



JUDGE OF STROKES & INSPECTOR OF TURNS

October 21, 2015

WELCOME



- The goal of any competition volunteer or official is to contribute to a fair, safe and positive competitive environment.
- The goal of this clinic is to:
 1. Continue to develop a foundation for your skills as a swimming official;
 2. Provide you with an enhanced understanding of the rules of each stroke;
 3. Develop an understand for the role and key duties of an Inspector of Turns and Judge of Strokes positions.

PREFERRED PREREQUISITES



- A general interest in the sport of swimming
- An interest in the fair conduct of sport
- Practical experience as a timekeeper across a range of competitive levels

THE PROFESSIONAL SWIMMING OFFICIAL



The professional swimming official is a judge of the competition, not the rules.

- The swimming rules must be followed. The official who has standards that differ from those set down in the rulebook may have their decisions challenged by coaches or the referee.
- Following the rules puts a stake in the ground that tells everyone concerned with the competition that the decisions will be made in a fair and equitable manner against a known standard.

THE PROFESSIONAL SWIMMING OFFICIAL (cont'd)



- As an official, an individual must operate from a strong base. That base is made up of two factors – one is the authority of the rulebook and the other is the basic philosophy that the officials conduct the competition in accordance with the rules.
- Rather than an official hiding behind the statement "It's the rule", an official should explain why there was an infraction so they do not appear to be arbitrary.
- The official's job is to uphold the rules by applying them equitably and communicating their interpretation effectively

AUTHORITY



- The authority of the Inspector of Turns and Judge of Strokes is to assure the rules are being followed and if an infraction is observed then to report that infraction. To function properly, one dominant principle must apply:

*“Fairness to all competitors, giving the benefit of the doubt,
in every instance, to the swimmer”*

- The rules of swimming define the acceptable form for each stroke. Many variations of form are possible and may still comply with the letter of the rules. Decisions regarding the form of strokes and turns must, therefore, be subject to flexible judgment and common sense:

“Ugly isn't necessarily illegal”

DECISION MAKING PHILOSOPHY



1. *Advantage vs. Disadvantage* - The question of whether swimmer advantage / disadvantage should influence the official judgment of stroke, turn and finish violations has been the subject of much debate. A violation of the rules should be noted and the competitor disqualified whether an advantage is gained or not.
2. *The Twice Theory* - Some judges feel they should wait until an infraction happens more than once before they call it. They rationalize this position in all sorts of ways (e.g., "That clears up any doubt." "That confirms that it wasn't a simple mistake by the swimmer." etc.) The official must simply be certain of what they saw and make the call as soon as it is observed.
3. *We don't DQ 10&unders* - People who take this position often rationalize it by saying they don't want to cause "mental trauma" to a youngster. While this may sound good, it views the judge's role as punitive and that's completely inaccurate. A disqualification should be viewed as; a) "protecting the other athletes" in the competition, and b) "educating" the athlete who commits the infraction so he/she won't do it again.

DECISION MAKING PHILOSOPHY

(cont'd)



4. *Don't ask me to judge my child* - Advocates of this position usually fall into one of two categories. (1) "I don't want anyone to think my child got by with an infraction because I was judging." (2) "I don't want to have to explain to my child why he/she was disqualified." The Referee must know that the judge treats everyone in the field the same - "fairly and equitably" – at all times. The Referee must be confident that a judge will identify an infraction regardless of the effect upon their child, club, or Province . This is probably the ultimate test of the judge's impartiality.
5. *Don't infer* - Simply put, this means: you can only call what you see, NOT what you deduct. You must actually see the swimmer miss the wall with his right hand on the turn, not assume he missed it because, by the time you looked, he was touching the wall with his left hand and was already turning.



INSPECTOR OF TURNS

DUTIES

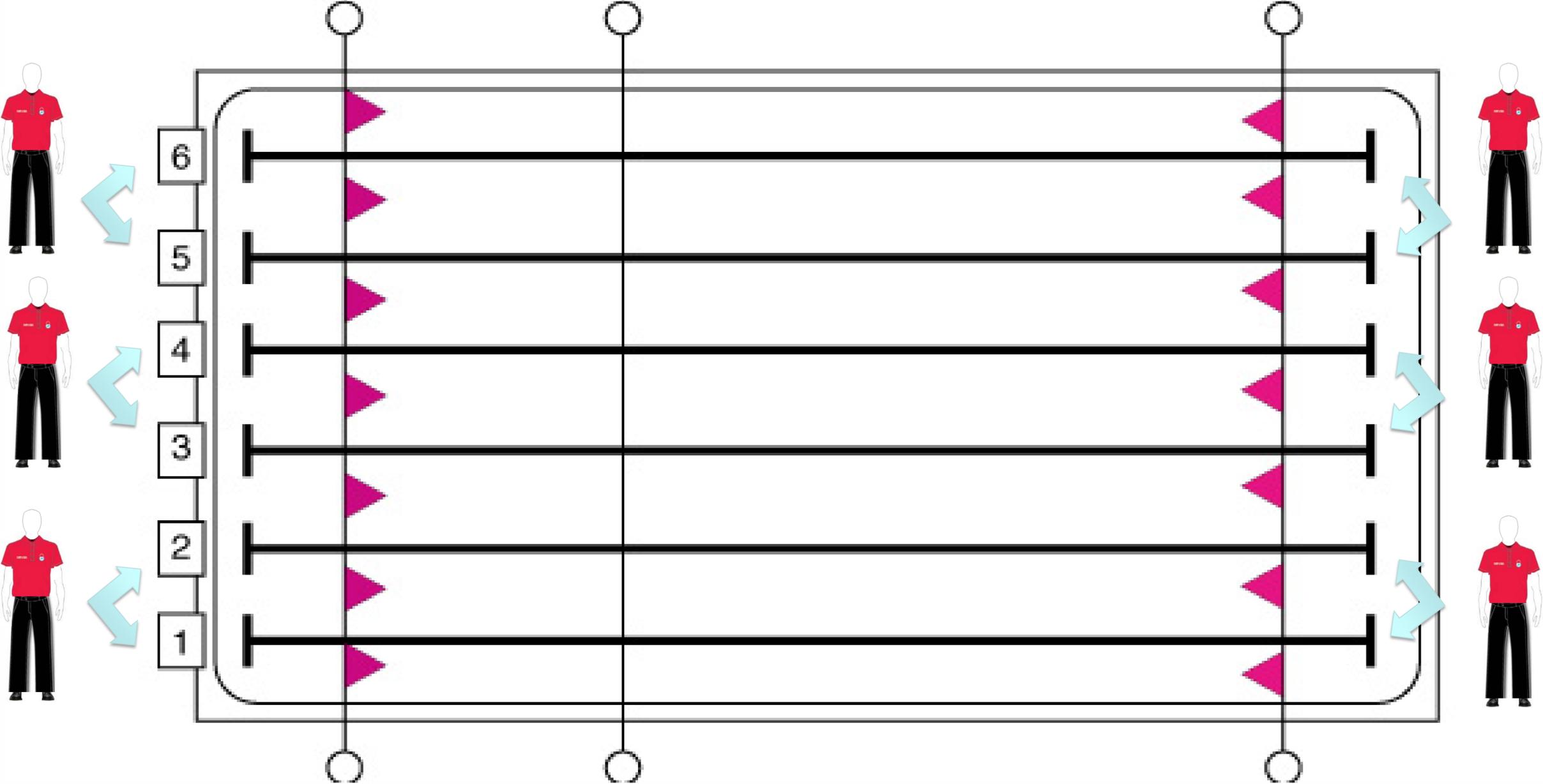
FINA Rules describing the duties of: INSPECTOR OF TURNS



SW 2.6.1 One inspector of turns shall be assigned to each lane at each end of the pool.

- The following slides will show placement of IT's and relevant amendments for Age Group swimming.

SW 2.6.1 in Action



FINA Rules describing the duties of: INSPECTOR OF TURNS (cont'd)



- **SW 2.6.2** Each inspector of turns shall ensure that swimmers comply with the relevant rules for turning, commencing from the beginning of the last arm stroke before touching and ending with the completion of the first arm stroke after turning. The Inspector of Turns at the starting end of the pool, shall ensure that the swimmers comply with the relevant rules from the start and ending with completion of the first arm stroke. The inspectors of turns at the finish end shall also ensure that the swimmers finish their race according to the current rules.

SW 2.6.2 in Action



- IT's must observe one full turn for each swimmer in each lane they are responsible for.
- In a close race and where the IT is responsible for more than one lane, the IT will need to observe one swimmer well as opposed to 2 or 3 partially.
- Observe the swimmer from the last stroke into the wall through to the completion of the first stroke off the wall.



Applying SW 2.6.2



“Each Inspector of Turns shall ensure that swimmers comply with the relevant rules for turning, commencing from the beginning of the last arm stroke before touching and ending with the completion of the first arm stroke after turning.”

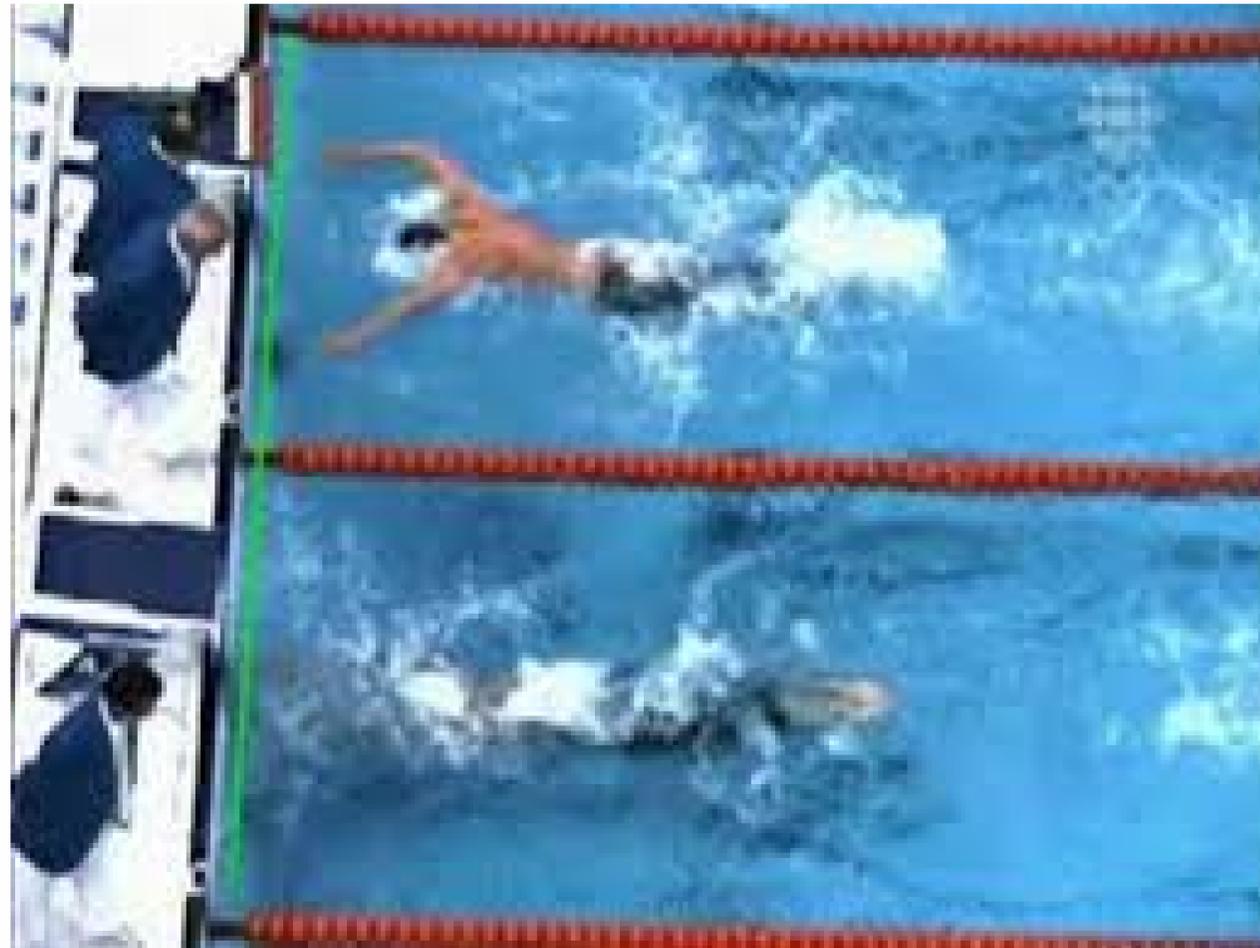
□ How to action this:

- ✓ The IT takes responsibility for the swimmers adherence to the rules from the last arm stroke into the wall to the completion of first arm stroke off the wall.
- ✓ An arm stroke in freestyle and backstroke is a single arm pull; in butterfly and breaststroke it is the full cycle of both arms as they pull simultaneously.

FROM THE 'IT' PERSPECTIVE



- It can be difficult to assess the swimmers stroke and timing into the wall, a keen eye is important.



FINA Rules describing the duties of: INSPECTOR OF TURNS (cont'd)

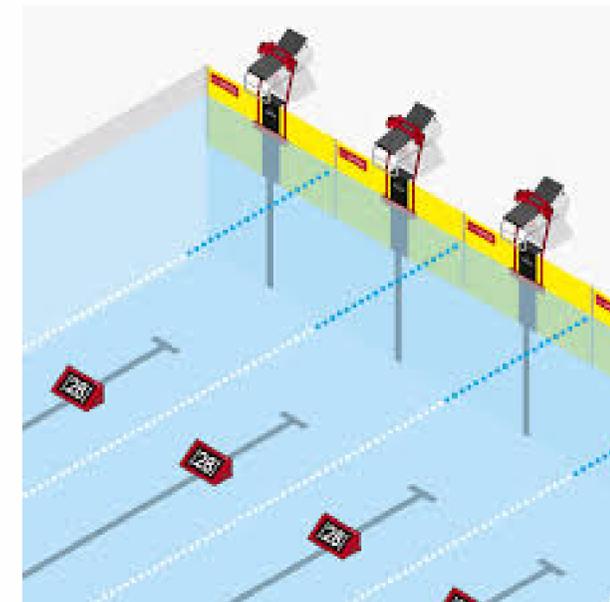


- **SW 2.6.3** In individual events of 800 and 1500 metres, an inspector of turns at the start or turning end of the pool shall record the number of laps completed by the swimmer in his lane and keep the swimmer informed of the remaining number of laps to be completed by displaying “lap cards”. Electronic equipment may be used, including under water display.

SW 2.6.3 in Action



- The displaying of lap counters is usually a function performed at higher level meets although whenever the counters are available they should be used.
- Lap counters are to be angled over the bulkhead, not in the water and count down to 1 lap remaining. Swimmers may be asked which side of lane they wish the counter to be positioned.
- Electronic lane counters are reserved for high end national or international meets only.
- Often times its necessary to ask a club to provide lap counter volunteers in a meet where officials are difficult to find.



FINA Rules describing the duties of: INSPECTOR OF TURNS (cont'd)



- **SW 2.6.4** Each inspector at the starting end shall give a warning signal when the swimmer in his lane has two lengths plus five (5) metres to swim to finish in individual events of 800 and 1500 metres. The signal may be repeated after the turn until the swimmer has reached the five (5) metres mark on the lane rope. The warning signal may be by whistle or bell.



SW 2.6.4 in Action

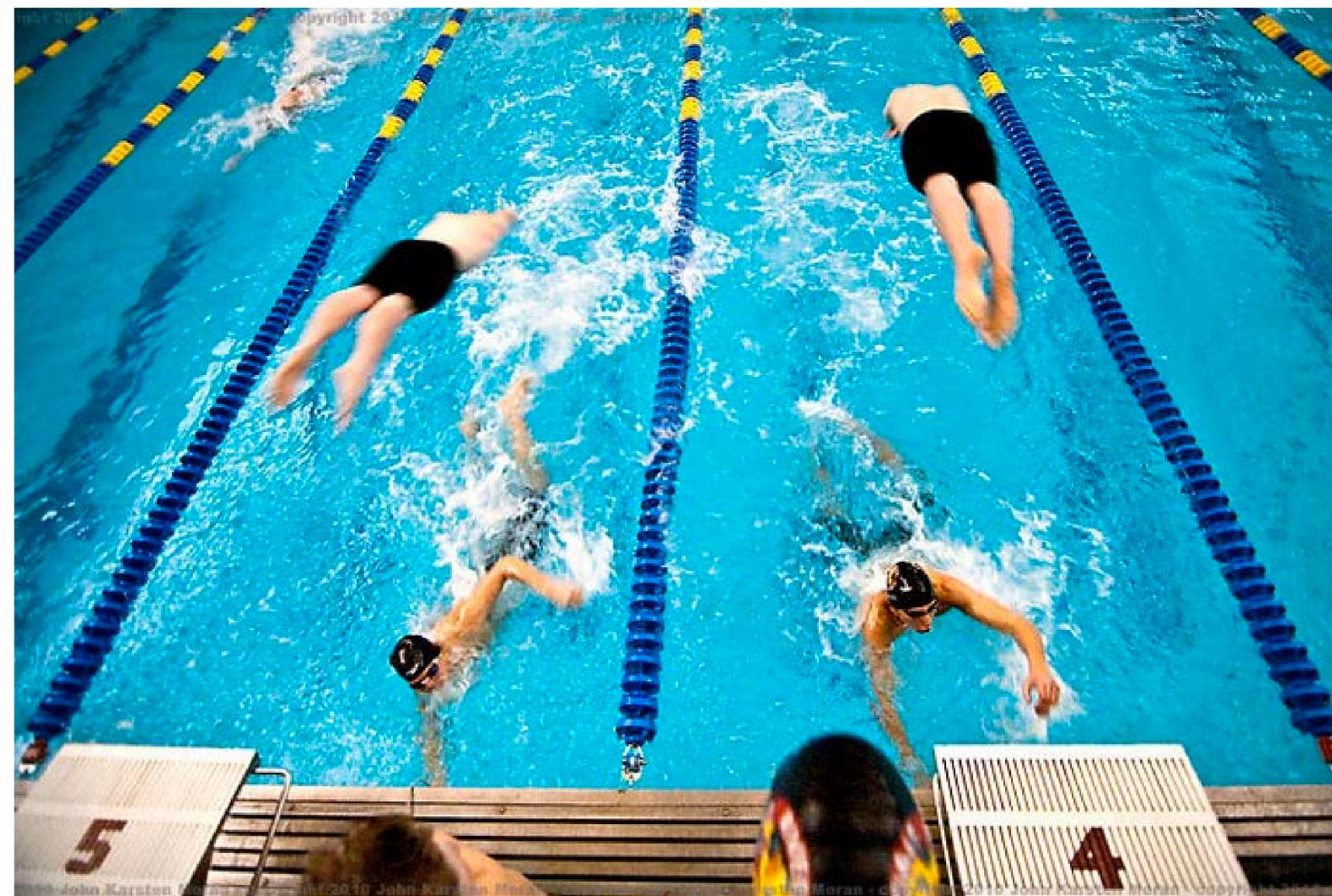
- Most often the device used will be a bell. In some instances where no bell is available the ITs may be asked to hold a kickboard in the water to indicate the last lap. This scenario may occur at very low level regional competitions and is only to be used in the absence of bells.
- IT's will begin ringing the bell as the swimmer approaches the 5m mark coming into the wall, and continue ringing until the swimmer has returned out 5m, over the right hand lane line when possible. Avoid ringing directly over the lane and swimmer to prevent any mishaps with broken or dropped bells.



FINA Rules describing the duties of: INSPECTOR OF TURNS (cont'd)



- **SW 2.6.5** Each inspector at the starting end shall determine, in relay events, whether the starting swimmer is in contact with the starting platform when the preceding swimmer touches the wall. When Automatic Equipment which judges relay take-offs is available, it shall be used in accordance with SW 13.1



SW 2.6.5 in Action

- ITs should look at the feet on the starting block and when the feet lose contact with the block, ITs should look down to see if the swimmer's hand is in contact with the wall. If electronic takeover equipment is being used, the IT may still be asked to call if they see an early takeover, however the electronic equipment may overrule the visual call.





JUDGES OF STROKES DUTIES

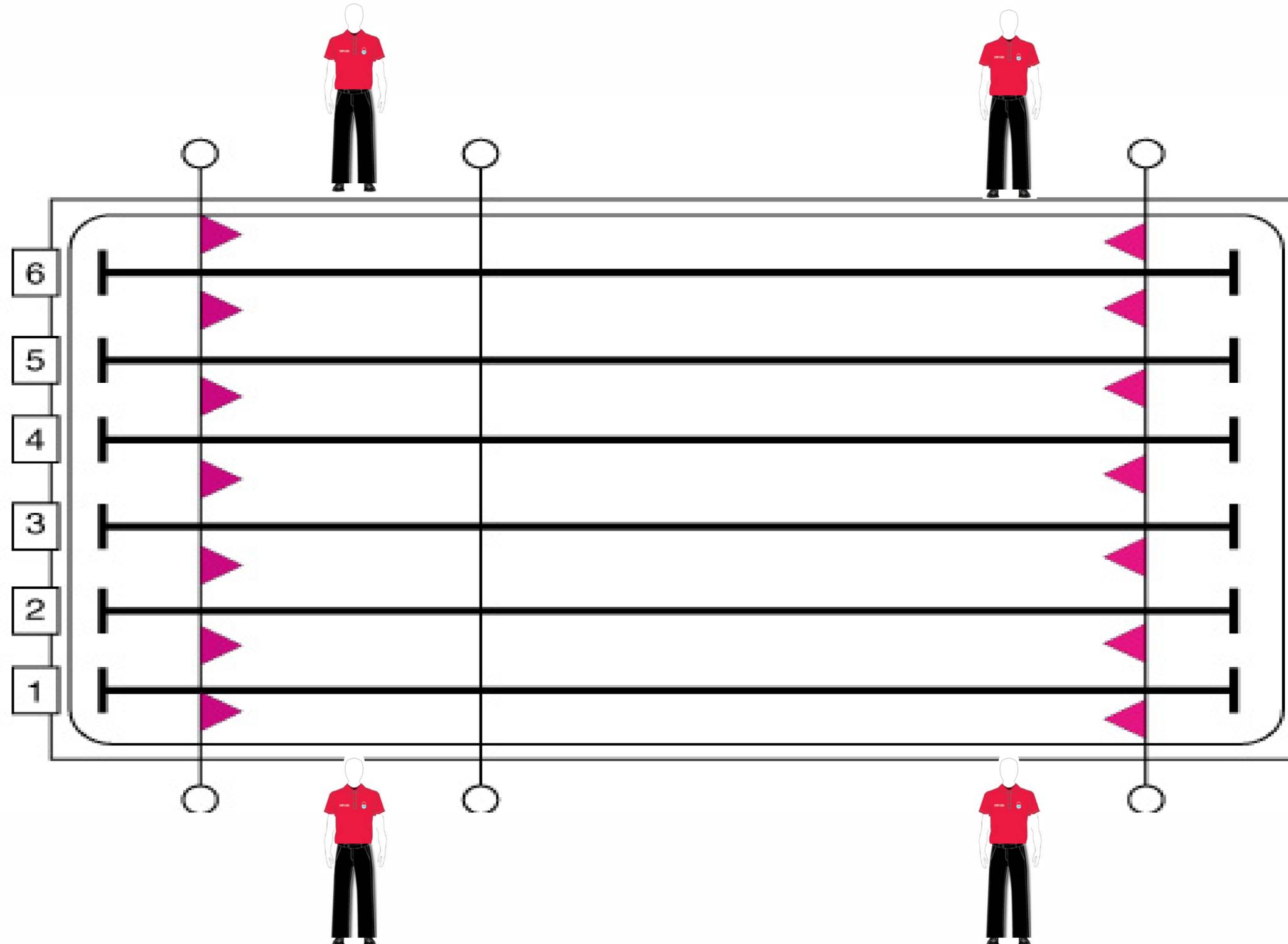
FINA Rules describing the duties of: JUDGES OF STROKES



SW 2.7.1 Judges of stroke shall be located on each side of the pool.

- The following slides will show placement of Stroke Judges and relevant amendments for Age Group swimming.

SW 2.7.1 in Action



FINA Rules describing the duties of: JUDGES OF STROKES



- **SW 2.7.2** Each judge of stroke shall ensure that the rules related to the style of swimming designated for the event are being observed, and shall observe the turns and the finishes to assist the inspectors of turns.

SW 2.7.2 in Action



- At the start Judge(s) must be in position at the 15m mark to watch back, fly and free events to ensure the head has surfaced at or before the 15m mark.
- In breaststroke the Judge(s) should move toward start to observe the pullout to assist the ITs.
- After the start the Judge walks the sides of the pool abreast of swimmers during all strokes except freestyle.



SW 2.7.2 in Action (cont'd)



- If the field spreads out, maintain a position slightly ahead of the trailing swimmer(s) while in contact with the lead swimmer(s).
- If there are 2 judges working a side, a 'lead-lag' observation pattern should be utilized.
- The lead judge would move with the lead swimmer, while the lag judge moves with the last swimmer.
- Judges will take the lanes on their half of the pool i.e lanes 1-4 or lanes 5-8.



SW 2.7.2 in Action (cont'd)



- Breast and Fly are best judged walking slightly behind the swimmers.
- In Backstroke the judge should be positioned slightly ahead of the swimmer to avoid looking directly in their eyes.
- If an infraction is observed the Judge should take this directly to the referee upon completion of the race.





TECHNICAL RULES - STROKES

SW 5 - FREESTYLE



- **SW 5.1** Freestyle means that in an event so designated the swimmer may swim any style, except that in individual medley or medley relay events, freestyle means any style other than backstroke, breaststroke or butterfly.
- **SW 5.2** Some part of the swimmer must touch the wall upon completion of each length and at the finish.
- **SW 5.3** 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 metres after the start and each turn. By that point, the head must have broken the surface.



FREESTYLE: Start Mechanics



- Any stroke or combination of strokes may be used, so during the start any combination may be seen. That being said, it is very rare to see swimmers pursue anything but 'front crawl'.
- Regardless of 'stroke' – in a event designated as freestyle the head must break the surface by the 15m mark.

Observing:

- The stroke judge(s) should stand at the 15m mark to ensure that the head of the swimmer breaks the surface of the water by the 15m mark.

FREESTYLE: Swim Mechanics



- Any stroke or combination of strokes (including dog paddle) may be used. Freestyle is '*free style*' – anything goes including doing other strokes during the race and even changing strokes in the middle of the race.

Observing:

- The judge should make sure that the swimmer does not pull on the lane lines, and/or push off of the bottom of the pool during the swim.

FREESTYLE: Turn / Finish Mechanics



- Swimmers may turn in any manner they want as long as they touch the wall at the end of each length of the race.
- A swimmer can go back and “save themselves” if they miss the touch during a turn.
- The infraction for missing the wall is not “officially” called until the swimmer touches the opposite end of the pool from the wall that they missed.
- The touch at the finish may be made with any part of the body.

Observing:

- The judge should stand over the lane(s) to observe the touch at the turns and finish.



Video

SW 6 - BACKSTROKE

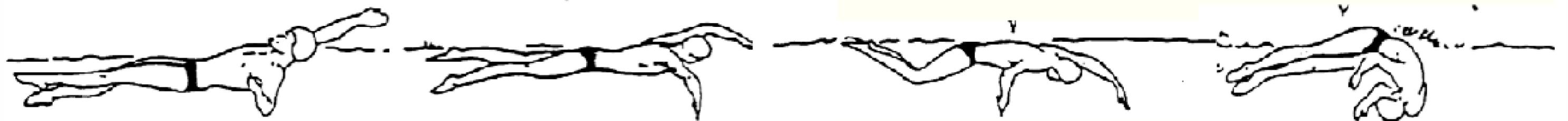


- **SW 6.1** Prior to the starting signal, the swimmers shall line up in the water facing the starting end, with both hands holding the starting grips. Standing in or on the gutter or bending the toes over the lip of the gutter is prohibited. When using a backstroke ledge at the start, the toes of both feet must be in contact with the end wall or face of the touchpad. Bending the toes over the top of the touchpad is prohibited.
- **SW 6.2** When a backstroke ledge is being used, each inspector at the starting end shall install and remove the ledge after the start.
- **SW 6.3** At the signal for starting and after turning the swimmer shall push off and swim upon his back throughout the race except when executing a turn as set forth in SW 6.5. The normal position on the back can include a roll movement of the body up to, but not including 90 degrees from horizontal. The position of the head is not relevant.

SW 6 - BACKSTROKE



- **SW 6.4** Some part of the swimmer must break the surface of the water throughout the race. It is permissible for the swimmer to be completely submerged during the turn, and for a distance of not more than 15 metres after the start and each turn. By that point the head must have broken the surface.
- **SW 6.5** When executing the turn there must be a touch of the wall with some part of the swimmer's body in his/her respective lane. During the turn the shoulders may be turned over the vertical to 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 the position on the back upon leaving the wall.



SW 6 - BACKSTROKE



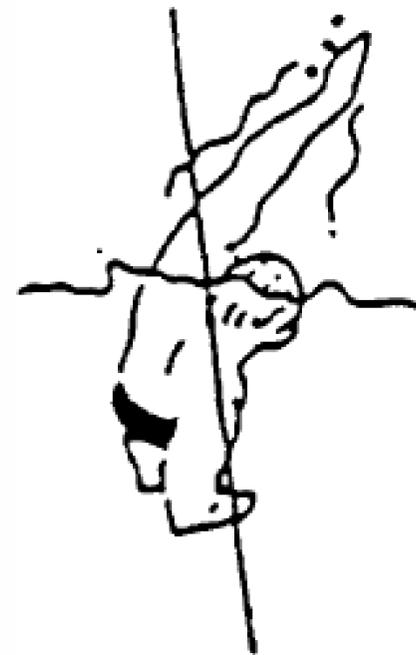
- **SW 6.6** Upon the finish of the race the swimmer must touch the wall while on the back in his/her respective lane.



Legal



Illegal



Legal

BACKSTROKE: Start Mechanics



- Some swimmers may kick out from the start on their side. This is legal but the swimmer must remain past vertical toward the back during this portion of the race.
- When the start ledge is utilized – the IT should put the ledge in place, however the swimmer should be permitted to test the placement and set the ledge. The IT must pull the ledge from the pool after the start.

Observing:

- The position of the hands and feet at the start are the responsibility of the Starter. However, given the visibility ITs may be asked to step forward to view the feet on the wall, especially when backstroke ledges are used.
- The swimmer's head must have broken the surface of the water by the 15m mark.

BACKSTROKE: Swim Mechanics



- Very simple – the swimmer may swim in any manner they choose as long as they remain on their back and break the surface of the water throughout the race.

Observing:

- From the end of the pool the IT shall observe that the swimmer remains on the back.
- From the side of the pool the judge shall observe that the head of the swimmer breaks the surface of the water at or before the 15m mark and that some part of the body remains on the surface throughout the race, this includes the finish of the race.

BACKSTROKE: Turn Mechanics



There are 3 possible turns you may see while judging a backstroke turn:

1. The swimmer may touch the wall while on their back and then leave the wall on their back;
2. The swimmer may turn onto their breast and be right at the wall and unable to initiate a flip turn. This is a defensive turn where they may grab the wall or gutter immediately and then leave the wall on their back again;
3. The swimmer may roll onto their breast, immediately begin a single (or simultaneous double) arm pull following which the swimmer must initiate their turn and leave the wall again on their back.

BACKSTROKE: Turn Mechanics (cont'd)



Observing:

- The IT should stand over the lane looking down to the swimmers to observe a turn.
- Once a swimmer passes the vertical toward the breast you should observe that all actions of the swimmer were associated with a continuous turning action and that the swimmer is on their back when they leave the wall.

BACKSTROKE: Finish Mechanics



A swimmer may swim in any manner desired while remaining on their back and **MUST** remain on their back until the finish of the race.

Observing:

- For Stroke Judges and IT's it is important to watch the swimmers as they approach the wall at the turns and at the finish of the race. If, while watching a swimmer as they come into your jurisdiction, you see the swimmer's body become totally submerged, that's an infraction. You need to ensure you are observing the swimmers touch at the wall, and then ask yourself, are they completely submerged? Did a knee or toe pop above the surface? Stroke Judges are likely in the best position to observe this.



Video

BACKSTROKE: Finish Mechanics (cont'd)



- When you transition your attention from watching the swim to watching the swimmer's shoulders at the touch, do not look back toward the feet.
- Novice or age group swimmers may 'look' for the wall at the finish – this is acceptable as long as they remain on their back.



Video

SW 7 - BREASTSTROKE



- **SW 7.1** After the start and after each turn, the swimmer may take one arm stroke completely back to the legs during which the swimmer may be submerged. At any time prior to the first Breaststroke kick after the start and after each turn a single butterfly kick is permitted.
- **SW 7.2** From the beginning of the first arm stroke after the start and after each turn, the body shall be 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. From the start and 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 on the same horizontal plane without alternating movement.

SW 7 - BREASTSTROKE

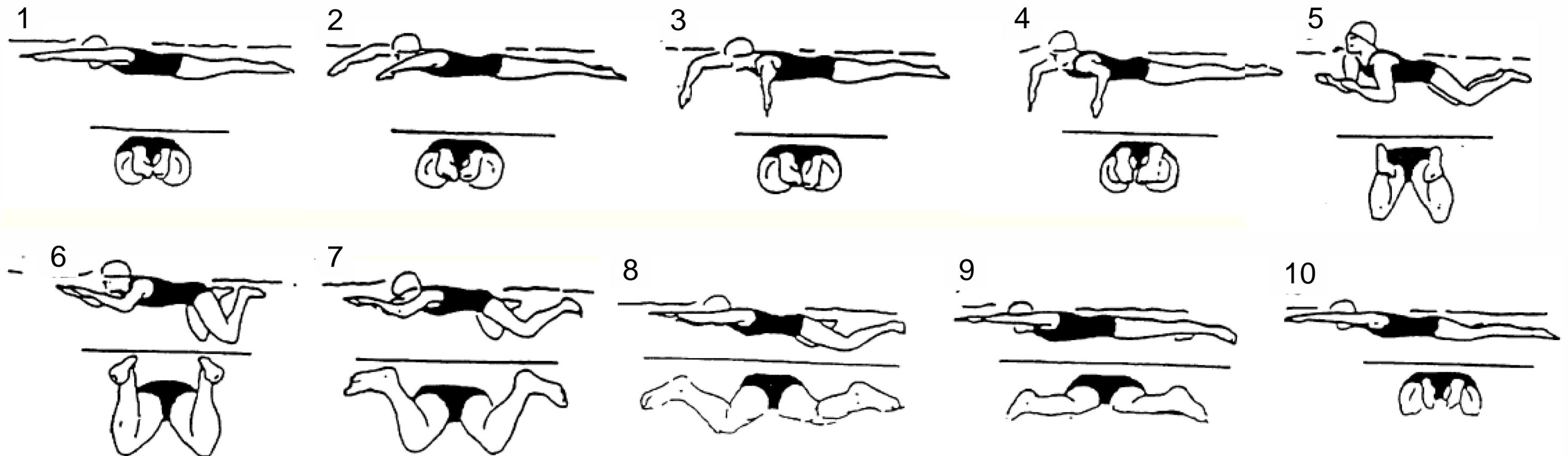


- **SW 7.3** The hands shall be pushed forward together from the breast on, under, or over the water. The elbows shall be under water except for the final stroke before the turn, during the turn and for the final stroke at the finish. The hands shall be brought back on or under the surface of the water. The hands shall not be brought back beyond the hip line, except during the first stroke after the start and each turn.
- **SW 7.4** During each complete cycle, some part of the swimmer's head must break the surface of the water. The head must break the surface of the water before the hands turn inward at the widest part of the second stroke. All movements of the legs shall be simultaneous and on the same horizontal plane without alternating movement.

SW 7 - BREASTSTROKE



- **SW 7.5** The feet must be turned outwards during the propulsive part of the kick. Alternating movements or downward butterfly kicks are not permitted except as in SW 7.1. Breaking the surface of the water with the feet is allowed unless followed by a downward butterfly kick.



SW 7 - BREASTSTROKE



- **SW 7.6** 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.



Legal



Legal



Legal



Illegal

BREASTSTROKE: Start Mechanics



Observing:

- From the end of the pool the judge should observe the swimmer from over the lane. It is important to watch the swimmer's pull-out. At any time prior to the first breaststroke kick after the start and each turn, the swimmer may complete one butterfly kick followed by a breaststroke kick.
- From the side of the pool the judge can also observe the pull-out and watch for the swimmer's head to break the surface of the water before the hands turn inward at the widest part of the second arm pull.
- Surfacing by the 15m mark is not a requirement in breaststroke.

BREASTSTROKE: Stroke Mechanics



- The stroke is a cyclical arm pull and leg kick with the head breaking the surface of the water on each cycle, except at each turn and the finish of the race, where an arm stroke not followed by a leg kick is permitted.
- The swimmer may only use the breaststroke kick and the feet must be turned outward during the propulsive portion.
- The elbows must not break the surface of the water.
- The swimmer must remain on their breast.

Observing:

- From the side of the pool the judge should have a clear view of all swimmers in their jurisdiction (slightly behind the slowest swimmer).

BREASTSTROKE: Turn/Finish Mechanics



- Two hand simultaneous touch.
- Must remain on breast until touch.
- Elbows may break the surface of the water on the final stroke before the turn and the final stroke at the finish.

Observing:

- From the end of the pool and the side of the pool the judge should observe the swimmer's pull-out, which may include one full arm stroke to the hips with one butterfly kick followed by a breaststroke kick. The swimmer's head must surface prior to the widest arm pull of second stroke.
- From the end of the pool IT should observe the swimmer's last stroke into the wall the touch and until the swimmer breaks the surface of the water again

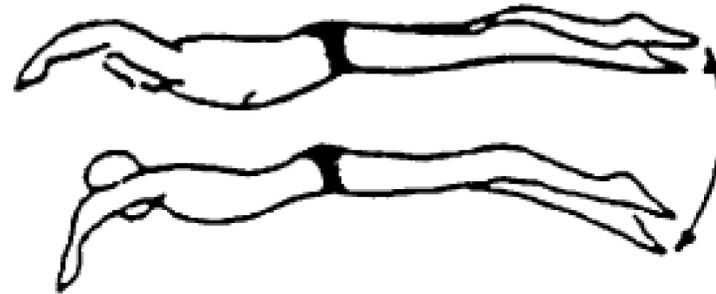


SW 8 - BUTTERFLY



- **SW 8.1** From the beginning of the first arm stroke after the start and each turn, the body shall be kept on the breast. Under water kicking on the side is allowed. 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.
- **SW 8.2** Both arms shall be brought forward simultaneously over the water and brought backward simultaneously under the water through-out the race, subject to SW 8.5.
- **SW 8.3** All up and down movements of the legs must be simultaneous. The legs or the feet need not be on the same level, but they shall not alternate in relation to each other. A breaststroke kicking movement is not permitted.

SW 8 - BUTTERFLY



- **SW 8.4** 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 surface.
- **SW 8.5** At the start and at turns, a swimmer is permitted one or more leg kicks and one arm pull under the water, which must bring him to the surface. It shall be permissible for a swimmer to be completely submerged for a distance of not more than 15 metres 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.



BUTTERFLY: Start Mechanics

- Swimmers usually remain on their breast with hands extended forward, kicking in a butterfly-type kick.
- Some swimmers may kick-out on their side – this is legal as long as the swimmer remains past vertical towards the breast.
- The swimmer's first arm pull must bring them to the surface.

Observing:

- From the end of the pool the judge should observe the swimmer from over the lane. Its important to determine with certainty the swimmer is past vertical and you're not seeing distortion form the pool surface.
- From the side of the pool it is difficult to observe the swimmers until they surface at or before the 15m mark.

BUTTERFLY: Stroke Mechanics



- The stroke requires over the water recovery of the arms.
- The swimmer must use a butterfly kick with no scissors, breaststroke or flutter kick movement.
- Rounding motion of the feet is allowed as long as the toes are pointed backward or inward.
- One foot may be higher than the other as long as the feet do not alternate position.

Observing:

- From the side of the pool the judge should have a clear view of all swimmers in their jurisdiction (slightly behind the slowest swimmer).

BUTTERFLY: Turn/Finish Mechanics



- Two hand simultaneous touch – as in breaststroke – separated hands.
- Must remain on breast until touch.
- No underwater recovery.

Observing:

- From the side of the pool the judge should observe the swimmers to assure proper underwater kick / 15m mark.
- From the end of the pool IT should observe the swimmer into the wall. Shift eyes from full body to hands to observe the touch – judge should not look back after shifting to hands.



Video

SW 9 – MEDLEY SWIMMING



- **SW 9.1** In individual medley events, the swimmer covers the four swimming strokes in the following order: Butterfly, Backstroke, Breaststroke and Freestyle. Each of the strokes must cover one quarter (1/4) of the distance.
- **SW 9.2** In medley relay events, swimmers will cover the four swimming strokes in the following order: Backstroke, Breaststroke, Butterfly and Freestyle.
- **SW 9.3** Each section must be finished in accordance with the rule which applies to the stroke concerned.

MEDLEY: Start Mechanics



- The start mechanics are the same as outlined for butterfly.

Observing:

- The positioning is the same as outlined for butterfly.

MEDLEY: Swim Mechanics



- The key stroke mechanics for Medley swimming are the same as outlined for each stroke.
- Swimming Canada and FINA have interpreted the judging of the freestyle leg by saying that “the swimmer shall have swum a sufficient distance to allow the Judge (Turn or Stroke) to determine that he/she has swum ‘in the style’ of one of the previous three (3) strokes” before an infraction is called for the stroke infraction.
- This precludes an infraction for the swimmer that briefly uses butterfly kick off of the wall and then transitions into a normal freestyle. However, a swimmer who is momentarily on their back as they leave the wall for the freestyle leg and is rolling over to begin the normal freestyle will result in an infraction. This is due to SW 6.3 (Backstroke) which says that “At the signal for starting and after turning, the swimmer shall push off and swim upon his back...” Thus, a swimmer pushing off their back on the freestyle portion of the medley would be repeating the back stroke and would incur an

Observing:

- The position for observing each leg of the individual medley are the same as outlined for each stroke.

MEDLEY: Turn/Finish Mechanics



- The key turn / finish mechanics for Medley swimming are the same as outlined for each stroke.
- Be aware of the “cross-over” transition from the backstroke to the breaststroke. Some swimmers use a technique of bringing their lead arm directly over their heads and making the touch just before their shoulders get past vertical towards the breast as they make the turn. If you are watching several lanes or are not paying strict attention to the turn, you might only see the swimmer doing the turn and be tempted to call an infraction for not finishing the backstroke leg on their backs. Your focus should therefore be on one swimmer and how that swimmer touches the wall.

Observing:

- The position for observing each leg of the individual medley are the same as outlined for each stroke.



Video

SW 10 – THE RACE



- **SW 10.3** The swimmer must remain and finish the race in the same lane in which he/she started.
- **SW 10.4** In all events, a swimmer when turning shall make physical contact with the end of the pool or course. The turn must be made from the wall, and it is not permitted to take a stride or step from the bottom of the pool.
- **SW 10.5** Standing on the bottom during freestyle events or during the freestyle portion of medley events shall not disqualify a swimmer, but he shall not walk.

SW 10 – THE RACE (cont'd)



- **SW 10.6** Pulling on the lane rope is not allowed.
- **SW 10.7** Obstructing another swimmer by swimming across another lane or otherwise interfering shall disqualify the offender.
- **SW 10.11** In relay events, the team of a swimmer whose feet lose touch with the starting platform before the preceding team-mate touches the wall shall be disqualified.

SW 2.6.6 in Action



- Upon observing an infraction, the Inspector of Turns will stand at the end of the race or following the last turn to report their infraction to the Chief Inspector of Turns (CIT). Where a CIT is not being used the IT will report the infraction directly to the referee upon completion of the race. Infraction must be based on personal observation, disregarding the opinion of others.
- **BE SURE THE INFRACTION OCCURRED, UNDERSTAND CLEARLY WHAT IT IS, BE PREPARED TO EXPLAIN IT.**
- Be prepared to answer questions from the referee. The referee is looking to ensure a clear understanding of the infraction being called. This will ensure benefit of the doubt is given to the swimmer and also that the referee can clearly articulate what the infraction was to the coach should there be an inquiry.

SW 2.7.3 in Action



- Upon observing an infraction, the Judge of Stroke will report directly to the referee upon completion of the race. The infraction must be based on personal observation, disregarding the opinion of others.
- **BE SURE THE INFRACTION HAS OCCURRED, UNDERSTAND CLEARLY WHAT IT IS, BE PREPARED TO EXPLAIN IT.**
- Be prepared to answer questions from the referee. The referee is looking to ensure there is a clear understanding of the infraction being called. This will ensure benefit of the doubt is given to the swimmer and also that the referee can clearly articulate what the infraction was to the coach should there be an inquiry.

PARA SWIMMING AND OFFICIATING



- *An official may have opportunity to work at a meet with Para swimmers in attendance.*
- *The rules are exactly the same as able-bodied; however, exceptions are allowed with some of the rules for Para swimmers (who are identified with their sport class, e.g., S8, SB7, SM8) due to a specific impairment.*
- *If Para swimmers are at the meet you are officiating the Referee will provide the additional instructions and protocol to be used.*
- *Appendix C of the Swimming Canada rule book (dated July 15, 2014) contains the exceptions to the various swimming rules. Not all rules have exceptions. For example the head must surface before or at the 15m mark in Free, Back and Fly as in able-bodied swimming.*

PARA SWIMMING AND OFFICIATING



The most common exceptions for Breaststroke, Butterfly and Medley have an element of common sense. Para swimmer's are to be judged fairly and equitably according to the rules.

Breaststroke:

- Para swimmers with no legs or arms (or not using them during the stroke), either the kick of the respective arm stroke shall constitute a complete stroke cycle (IPC 3.4.2.1).*
- Para swimmers may touch with one hand if they use only one arm for the stroke (IPC 3.4.6.3).*
- Para swimmers with lower limb disability must show intent of simultaneous movement and show intent to kick in the same horizontal plane throughout the race OR trail/drag their legs throughout the race (IPC 3.4.4.1).*

PARA SWIMMING AND OFFICIATING



Butterfly:

- *Para swimmers with different arm lengths, the longest arm must touch the wall, but the other one must be stretched forward simultaneously (IPC 3.5.4.1).*
- *Para swimmers may touch with one hand if they use only one arm for the stroke (IPC 3.5.4.3).*
- *When impairment results in one leg being used, the non-functional leg shall drag (IPC 3.5.3.1)*
- *Para swimmers with no leg function may perform half stroke with the arms under the water (under water recovery) in order to touch the wall (IPC 3.5.4.6)*

PARA SWIMMING AND OFFICIATING



Medley:

- *In individual medley, it is permitted for a Para swimmer to swim a specific stroke (most of the time it's butterfly) with one arm only and then, use both arms for the other strokes.*

These are some of the basics of Para swimming. To learn more and deepen your knowledge of Para swimming:

- *Refer to Appendix C of your rule book.*
- *Attend the complete 1 day para stroke and turn clinic.*

The Para Swimming Officials Clinic is used to recognize the Para Swimming Official by Swimming Canada.



WORKING A SESSION

BEFORE THE SESSION



- Locate the official's room and check-in or notify the appropriate individual upon your arrival.
- Attend the officials briefing. This will provide you with an overview of the session and your responsibilities for that session. If you are not clear as to your assignment, ask the Referee. There may be variances to note if officiating at a Masters competition.
- As an Inspector of Turns you may be part of the timing team or be assigned multiple lanes. Be aware of the fact that the session may include relays or distance events and your responsibilities for these events may vary.
- If you are a Judge of Strokes, identify where the 15m mark is from both ends of the pool.

DURING THE SESSION



- Look professional and remain focused. The Inspectors of Turns and the Judges of Strokes are the most notable officials on the pool deck. If you are out of position or not paying attention when required, you will be noticed by swimmers, coaches and spectators.
- As you are learning the roles and the rules, ask questions and consult with your fellow stroke and turn judges or other senior officials on the deck.

AFTER THE SESSION



- Attend a debriefing, if required. Share your experiences and your observations.
- Ask questions of a mentor for things observed which could be shared with the group and may have caused you to question a particular stroke, turn, etc.



BEST PRACTICES

BEST PRACTICES



- As a Turn Judge at the start end of the pool, report your infraction to the Referee immediately following the conclusion of the race. As a Turn Judge at the turn end of the pool, begin your walk to the Referee to report your infraction after the swimmer has made their final turn. Try not to indicate a pending infraction before the race is over. This is particularly important when judging relay takeovers. A pending infraction may distract upcoming swimmers and the infraction may be overturned.
- If you are asked to inform a swimmer of an infraction, do not assume the role for their coach, or provide advice on how they could improve, simply advise them of the infraction. The infraction must be approved by the referee before informing the swimmer.

BEST PRACTICES



- Remember a “bad turn or bad stroke” is not necessarily illegal.
- Do not be overly officious. You are judging the rules of the strokes and the rule of the competition. There is no “quota” you are acting in a professional capacity to ensure the integrity of the competition.
- Be confident you have seen an infraction before you initiate a call; remember the benefit of the doubt always goes to the swimmer.

BEST PRACTICES



- Always be discrete.
- Remember, when bringing forward an infraction be definite in your explanation. If you “think” you saw, or you are not sure of exactly “what” you saw, or it “looked strange” you should not be reporting an infraction.
- Be fair and unbiased.



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