

DSDC

STARTER TRAINING

COMMON STARTER SCENARIOS WITH SUPPORTING RULES

version 2.0

SCENARIO 1 - If after “take your mark” is given and BEFORE starter signal is given a specific swimmer does not have 1 foot forward or both feet under gutter with 1 hand in contact with wall or starting platform, or a specific swimmer does not hold still maintaining front plane, or swimmer UN-intentionally falls in water due to being off balance ...

DSDC Starter Course of Action: No False Start. Ask swimmers to stand up please and allow all to make all corrections.

Documented USA Swim Rule in Support of this Interpretation: USA Swim. 101.1 D STARTS

When a swimmer does not respond promptly to the command "take your mark," the Starter shall immediately release all swimmers with the command "stand up" upon which the swimmers may stand up or step off the blocks.

SCENARIO 2 - If after “take your mark” is stated a specific swimmer does not have 1 foot forward or both feet under gutter with 1 hand in contact with wall or starting platform, or a specific swimmer does not hold still maintaining front plane ... AND the starting signal is given.

DSDC Starter Course of Action: No False Start. Starters job is to ensure all swimmers are ready prior to start so if race is allowed to proceed need to let illegal position go.

Documented USA Swim Rule in Support of this Interpretation: USA Swim. 101.3 E False Starts

A swimmer shall not be disqualified for an illegal starting position at the start if the race is permitted to proceed. Enforcement of the correct starting position is the responsibility of the Starter.

SCENARIO 3 - If after “take your mark” is given and BEFORE starter signal is given a specific swimmer intentionally jumps in water (backstroker – departs wall) ...

DSDC Starter Course of Action: Ask all swimmers to stand up/down. Assign violating swimmer with 1 False Start, 2 False Starts in same event equals 1 DQ.

Documented DSDC Swim Rule in Support of this Interpretation: DSDC Conduct and Duties of Starter and Referee. False Starts.

- *All swimmers leaving their marks before the starting signal is given shall be charged with a false start, except that 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.*
- Swimmers must have two false starts charged to them in an event to be disqualified.

Documented USA Swim Rule Differs from DSDC: USA Swim. 101.3 A False Starts

Any swimmer starting before the starting signal is given shall be disqualified if the Referee independently 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.

SCENARIO 4 - If after “take your mark” is given a specific swimmer leaves the set or stationary position prior to the starter signal, AND starter signal is then given ...

DSDC Starter Course of Action: Either recall the race and False Start violating swimmer, or allow race to proceed and NOT False Start DQ swimmer. Assign violating swimmer with 1 False Start, 2 False Starts in same event equals 1 DQ.

Documented DSDC Swim Rule in Support of this Interpretation: DSDC Conduct and Duties of Starter and Referee. False Starts.

- Swimmers must have two false starts charged to them in an event to be disqualified.

Documented USA Swim Rule Differs from DSDC: USA Swim. 101.3 A False Starts

Any swimmer starting before the starting signal is given shall be disqualified if the Referee independently 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.

SCENARIO 5 - If a swimmer does not show up for a race on time.

DSDC Starter Course of Action: None. It is the Referees responsibility to manage swimmers to be at each lane, or choose to DQ a swimmer who does not arrive to a race on time.

Documented USA Swim Rule in Support of this Interpretation: USA Swim. *101.5 B Deliberate Delay or Misconduct*

The Referee shall disqualify a swimmer who fails to appear at the starting platform ready to swim in time for the initial start of his/her heat.

SCENARIO 6 - General clause for general swimmer delay or disobey.

DSDC Starter Course of Action: Starter to report swimmers conduct to Referee to consider DQ of swimmer. Referee has final call.

Documented USA Swim Rule in Support of this Interpretation: USA Swim. *101.5 A Deliberate Delay or Misconduct*

The Starter shall report a swimmer to the Referee for delaying the start, for willfully disobeying an order or for any other misconduct taking place at the start, but only the Referee may disqualify a swimmer for such delay, willful disobedience or misconduct.

SCENARIO 7 - If Starter inadvertently triggers the recall signal.

DSDC Starter Course of Action: No False Start. Recall the race. Restart the race.

Documented USA Swim Rule in Support of this Interpretation: USA Swim. 101.3 C False Starts

If the 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.