

APPX O9 STARTER and CHECK STARTER

A good Starter must be physically and mentally alert with quick reactions and good eyesight. He/she should be able to take command with a good, clear speaking voice. He/she must be confident in himself/herself, and deal with any situation without panic. He/she must be fair to all competitors.

On arrival at the venue, the Starter should check to see that the starting equipment is working properly, and if a loud hailer is used, that the command can be clearly heard in all lanes. It is usual for a Starter to wear a Starter's Shirt so that he/she can be easily recognised by everyone - swimmers, judges and timekeepers. He/she needs to have two guns (or electronic starting device) - one for starting and one for recalling - as well as a whistle attached to a lanyard around his/her neck.

The Starter should check equipment, check that timekeepers can see the flash of the pistol (or hear the starting apparatus) and check the mechanism of the gun.

The Check Starter and False Start Rope attendants should be briefed by the Starter.

THE START

The SMC agreed to adopt the FINA "one start" rule (SW4.4) at their meeting on the 26/3/15.

- The start in Freestyle, Breaststroke & Butterfly races shall be with a dive. On the long whistle (18) from the referee the swimmers shall step onto the starting platform and remain there. On the starter's command "take your marks", they shall immediately take up a starting position with at least one foot at the front of the starting platforms. The position of the hands is not relevant. When all swimmers are stationary, the starter shall give the starting signal.
- The start in Backstroke and Medley Relay races shall be from the water. At the referee's first long whistle (18), the swimmers shall immediately enter the water. At the Referee's second long whistle the swimmers shall return without undue delay to the starting position. When all swimmers have assumed their starting positions, the starter shall give the command "take your marks". When all swimmers are stationary, the starter shall give the starting signal.
- Any swimmer starting before the starting signal has been given, shall be disqualified. If the starting signal sounds before the disqualification is declared, the race shall continue and the swimmer or swimmers shall be disqualified upon completion of the race. If the disqualification is declared before the starting signal, the signal shall not be given, but the remaining swimmers shall be called back and start again. The referee repeats the starting procedure beginning with the long whistle (the second one for backstroke).
- Interpretation:
After all swimmers are "stationary", any swimmer who moves before the starting signal may be disqualified when such movement is observed and confirmed by both the starter and referee
- *ACC amendment: Swimmers disqualified at the start shall still be allowed to swim in the race and the swimmer or swimmers shall be disqualified upon completion of the race. This change from FINA rules is to encourage participation and allow school aged competitors the opportunity to still compete in a race.*
- The signal for a false start shall be the same as the starting signal but repeated along with dropping of the false start rope. Alternatively, if the referee decides that the start is false he shall blow his whistle, which shall be followed by the starter's signal (repeated) and dropping of the false start rope.

The Starter shall:

- Have full control of the competitors from the time the Referee turns the competitors over to the starter, until the race has commenced.
- With the concurrence of the Starter, the Referee shall disqualify competitors for delaying the start, or for wilfully disobeying an order or for any other misconduct-taking place at the start. Such disqualification shall not be counted as a false start.

- Have power to decide whether the start is fair.
- Have the power to recall the competitors at any time before the signal to start has been given. If the starting signal sounds before a disqualification is declared, the race shall continue and the swimmer or swimmers shall be disqualified upon completion of the race.
- Have the power to recall the competitors if a disqualification is declared before the starting signal, the signal shall not be given, but the remaining swimmers shall be called back and start again.
- Take up a position when starting an event; on the side of the pool, within approximately five (5) metres of the starting edge of the pool where the timekeepers can see the starting signal and the competitors can hear the signal.
- The Starter shall call out the details of the event before the command "take your mark".
- Where possible use a visual signal (e.g. an electronic flash) in addition to an auditory signal at the start.
NB: Before starting an event the Starter must receive a signal from the Referee that competitors and officials are in their positions and are prepared for the start.

There is no fixed holding time after the command "take your mark"- as soon as all competitors are steady on their marks, the gun is fired.

The Starter has COMPLETE control of the start and even if the Referee feels that the Start was an unfair one, the Referee has no power to interfere. If the Referee were to receive a protest on a start, the procedure would be for the Referee to ask the Starter if he considered the start to have been a fair one and if the Starter is satisfied with the start, then the Referee has no power to take any action.

It is not now usual in top line competitions, for the Starter to give the method of starting to the competitors, but this is often done in junior competition e.g., I will say "take your mark", (as the case may be) and then fire the gun. Swimmers should know the command.

Starter's Assistant: The Starter's Assistant shall assist the Starter in the application of their duties where required by the starter. The Starter's Assistant instructs the false start rope assistants to quickly lower the rope in case of a false start.

Check Starter

The Check Starter is to check on each competitor's uniform (correct cap/bathers).

- Only official school racing bathers as registered with the ACC are to be worn.
- NO board shorts or bikinis under any circumstances.
- Competitors may wear a second pair of bathers underneath the official school bathers for modesty purposes. However, the second pair must be discrete, preferably in a similar colour to the school bathers and should not involve flamboyant colours, ties or bows that are highly visible.
- Logos: Check starters are to use their common sense in regard to bathers with commercial logos. School bathers should all be the same and only include school logos. Bathers with small commercial logos are permitted (i.e. small Speedo emblem), but large commercial logos are not permitted (i.e. large SPEEDO across the back).
- G & H Division: Check starters also need to use common sense with lower division carnivals (G & H division) and provide smaller schools with more flexibility when it comes to bathers e.g. if bather colour is navy blue and they wear a slightly different colour or an added trim, this is allowed in G & H division.
- Body suits, skins, jammers are not permitted, unless they are listed as the official swimming uniform and all swimmers wear the same attire.

The carnival manager will advise the check starter before the start of competition of any swimmer(s) that have been granted a dispensation to swim in non-regulation bathers.

A competitor is to be advised prior to the start as to his/her non-conformity with this rule.

The start of a race is NOT to be held up to allow competitors to change into the correct uniform. Swimmers breaching the uniform policy will be allowed to swim but disqualification is to follow (at the end of the race). The check starter MUST inform the Referee of any uniform rule breach disqualification immediately after the start of the race.

The Check Starter shall receive the marshalling sheet from the marshals and MUST check to see that the competitors are competing in their correct event type, division, event number, lane and that the details on the result/marshalling sheet are correct. If a competitor is not listed on the sheet then the check starter must record the swimmers name and competitor number on the sheet before sending the sheet to the result room.

The Check Starter places each competitor in his correct lane, assembling the competitors on an assembly line (of chairs) three (3) metres behind the starting blocks.

When all competitors are placed in the assembly line, the Check Starter signals to the Starter that all is ready. The check starter should then send the marshalling sheet to the results room with their student official.

It is NOT the duty of a Check Starter to judge if a competitor has had a false start - this is a matter for the STARTER only.