

ROANOKE VALLEY AQUATIC ASSOCIATION TIMERS

1. Two (2) and only two timers will time per lane.
2. Only digital watches should be used.
3. Times should be carried to hundredths place – under no circumstances are timers to round off any times.
4. Times are entered onto the swimmer's card exactly the same as read on the watch.
5. Ask each swimmer his or her name and insure agreement with the name on the card before each race.
6. Each timer shall look at the starter and start the watch the instant he or she sees the visual starting signal. If the visual signal is not observed, the watch shall be started upon hearing the sound of the horn.
7. The timer should listen to make sure he or she understands exactly the number of lengths of the pool to be swum to insure his or her watch is stopped at the end of the event rather than stopped on the first lap.
8. The watch shall be stopped immediately when, in the opinion of the timer, any part of the swimmer's body touches the end of the pool (the judge, not the timer, determines if a proper touch was made),
9. When a swimmer is completing a stroke, the **TIMER must step up to the edge of the pool to see the swimmer touch.**
10. Initial legibly the time card in the designated space.
11. Notify the Head Timer **immediately** in case of a malfunction, a missed start, or a premature stop of the stopwatch. Notifying the head timers is extremely important if both timers in a lane have an improper time.