted after completion of Event 40, the meet should be rescheduled or by the coaches mutual consent, may be considered a complete meet. If it is rescheduled, the meet shall proceed from the event/heat last swum prior the interruption.
- 11.2. For purpose of establishing GKAIISA Championship Meet eligibility both the original and rescheduled meets shall be considered one meet. A swimmer participating in either the original or rescheduled meet shall be considered to have participated in the meet.
- 11.3. When a league meet must be rescheduled due to weather or other reason, the host team will provide the visiting team with at least three possible open meet dates. If the visiting team cannot accept one of these dates, they will forfeit the meet.
- 11.4. In the case where a scheduled or rescheduled meet cannot be swum during the season, neither team will be given a Win or a Loss for the unswum meet.