

5/8/2018

Officials Swim Meet Safety Briefing

Share with officials at a pre-meet briefing, or other training.

- Together, we can increase safety at swim meets as we: Prevent, Respond and Report.
- Although restricted to a relatively small area on the deck, you may witness a swimmer, or other meet goer, in need of medical assistance. If so,
 - Ask a bystander (preferably not a swimmer in the next heat) to summon the lifeguard or other onsite help to where needed.
 - Or, ask a bystander to notify the “person blowing the whistle” of the emergency.
 - If needed, wave arms over the pool and call out to get the attention of the referee.
 - If a heat is in the water, try to honor the efforts of those competing by continuing to observe swimmers within your jurisdiction, while also quickly getting help to the person in need.
- Because of the possibility of concussion, if you witness a bump or blow to the head, type of injury, report it to the Meet Referee. Include the name, and/or team, of the swimmer if possible.
- USA Swimming Safe Sport has set the following guidelines to help promote athlete safety at meets. If you see violations, ask that it stop and/or let the Meet Referee know.
 - No cameras or other recording devices may be used behind the blocks or in the locker rooms.
 - No deck changing.
 - Rubdowns or massages are not allowed except by a Licensed Massage Therapist, or other certified professional, who is not a coach.
 - Athlete members are not allowed to sit on the laps of coaches and Non-Athlete members who are not family.
 - If you see something suspicious, or that makes you uncomfortable, please report it to a Meet Marshal, the Meet Director or Meet Referee immediately.
- *Is there any facility and/or meet specific emergency evacuation information to add?*
- *Any questions? Immediate questions may be directed to the meet referee. Direct additional questions to the Utah Swimming Safety Chairperson. Current contact information on <http://www.swimutah.com>*

PREVENT

RESPOND

REPORT

usaswimming.org/protect

