



**SURF LIFE SAVING**<sup>®</sup>  
NEW ZEALAND

# POOL RESCUE COMPETITION MANUAL

**Manual Published:  
May 2025**



# START.

Lifesaving Sport has a long and proud history within the Surf Life Saving movement and continues to play a significant role in ensuring that our members have the ability and passion to meet the challenging environments within which Surf Life Saving delivers its essential lifesaving service.

From local surf carnivals to our national championships, Lifesaving Sport brings the membership together and provides opportunities for Nippers through to Masters to develop and compete across huge range of disciplines.

The purpose of this Manual is to provide a safe and fair framework that assists Officials, Coaches and Competitors to complete their roles accurately and easily and achieve the guiding principles of Lifesaving Sport.

**A Great Experience**  
**Aspirational**  
**One Movement**

The original (source) document for this Manual is the electronic version located on SLSNZ'S website ([www.surflifesaving.org.nz](http://www.surflifesaving.org.nz)). The electronic version is SLSNZ's authorised reference document and is maintained with all authorised amendments.

SLSNZ may issue amendments when necessary to supplement this written publication. Amendments will be issued in accordance with the SLSNZ constitution and will be available from SLSNZ's Website <http://www.surflifesaving.org.nz/> .

This Manual is copyright:

Apart from any fair dealing for the purposes of private study, research, criticism, or review, as permitted under the Copyright Act, no part may be reproduced by any process without written permission from SLSNZ.

Enquiries should be addressed to the publisher;  
Surf Life Saving New Zealand  
[www.surflifesaving.org.nz](http://www.surflifesaving.org.nz)  
[sport.support@surflifesaving.org.nz](mailto:sport.support@surflifesaving.org.nz)



**SURF LIFE SAVING®**  
NEW ZEALAND

# CONTENTS

**IN THIS SECTION YOU WILL FIND:**

	<b>Page:</b>
INTRODUCTION	5
GENERAL CONDITIONS	12
EVENT DESCRIPTIONS	36
PROTEST & APPEALS	105
OFFICIALS ROLES	124



**SURF LIFE SAVING®**  
NEW ZEALAND

# INTRODUCTION

IN THIS SECTION YOU WILL FIND:		Page:
	PURPOSE	6
AGREEMENT TO BE BOUND BY THE MANUAL		7
INTELLECTUAL PROPERTY		8
DEFINED TERMS		8
MISCONDUCT		11

## 1.1. PURPOSE

- 1.1.1. The rules in this Manual are designed to assist in the conduct, control and management of all Competitions held by or under the control of SLSNZ to provide a safe and fair framework within which surf lifesaving Competitions are regulated and conducted.
- 1.1.2. The Short Course Pool Events listed in this manual are based on the standardised events and modified for use in 25 m swimming pools. The intent of the short course version of rules are to provide participation opportunities where ILS compliant 50 m pool facilities are not accessible and to grow pool rescue competition in NZ. All event conduct and event rules detailed in this manual apply to short competition editions and each events unless otherwise specified or varied as detailed with the Short Course editions in this manual.
- 1.1.3. This Manual supersedes and replaces all previous SLSNZ Pool Rescue Competition Manuals. This Manual may be amended by the Board at any time. Amendments will be issued in accordance with the Constitution and Regulations and will be available on the SLSNZ website.
- 1.1.4. SLSNZ will detail specific Entry requirements, responsibilities and accountabilities within Event Circulars. These specific Entry requirements are deemed to be incorporated into this Manual.
- 1.1.5. SLSNZ, and/or its designated Event Managers and/or Event Referees, at their sole discretion, may adapt or amend the rules to meet the requirements of any legislation or environmental conditions during Competition.
- 1.1.6. Any breach or failure to comply with the rules in this Manual will be dealt with in the manner set out under Protests & Appeals section of this manual.
- 1.1.7. Clubs may use the rules set out in this Manual for Competitions held by them or on their behalf, and in doing so:
  - (a) May adapt or amend the rules for their own purposes;
  - (b) Must inform all Participants that the rules applied are the rules of the Club;
  - (c) Acknowledge and agree that the use of the rules set out in this Manual are not to be construed as an approval, endorsement or sanction of the Club's Competitions by SLSNZ;
  - (d) Must by resolution of its committee, agree that all references to SLSNZ in the Manual means "the Club", where relevant and applicable;
  - (e) Understand that the Club must have its own Referees, Officials and

- Competition Appeals Authority if the rules are used as a whole; and
- (f) Acknowledge and agree that SLSNZ takes no responsibility for the implementation of such rules by the Club.
- 1.1.8. These rules are issued in accordance with the Regulations, and are consistent with, but subject to, the Constitution, the Regulations and all policy directives of the Board.
- 1.1.9. The rules in this Manual (and any term in them) are to be interpreted in accordance with the Constitution and Regulations. To the extent that there is any inconsistency between this Manual and the Constitution or Regulations, the Constitution and Regulations (in that order) will prevail.

## 1.2. AGREEMENT TO BE BOUND BY THE MANUAL

- 1.2.1. Each Member and other persons who enter a SLSNZ Event agrees to be bound by this Manual and acknowledges and agrees that by entering an Competition, he or she:
- (a) Is bound by the SLSNZ Constitution, Regulations and this Manual;
    - (i) This includes appliance with the SLSNZ Code of Conduct and Anti-Doping Policy, which are available on the SLSNZ website;
  - (b) Understands that only Members of SLSNZ or other persons who agree (by Entry) to be bound by the Manual may compete or participate (including officiating) in SLSNZ Competitions;
  - (c) Understands that surf lifesaving can be inherently dangerous. Serious accidents can and often do happen which may result in Participants being injured or even killed. By entering Competitions, all Participants are assumed to have voluntarily read and understood this warning and accept and assume the inherent risks in surf lifesaving;
  - (d) Understands:
    - (i) That surf lifesaving Competitions and the conduct of, and participation in, Events can and will be affected by the surf conditions and there is an element of the 'luck' in entering and competing in Events.
    - (ii) That a protest or appeal on an incident is not available to them when the incident is caused by the prevailing conditions.
    - (iii) That the Event Referee and/or relevant Official(s) have absolute discretion as to whether an incident has been caused by the luck of the Event or the prevailing conditions;
  - (e) Will release SLSNZ from all Claims that they may have or may have had arising from or in connection with their membership and/or participation in any Competition; and
  - (f) Will keep indemnified SLSNZ to the extent permitted by law in respect

of any Claim by any person including another Member arising as a result of or in connection with their participation in any Competition.

## 1.3. INTELLECTUAL PROPERTY

- 1.3.1. The information in this Manual is protected by copyright, trademark and other intellectual property laws and rights, including, without limitation, content, text materials, graphics, tools, trademarks, service marks, names and logos.
- 1.3.2. All rights, title and interest in such intellectual property rights, copyright and trademark are owned, licensed and controlled by SLSNZ.
- 1.3.3. The information in this Manual may be used and reproduced in hard copy for personal reference only. All copyright and other proprietary notices must be retained as they appear in the original material.
- 1.3.4. Content in the Manual may not be modified nor may any modified content be presented from the Manual as official SLSNZ material.

## 1.4. DEFINED TERMS

“Arena Referee” means the Official who is responsible to the Event Referee for the control of a specific arena.

“Board” means the Board of SLSNZ as defined in the Constitution.

“Chief Scrutineer” means the Official responsible for ensuring all equipment used complies with the equipment specifications.

“Claim” means and includes any action, suit, proceeding, Claim, demand, damage, penalty, cost or expense however arising, including but not limited to negligence, but does not include a Claim against SLSNZ under any right expressly conferred by the Constitution or any Regulations.

“Circular” means a document described as such which is sent out by SLSNZ to Clubs prior to a Competition listing the Entry criteria and rules of that Competition.

“Club” means a Club as defined in the Constitution.

“Competent” means having the knowledge, skill, experience and physical ability to perform the identified task.

“Competitive Season” means 1 July to 30 June inclusive.

“Competing unfairly” includes, but is not limited to:

- (a) Competing without Entry or for another Club without clearance or transfer;
- (b) Competing without being a Member of SLSNZ, having the appropriate SLSNZ Award, or proficiency or patrol hour obligation eligibility;
- (c) Impersonating another Competitor;
- (d) Attempting to defeat the ballot or draw for Events or positions;
- (e) Competing twice in the same individual Event;
- (f) Competing twice in the same Event in different teams;
- (g) Using equipment in Competition not meeting the SLSNZ Equipment Specification Policy;
- (h) Purposely interfering with a course to gain an advantage;
- (i) Jostling or obstructing another Competitor or handler so as to impede their progress;

“Competition” means the total Competition, which may be made up of Events, Races and other supporting activities.

- (a) Any national, regional, inter-Club or other SLSNZ Competition held by or under the auspices of SLSNZ as set out in the Competition Calendar;
- (b) A Competition shall be deemed to start at the commencement of the official opening, manager’s meeting or pre-Event briefing immediately preceding the proceedings of the Competition (whichever is the earlier) and shall end at the conclusion of the official closing or prize giving for the Competition (whichever is the latter).

“Competition Area” is the area of the pool complex/building or other designated areas as specified by the Event Referee. This may include the pool and pool deck and surrounding area.

“Competition Arena” is the Competition area set for each event, age-group or gender.

“Competition Calendar” means the list of Events and the dates these are scheduled to take place each year (refer to [www.surflifesaving.org.nz](http://www.surflifesaving.org.nz)).

“Competitor” means a person or team Member who has entered into an Event by completing the relevant Entry requirements and is competing in that Event.

“Competitor Liaison” means the Official who is responsible for providing guidance for Competitors, coaches and team Managers on protest and appeal procedures and the best method of approach to the Referee involved.

“Constitution” means the Constitution of SLSNZ.

“DNF” means Did Not Finish the race.

“DNR” means Did Not Record the place.

“DNS” means Did Not Start the race.

“DQ” means Disqualification from a race.

“Entry” means the process by which Competitors, Participants and/or Clubs (whichever is applicable) have entered a Competition, Event or Race in accordance with the Competition Entry Circular.

“Event(s)” are the types of Events undertaken in Competitions e.g., ski paddling, board paddling, boat rowing, swim, wade, beach sprinting, beach flags, first aid, patrol competition, champion lifesaver, IRB, taplin relay, iron person, cameron relay, board rescue, lifesaver relay.

“Event Manager” means the person responsible for all aspects of the Competition.

“Event Management Committee” means the Event Manager, Event Referee, Event Safety Officer and any other person deemed appropriate responsible for the conduct of the Competition.

“Event Referee” means the Official responsible for leading and managing the officials to deliver a safe, efficient and fair competition across all arenas for all competitors.

“Event Safety Officer” means the person responsible for leading all health and safety aspects of the Competition.

“ILS/ILSF” means the International Life Saving Federation.

“Individual Events” An individual Event shall be contested by a single Competitor.

“IRB” means inflatable rescue boat.

“Manual” means the SLSNZ Competition Manual.

“Marshall” means the Official responsible for calling and processing Competitors at the start of an Event, which may also include ensuring Competitors are in the correct order and ready for the start of a Race.

“Member” means a Member of SLSNZ as defined in the Constitution.

“Notifiable Events” a death, illness or injury sustained by someone, or incidents that exposed someone to serious risk while working, volunteering or participating in an SLSNZ competition.

“Notifiable Death” when a person has been killed as a result of working, volunteering or participating in an SLSNZ competition.

“Notifiable Incident” when a person's health and safety is seriously threatened or endangered as the result of working, volunteering or participating in an SLSNZ competition.

“Notifiable Injury/Illness” when a person has suffered a serious injury or illness that requires immediate treatment other than first aid e.g. admission to hospital, as a result of working, volunteering or participating in an SLSNZ competition

“Official” means a person that works as part of the team that conducts the Competition Arena.

“Participant” means a person who is participating in some way in the Competition e.g., as a Competitor, coach, team Manager, SLSNZ Official or Club administrator.

“Race” is a round of an Event and includes heats, rounds, quarter and semi-finals, and final of an Event. A deemed to be legitimate if at the time of entries closing, two or more individuals/teams are entered or in the case of masters only one individual/team is entered.

“Regulations” means the Regulations of SLSNZ.

“SLSNZ” means Surf Life Saving New Zealand Incorporated.

“SLSNZ Award” means the award as detailed in the Competition Categories and Provisos.

“Team Events” A team Event is contested by more than one Competitor who may either complete an Event or Race together as a discrete unit (e.g., boat race, surf teams, etc.) or separately (e.g., relay events, etc).

## 1.5. MISCONDUCT

- 1.5.1. In addition to the SLSNZ Code of Conduct, any SLSNZ member who abuses any other person whether it be a volunteer, competitor or public at an SLSNZ competition, may be excluded or disqualified from any Event(s), and/or the entire Competition at the discretion of either the Event Management Committee or SLSNZ Staff.
- 1.5.2. Abuse which is deemed of a serious nature will be elevated and dealt with by the SLSNZ Judiciary Committee in accordance with the Constitution.
- 1.5.3. Nothing in this Competition Manual prevents the Event Management Committee, SLSNZ Staff or any other person referring a matter to the NZ Police where appropriate.



**SURF LIFE SAVING®**  
NEW ZEALAND

# GENERAL CONDITIONS

IN THIS SECTION YOU WILL FIND:	Page:
POOL RESCUE OVERVIEW	13
COMPETITION ELIGIBILITY	13
COMPETITION DIVISIONS	16
GENDER EQUITY	21
GENERAL RULES	22
START	23
MANIKINS & BRICKS	25
SEEDING	28
TIMEKEEPING & PLACINGS	29
NATIONAL RECORDS	30
MEDALS & POINTS	30
SWIM SUITS	31
SWIM FINES	32
COMPETITION CAPS	34
REFERENCE DOCUMENTS	34
COMPETITION SAFETY	34
COMPETITION MANAGEMENT STRUCTURE	35

## 2.1. POOL RESCUE COMPETITIONS OVERVIEW

2.1.1. Pool Rescue Events provides an avenue for Members to participate and further develop and demonstrate their lifesaving skills.

## 2.2. EVENT ELIGIBILITY

2.2.1. **Event Qualification:** To be eligible to compete in any Event, by the close of entry date and for the duration of the competition, a Participant must:

2.2.2. **General Eligibility Rules of Competitors for all events:** SLSNZ competitions are open to all active SLSNZ members who meet the following criteria in full. Failure to comply fully with the following criteria prevents members registering and competing in SLSNZ events.

- (a) Active Member (i.e. must not be stored as an “inactive membership” on the SLSNZ Database (PAM); and
- (b) Have a Date of Birth (DOB) recorded on the SLSNZ Database; and
- (c) Have a Primary membership with the club they intend to compete for (membership status displayed in the ‘Membership’ tab of the individual in the Database);
- (d) Have met any requirements and not be in default or under investigation with their club, SLSNZ or overseas ILS member Association in relation to their service, financial or discipline obligations.
- (e) Competitors do not require a Surf Lifeguard Award to compete in Pool Rescue Competitions.

2.2.3. **Specific Eligibility Rules of Competitors for Specific Disciplines and Age Groups**

- (a) Junior competition for members aged under 14 years.
- (b) Senior competition are for members aged 14 years +.
- (c) Masters competitions are for members aged 30 years +.

2.2.4. **Non-New Zealand Citizen Competing for their own Surf Life Saving Club:** SLSNZ competitions are open to any International Surf Life Saving members who meet the following criteria in full. Failure to comply fully with the following criteria prevents International Surf Life Saving members from registering and competing in SLSNZ events.

- (a) Have their National Surf Life Saving organisation or similar (Branch, State, District, Region) send a Clearance Letter verifying the following:
  - (i) All international competitors/teams must be Member(s) of

an (ILSF) Affiliated Club. (ILSF = International Lifesaving Federation)

- (ii) Have met any requirements and not be in default or under investigation with their club or member Association in relation to their service, financial or discipline obligations
- (iii) International competitors are required to contact the Event Manager at least two working days prior to close of registrations to be allocated an Entry System username and password.

**2.2.5. Non-New Zealand Citizen Competing for a New Zealand Club:** A non-New Zealand citizen who wishes to compete for a New Zealand Club is required to:

- (a) Show Proof of Residency in New Zealand for a period not less than thirty days immediately prior to the commencement of the event in which they wish to enter.
- (b) Be the holder of the appropriate award as prescribed in the General and Specific Rules detailed above.
- (c) Complete all Clearances and Transfers requirements as detailed in the regulations of SLSNZ and the overseas Life Saving authority that the member has left from.
- (d) SLSNZ recognises that some Nations have comparable standards to SLSNZ and any member who complies with the relative award and/or proficiency requirements of that Nation will have these awards recognised in New Zealand. For a list of comparable Nations recognised please contact SLSNZ.

**2.2.6. Exceptional Circumstances:** The Sport Manager (Regional or National depending on event type) at their sole discretion, may take into consideration any 'exceptional circumstances' that may have adversely affected an athletes registration into a single event, provided that:

- (a) The athlete, or their delegate e.g. club coach, advised the Sport Manager in writing (email will suffice) of the 'exceptional circumstance/s' prior to the close of registrations, so long as any evidence in support of the claim for 'exceptional circumstance/s,' is provided to the SM prior to the close of registrations. The SM alone may decide whether the evidence provided supports the claim or not for 'exceptional circumstances', and their decision shall be final without any right of appeal, or
- (b) In the unlikely event that SLSNZ personnel have failed to progress an athletes awards or other eligibility criteria in the final

10 working days immediately preceding the close of registrations for an event, the SM may at their sole discretion allow an athlete entry, so long as the SM alone is satisfied that sufficient evidence exists, or

- (c) In the unlikely event that a club administrator has inadvertently genuinely failed to process a general or specific eligibility award e.g. Life Guard refresher at least 10 working days prior to an event, the SM may alone decide to allow an athlete entry so long as the SM alone is satisfied that sufficient evidence exists. In this example, a high threshold of written evidence must be supplied to the SM immediately upon the SM request.
- (d) Athletes, and or their delegate, who falsely claim exceptional circumstances, particularly once granted, will be excluded from the event and may face further disciplinary action by SLSNZ. Furthermore, any approval for an athlete to register under exceptional circumstances, if found to be false after completion of the event, will result in all points, medals and trophies being returned to SLSNZ, for allocation to the rightful athlete and/or club. Additionally, those responsible for the false claim/s for exceptional circumstances may face disciplinary action by SLSNZ, which may result in forfeiture of all individual and club points, medals and awards for the entire event.

**2.2.7. Dual Membership:** In relation to dual or multi-Club membership, the following shall apply:

- (a) Any Member of a Club may be admitted as a Member of another Club or Clubs.
- (b) A Member or Participant shall not participate in any inter-Club Competition as a representative of more than one Club during any one Competition Season until their “Competitive rights” have been transferred, as set out in the Regulations.
- (c) Any Member or Participant who is a Member of more than one Club shall be entitled to compete in intra-Club Events of all such Clubs.
- (d) Members may belong to a Club in both Australia and New Zealand and choose to compete for both Clubs (except at the same Competition) provided they meet the SLSNZ Award, refresher, patrol and membership requirements and all other obligations relevant to the country and Club for which they wish to compete.

**2.2.8. Competitive Transfers:** A Member of a Club who desires to transfer Competitive rights to another Club during the Competitive Season pursuant to the Regulations may do so under the following conditions:

- (a) Any Member of a Club may be admitted as a Member of another Club or Clubs provided the Member has complied with and completed the necessary transfer requirements as detailed in the Regulations, noting:
  - (i) Individuals are entitled to one transfer per season; and
  - (ii) Individuals must not have already competed in a Regional or Nationals Championship competition in any age-grade during the same season.

## 2.3 COMPETITION DIVISIONS

**2.3.1. Determining Divisions:** A Competitor's division will be determined by their gender and their age on 30 September annually, for the current Competition season (refer to tables 1 and 2).

**2.3.2. Eligibility to Compete:** Competitors are eligible to contest Events in their division provided they hold the relevant Event Eligibility (2.2. Event Eligibility).

**2.3.3. Participation in Individual Events:**

- (a) Junior competitors may only compete in their own division.
- (b) Senior competitors may compete in their own division as well as the older divisions, up to and including the Open Division, however, they may only contest one division for any single Event.
- (c) Masters competitors may compete in their specific masters age division (refer table 2) as well as the Open Division, however, they may only contest one division for any single Event.

**2.3.4. Examples of Individual Division Determination:**

- (i) A Competitor who turns 14 on 1 October (who was therefore 13 on 30 September in the same year) may compete in the Under 14 Division during the current Competition Season. (refer to Table 1).
- (ii) A Competitor who turns 14 on 30 September must compete in the Under 15 Division during the current Competition Season (refer to table 2).
- (iii) A Competitor who turns 30 on 1 October (who was therefore 29 on 30 September in the same year) must compete in the Open Division during the current season. This athlete is not permitted to compete in the 30-34 Masters Division Events in the same

season.

- (iv) A Competitor who turns 30 on 30 September may compete in the individual Masters 30-34 Division during the current Competition Season (refer to Table 2).

#### **2.3.5. Participation in Team Events:**

- (a) Unless specified in the event rules or Entry Circular, Junior competitors may compete in their own division as well any available older Junior division, however, they may only contest one division for any single Event.
- (b) Unless specified in the event rules or Entry Circular, Senior competitors may compete in their own division as well any available older Senior division, however, they may only contest one division for any single Event.
- (c) In Junior and Senior team events consisting of two or more competitors, the age of the older competitor shall determine the division in which the team must compete.
- (d) In Masters team events consisting of two competitors, e.g., Line Throw, the age of the younger competitor shall determine the division in which the team must compete.
- (e) Where a Masters team Event consisting of three or more Masters Competitors is conducted, e.g., Obstacle Relay, Medley Relay, Manikin Relay, the combined ages of all Competitor shall determine the division in which the team must compete (refer to Table 2).

**TABLE 1**

<b>JUNIOR/SENIOR INDIVIDUAL AND TEAM DIVISIONS</b>		
<b>Age in years</b>	<b>Individual Division</b>	<b>Team Division</b>
7 years	Under 8	Under 10
8 years	Under 9	
9 years	Under 10	
10 years	Under 11	Under 12
11 years	Under 12	
12 years	Under 13	Under 14
13 years	Under 14	
14 years	Under 15	Under 17
15-16 years	Under 17	
17-18 years	Under 19	Under 19
15+ years	Open	Open

**TABLE 2**

<b>MASTERS INDIVIDUAL AND 2 PERSON TEAM DIVISIONS</b> (2 person Team Events – Line Throw)	
<b>Age in years</b>	<b>Division</b>
30-34 years	Age of youngest competitor
35-39 years	
40-44 years	
45-49 years	
50-54 years	
55-59 years	
60-64 years	
65-69 years	
70-74+ years	
75+ years	
<b>MASTERS 4 PERSON TEAM DIVISIONS</b> (Obstacle Relay, Manikin Relay, Medley Relay)	
<b>Age in years</b>	<b>Division</b>
Combined ages - 4 person	120-159 years
Combined ages - 4 person	160-199 years
Combined ages - 4 person	200-239 years
Combined ages - 4 person	240+ years

**2.3.6. Event Overview:** The following table indicates the events available for the age brackets we race under.

**TABLE 3**

<b>JUNIOR EVENTS</b>	<b>U11</b>	<b>U12</b>	<b>U13</b>	<b>U14</b>
50m Swim with Fins	Y	Y	Y	Y
50m Rescue Medley	Y	Y	Y	Y
50m Brick Carry	Y	Y	Y	Y
50m Swim With Obstacles	Y	Y		
100m Swim with Obstacles			Y	Y
100m Patient Tow with Fins	Y			
150m Patient Tow with Fins			Y	
4x50m Obstacle Relay	Y		Y	
4x25m Brick Relay	Y		Y	
4x50m Medley Relay	Y		Y	
6x50m Mega Relay	Y			

**TABLE 4**

<b>SENIOR EVENTS</b>	<b>U15</b>	<b>U17</b>	<b>U19</b>	<b>Open</b>	<b>Masters</b>
50m Swim with Fins	Y	Y	Y	Y	Y
50m Manikin Carry	Y	Y	Y	Y	Y
50m Rescue Medley	Y				
100m Rescue Medley		Y	Y	Y	
100m Manikin Carry with Fins	Y	Y	Y	Y	Y
100m Manikin Tow with Fins	Y	Y	Y	Y	Y
100m Swim with Obstacles	Y				Y
200m Swim with Obstacles		Y	Y	Y	
200m Super Lifesaver			Y	Y	
Line Throw	Y		Y	Y	Y
4x25m Manikin Relay	Y		Y	Y	Y
4x50m Obstacle Relay	Y		Y	Y	Y
4x50m Medley Relay	Y		Y	Y	Y
4x50m Pool Lifesaver Relay	Y				
6x50m Mega Relay	Y				

- 2.3.7. **Event Equipment:** All competitors are required to supply their own fins & rescue tubes that comply with stated the equipment specifications and are subject to random scrutineering checks during competitions
- 2.3.8. **Underwater Swimming Distances (From a Start):** The following table summarises the underwater swimming distances permitted from the start of each event:

<b>Individual Events</b>	<b>Athletes Must Surface:</b>
50m, 100m, 200m Swim With Obstacles	Before each obstacle
50m Brick Carry without Fins	Prior to recovering the brick
50m Manikin Carry without Fins	Prior to recovering the manikin
100m Manikin Carry with Fins	No restrictions
100m Patient Tow with Fins	No restrictions
100m Manikin Tow with Fins	No restrictions
50m Swim with Fins	No restrictions
50m Rescue Medley	No restrictions
100m Rescue Medley	No restrictions

## 2.4 EQUITY

- 2.4.1. No individual should be discriminated against from competing on the basis of their religion, gender identity, sexual orientation, race, physical/mental ability or ethnicity.
- (a) No Event shall be conducted at a Competition which excludes a gender, i.e. if only one Event is to be conducted it shall be designated as open to both male and female Competitors. (e.g. U19 Men's Ski Race) there must be a comparable event for females (i.e. U19 Women's Ski Race).
  - (b) Notwithstanding 2.4.1. (a) from a safety perspective, event officials are permitted to make decisions to run, or not run, events in light of the conditions that may affect male and female (and those in different age groups) in a different way.
  - (c) No individual should be discriminated against on the basis of gender identity, sexual orientation, race, physical/mental ability or ethnicity.
- 2.4.2. Events may be designated as male/female or mixed. Unless specified in the Event rules or Entry Circular, mixed teams must contain an equal number of males and females.
- 2.4.3. Events conducted at a Competition will not exclude a gender i.e. if an Event is available for males, the comparable event must be available to females. If only one Event is to be conducted it shall be designated as open to both male and female Competitors.
- 2.4.4. Upon application to the Event Management Committee, an allowance may be considered for a Competitor with an injury or limiting disability but only if there is no disadvantage to other Competitors in the Event. The decision of the Event Management Committee shall be final and shall not be subject to protest.
- 2.4.5. Notwithstanding the above, event officials may be required to make decisions to run, or not run, events for safety reasons that may impact the availability of Events for males and females or different age groups.

## 2.5. GENERAL RULES

- 2.5.1. **General Conditions for Pool Competition:** Team management and competitors are responsible for being familiar with the competition schedule, and with the rules and procedures governing events.
- a) Competitors may not be permitted to start in an event if they are late reporting to the marshalling area (DQ3).
  - b) A competitor or team absent from the start of an event shall be scratched from the race.
  - c) Unless specified only competitors and officials shall be allowed on the pool deck in the designated competition area. Competitors and officials must leave the designated competition area when not competing or officiating.
  - d) Unless specifically provided for in the rules, no artificial means of propulsion may be used in competition (e.g., handwebs, armbands).
  - e) The use of sticky, tacky or adhesive substances (liquid, solid or aerosol) on competitors' hands or feet, or applied to the surface of the manikin or rescue tube to improve grip, or to assist the competitor to push off the pool bottom, is not permitted in pool events (DQ7).
  - f) Body tape used for preventative, medical, therapeutic or kinesiology purposes is allowed at the discretion of the Chief Referee as long as it does not provide a competitive advantage to improve grip, grasping, or propulsion.
    - i) The above means that, in general, tapes on the body (including limbs but not extremities) may be acceptable. Further, in general tape is not permitted: - on multiple fingers (two or more fingers taped together) as they may aid swimming and/or grip on a manikin: and - on a single finger, if it improves manikin/equipment grasping and manikin carry.
  - g) Competitors shall not take assistance from the pool bottom except where specifically allowed (e.g., Obstacle Swim, 4 x 25 m Manikin Relay) (DQ8).
  - h) Taking assistance from any pool fittings (e.g., lane ropes, steps, drains or underwater hockey fittings) is not permitted (DQ17, 24).
  - i) A competitor who interferes with another competitor during a race shall be disqualified (DQ2).
  - j) In all events, competitors must compete in their designated lane for the entire race and, at the conclusion of the race, competitors shall remain in the water in their lane until instructed to leave the pool (DQ9).
  - k) Competitors must exit by the sides of the pool, not by the pool end over

timing pads.

- l) Order-of-finish decisions, whether by Judges or automated timing equipment, are not subject to protest or appeal.
- m) Start decisions by the Event Referee, Starter, or Deputy Event Referee are not subject to protest or appeal.
- n) The Event Referee may permit re-run/re-throw of a race due to provided equipment failure or interference. The re-run/re-throw time shall be the official time.
- o) Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules governing manikins are not violated (see 2.7 Manikins). Competitors are not permitted to start again in another heat.

## 2.6. STARTS

2.6.1. Prior to the start of each race, the Event Referee or designated officials shall:

- a) Check that all technical officials are in position.
- b) Check that competitors, manikin handlers and patients are properly attired and in correct positions.
- c) Check that all equipment is in a safe and correct position.

2.6.2. When competitors and technical officials are ready for a legal start, a designated official shall:

- a) Signal the official start of each race with a long whistle indicating that the competitors should take their position on the starting platform or, for the Manikin Relay event, enter the water.
- b) Signal the Starter (that the competitors are under the Starter's control) with an outstretched arm in the direction of the course.
- c) Notwithstanding that the above procedure is undertaken officials are not responsible if a competitor or team are not in attendance for the start of a race or are improperly attired i.e. no protest or appeal is permitted by a competitor/team/handler on the above points.
- d) At the discretion of the Chief Referee, "over the top" starts may be used.
- e) See in-water start procedure for Line Throw (2.6.5.).

2.6.3. **Start procedure:** At any competitions, the one-start rule shall be used. Competitors may start on the starting platform, or on the pool deck, or in the water with one hand in contact with the starting wall.

- 2.6.4. **Dive start procedure:** On the long whistle, competitors step onto the starting platform and remain there. On the Starter's "Take your marks" command, competitors immediately assume a starting position with at least one foot at the front of the starting platform. When competitors are stationary, the Starter gives the acoustic starting signal.
- 2.6.5. **In-water start procedure:** The Manikin Relay and Line Throw events begin with an in-water start as follows:
- On the whistle, the first competitors in the Manikin Relay and Line Throw patients enter the water and prepare for the start.
  - At the second whistle, competitors take their positions for the start without undue delay.
  - In the Manikin Relay, the competitor starts in the water holding a manikin at the surface with one hand and the pool edge or starting block with the other hand.
  - In Line Throw, the patient treads water on the near side of the rigid crossbar in the allocated lane. The patient holds both the throw line and anywhere on the cross bar with one or two hands.
  - When all competitors have assumed their starting positions, the Starter shall give the command "Take your marks."
  - When all competitors are stationary, the Starter gives the acoustic starting signal.
- 2.6.6. **Disqualification**
- Competitors shall be disqualified if they "commence a forward starting motion" prior to the starting signal. Movement by itself is not a disqualification. Anticipating the starting signal and commencing a starting motion is a disqualification (DQ10).
  - If the starting signal sounds before the disqualification is declared, the race shall continue and the competitor(s) shall be disqualified upon completion of the race (DQ10).
  - If the disqualification is declared before the starting signal, the signal shall not be given; the remaining competitors shall be called back and start again (DQ10).
  - The signal to call back the competitors shall be the same as the starting signal but repeated along with dropping of the false start rope. Alternatively, if the Chief Referee or Chief Referee's designate decides that the start is not fair, the Chief Referee or Chief Referee's designate shall blow a whistle, to be followed by the Starter's signal (repeated).
  - For the 100 m Manikin Carry with Fins event, the call-back signal will be by an underwater acoustic signal whenever possible.

Competitors will be advised if an alternate call-back signal is to be used.

- f) If an error by an official follows a fault by a competitor, the fault of the competitor may be expunged.
- g) The duty of the Event Director, Chief Referee and Starter is to ensure a fair start. If the Event Director, Starter, or Chief Referee decides that a start is not fair, for any reason, including technical or equipment fault, the competitors shall be called back and the race shall be started again.
- h) The Event Director, Starter, and Chief Referee use their discretion in determining whether a competitor – or more than one competitor – has commenced a starting motion. Commonly, the early starting motion of one competitor causes movement by other competitors. Such movements are not a DQ.
- i) Start decisions by the Event Director, Starter, or Chief Referee (or Chief Referee's designate) are not subject to protest or appeal.

## 2.7. MANIKINS AND BRICKS

2.7.1. **Competitors surfacing the manikin:** Competitors may push off the pool bottom when surfacing with the manikin. Competitors must:

- a) break the surface with the manikin
- b) have the manikin in a correct carrying position when the top of the manikin's head passes the 5 m line (Manikin Carry, Rescue Medley, Super Lifesaver) or 10 m line (Manikin Carry with Fins).
- c) Not re-submerge after surfacing.
- d) The competitor must break the surface of the water while holding the manikin with at least one hand before the designated 5/10 m line. The competitor may not swim underwater beyond the designated 5/10 m lines and must remain at the surface with the manikin throughout the race beyond these lines.
- e) Surfacing the manikin judging criteria applies only when the top of the manikin's head passes the relevant 5 m line or 10 m line.
- f) When judging the manikin carry, the competitor and manikin are treated as one unit/entity. The judging focus is on the competitors' actions, their carrying technique, and the position of the manikin. Water flowing over the manikin is not a judging criterion.
- g) "Surface" means the horizontal plane of the surface of a stillwater pool.

2.7.2. **Carrying the manikin:** The manikin carry rules have been amended to improve fair judging of events by removing the disqualification for the

manikin being gripped or grasped by the throat (neck), mouth, nose, or eyes, or carried with an arm over or around the throat (neck) of the manikin.

- a) In events where the manikin is carried, the manikin (as patient) is presumed to be non-breathing. Water over the face is not a judged criterion.
- b) Competitors must carry the manikin with at least one hand and must always be in contact with the manikin.
- c) The manikin may not be “pushed” – a push is defined as the manikin’s head is forward of the competitor’s head.
- d) Competitors must carry the manikin with the head of the manikin facing the direction of the carry i.e., the manikin cannot be carried with the bottom of the manikin facing the direction of the carry.
- e) The manikin must not be gripped by the sealing plugs.
- f) The competitor and manikin are considered to be one unit and, when in the carry position, either must remain above the surface of the water.
  - (i) “Surface” means the horizontal plane of the surface of a still water pool.
  - (ii) If the competitor and manikin are both fully “below the surface”, it is a disqualification.
  - (iii) If the competitor and manikin are both below surface as the result of the competitor’s final stroke/lunge to touch the turning or finish wall/edge or for a relay exchange, it shall not be a disqualification.
- g) Carrying the manikin judging criteria applies only when the top of the manikin’s head passes the 5m or 10m line.
- h) In the 5m start zone and in the changeover zones of the Manikin Relay, and the changeover zone of the Lifesaver Relay event, competitors are not judged on carrying the manikin criteria. However, competitors need to maintain contact with at least one hand with the manikin at all times including during the manikin exchanges.
  - (i) As with all events, the standard “carrying the manikin” criteria (defined in this section) applies to the final relay competitor at the finish of the Manikin Relay and Lifesaver Relay.

### 2.7.3. Towing the manikin

- a) In events where the manikin is towed, the manikin (as patient) is presumed to be breathing. Before the tow, competitors must secure the manikin correctly within the 10m pick-up zone. “Correctly” means the rescue tube is secured around the body and under both arms of the manikin and clipped to an O-ring.

- (i) It is not a disqualification where the minimum pool depth allows the competitor to stand while securing the manikin around the rescue tube.
- b) Competitors may return back into the 10m change over zone to re-secure the manikin provided the top of the manikin's head has not passed the 10m line.
- c) Competitors may swim on their back, side or front and may use any kick or stroke while towing the manikin.
- d) Beyond the 10m pick-up zone, competitors must tow the manikin correctly secured with the manikin face above the surface of the water. Note: The manikin towing rules have been amended. The previous requirement to secure the manikin under both arms at the 5m mark has been modified to securing the manikin within 10m mark.
- e) The line of the rescue tube must become fully extended by the time the top of the manikin's head passes the 10m line.
- f) Competitors shall be disqualified if the rescue tube and manikin become separated. Competitors shall not be disqualified if the rescue tube slips from under one arm of the Manikin during the tow, provided that the rescue tube was "secured correctly" at the 10m line and the face of the manikin remains above the water surface.
- g) Competitors shall be disqualified if the line of the rescue tube is or becomes wrapped around the Manikin as it is deemed to be shortening of the line.
- h) Competitors shall not be disqualified if the manikin rotates in the rescue tube as long as the manikin's face remains above the surface of the water. In addition, the manikin does not need to be carried head first provided it was secured correctly at the 10m line and the manikin's face remains above the surface of the water.
  - (i) The manikin towing rules have been amended from the previous rules to remove the disqualification for a manikin rotating within the rescue tube provided that the face remains above the surface of the water.

**2.7.4. Manikin handlers:** A member of the competitor's team assists as manikin handler in the Manikin Tow with Fins, the Super Lifesaver, and the Lifesaver Medley events. With the Chief Referee's approval, nonteam members may act as handlers, provided they are registered in the competition in some capacity.

- a) Manikin handlers must wear a competition cap.
- b) For the handover, the manikin handler, using at least one hand, positions and holds the manikin upright and facing the turning wall

floating at its natural buoyancy position anywhere within the allotted lane.

- c) The manikin handler may let go of the manikin after the competitor has touched the turning wall but must release contact with it immediately once the competitor has deliberately made contact with the manikin to secure it for the tow.
- d) Make every effort to ensure that any part of their person, the manikin they are holding, and/or any water movement they cause, does not impede any other competitor in the race (otherwise disqualification of their competitor may result).
- e) Manikin handlers may not intentionally enter the water during the event.
- f) Comply with all race instructions of officials.

**2.7.5. Bricks surfacing and carrying:** A rubber brick is not classified as a "living object and therefore it may be carried above or below the surface of the water as follows:

- a) The brick must be carried not pushed. Pushing means the brick is held forward of the competitors head.
- b) Competitors must have surfaced with the rubber brick before the competitor's head passes the relevant pick up/changeover line.
- c) The brick can be carried with one or two hands.

## 2.8. SEEDING

**2.8.1.** Where applicable, seeding (lane draws) for individuals and teams will be used according to the times provided by the competitor or their club.

**2.8.2.** Competitors for whom no times are submitted shall be considered to have the slowest times.

**2.8.3.** Placement of competitors with identical times and placement of those without times shall be determined by draw.

**2.8.4. Seeding in time-finals:** Where events are conducted as time-finals, competitors shall be seeded into heats according to submitted times in the following manner:

- a) If one heat: it shall be seeded as a final.
- b) If two or more heats: the fastest competitors shall be seeded in the last heat according to assignment of lanes detailed in the next section, the next fastest competitors into the second last heat, and so on until all competitors have been allocated a heat and lane according to

submitted times.

**2.8.5. Assignment of lanes:** Lanes shall be assigned by placing the fastest competitor or team in lane four of an eight-lane pool. (Lane one is on the right side of the pool viewed from the starting end.) The competitor having the next fastest time is placed on the left of the fastest, then alternating other competitors to right and left in accordance with the submitted times. Competitors with identical times shall be assigned lane positions by draw within the aforesaid pattern.

## 2.9. TIMEKEEPING AND PLACINGS

**2.9.1.** Where possible, automatic officiating equipment should be used for all pool events to record the time of each competitor and to determine the place of each competitor.

**2.9.2. Automatic officiating equipment:**

- a) Any equipment installed must not interfere with competitors' start and turns. The automatic officiating equipment must be activated by the Starter and must provide easy digital readings of competitors' times.
- b) Times recorded by automatic officiating equipment shall be used to determine the winner and all placings, and the time applicable to each lane. Results shall be recorded to 1/100 of a second.
- c) The placing and times determined by automatic officiating equipment shall have precedence over the decision of Judges and timekeepers. If the electronic equipment breaks down or fails, or if a competitor has failed to activate it, the decisions of the human timekeepers shall be official.
- d) In addition to the electronic timekeeping, a minimum of one timekeeper per lane is required.

**2.9.3. Manual timekeeping and officiating**

- a) Watches are started when the starting signal is given and stopped when the competitor touches (clearly visible to the timekeeper) the finish wall with any part of the competitor's body.
- b) If using two timekeepers, where the times differ, the average of the two times shall be the official time. If one watch fails, the recorded time will be the official time.
- c) If the order of finish indicated by the timekeepers does not coincide with the order of finish determined by the Finish Judges, the Finish Judges' placings prevail. The times assigned to the competitors involved shall be identical.

## 2.10. NATIONAL AND WORLD RECORDS

- 2.10.1. SLSNZ shall recognise national records in all pool Events conducted under the SLSNZ Pool Competition Manual. Such Events must be conducted in a 50m swimming pool and using equipment which complies with all SLSNZ specifications. National record holders must be current Members of a SLSNZ affiliated Club.
- 2.10.2. SLSNZ will facilitate the recognition of all world records with the ILS for Youth, Open and Masters men's and women's world records in all pool Events identified in and conducted according to the ILS Competition Rule Book. Such Events must be conducted in a 50m swimming pool and using equipment which complies with ILS standards detailed in Section 8 of the ILS Competition Rule Book and be sanctioned by ILS. . Record holders must be Members of an ILS Full Member organisation.







## 2.11. MEDALS AND POINTS






- 2.11.1. **Medals:** When supplied Medals will be allocated to 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place getters with the following clarifications below:
- In situations where individuals/teams are representing a non-New Zealand club and/or are a composite team (comprised of multiple clubs) they will be eligible for all placings and medals and there are no additional 'visitors' or alternate medals.
  - In situations where individuals/teams are representing a Region, State, Nation or similar organisation, they will NOT be eligible for placings and medals. The next best individual/team will receive the placing and medal.
- 2.11.2. **Competition points:** In general for all National and Regional Championships Individual and Team Events points awarded are: 6 points for 1st, through to 1 point for 6<sup>th</sup> .
- In situations where individuals/teams are representing a non-New Zealand club, are a composite team (comprised of multiple clubs) and/or are representing a Region, State, Nation or similar organisation, they will NOT receive Championships points - these will be awarded to the next best legitimate club team.
  - For events that require rounds then alternative points systems will be used to progress teams through the rounds. If finals are held following rounds then Team Events points will be used.
  - Different point scoring systems may be implemented for other competitions other than those listed and be determined by the club, region or organising committee of those particular competitions and will be described in the Event Circulars.

## 2.12. SWIM SUITS

2.12.1. Swimwear for SLSNZ pool events must comply with the following standards:

- Swimwear worn by males shall not extend above the navel or below the knee.
- Swimwear worn by females shall not cover the neck, shoulders or arms nor extend below the knees. Two-piece swimsuits that conform to this standard may also be worn.

Male Swimsuits					
Full Length	Long	Long Legs	Knee length	Square Leg	Short
Not Allowed	Not Allowed	Not Allowed	Allowed	Allowed	Allowed
					

Female Swimsuits				
Full Length	Zippered Back	Knee Length, Open Back	Short, Open Back	Two Piece
Not Allowed	Not Allowed	Allowed	Allowed	Allowed
				

- Notwithstanding any other clause, any style of swimwear may be worn to accommodate a participants individual needs and preferences, including in respect of modesty, religious or cultural purposes, gender identity or physical disability.
- Swimwear which may present a genuine safety risk to the wearer or other swimmers will not be permitted, this includes swimwear that may cover the face, prohibit the body from moving freely and/or impedes buoyancy.
- All participants are eligible to set New Zealand Pool Rescue Records if their swimwear satisfies these rules.
- All participants seeking to achieve a World Record or International team selection will need to comply with the rules and regulations of the International Life Saving Federation.
- If a style of swimwear is in dispute, The Event Management Committee may ask the participant or their representatives to inspect the swimwear

for approval to ensure they comply with these rules. In instances where the Event Management Committee is unsure whether the swimwear meets the requirements, the swimmer will be allowed to participate, with the issue referred to the Competition Appeals Committee for a decision.

**2.12.7.** The material and construction used in swimwear to be worn in all ILS pool events shall be:

- (a) Only textile woven fabric(s) shall be permitted.
- (b) Non-woven and/or non-permeable (e.g., wetsuit type) materials shall not be permitted.
- (c) The material used shall have a maximum thickness of 0.8 mm.
- (d) Other than string ties for the tops of men's swimwear or the bottom of female two-piece swimwear, no zippers or other fastening systems shall be permitted.
- (e) The swimsuit worn by competitors shall not aid in their buoyancy.
- (f) Swimwear that provides flotation, pain reduction, chemical/medical stimulation or other external stimulation or influence of any type shall be prohibited.
- (g) No outside application on the material shall be permitted. (Note: manufacturer brandings, club names or similar are permitted).

## **2.13. SWIM FINS**

**2.13.1.** Competitors aged under 15 years (as per SLSNZ eligibility) may not use 'Rocket' Fins, regardless of which divisions they are swimming in.

**2.13.2.** Competitors may wear a sock or similar foot covering to help fill the internal compartment of a fin to ensure safe and appropriate fit

**2.13.3.** All fins must meet ILS requirements and may be constructed of rubber, composite or other materials in the style depicted below:

**2.13.4.** Senior fins shall comply with the following below dimensions:

- (a) Maximum 65cm overall length including "shoe" or ankle strap (ankle strap extended).
- (b) Maximum 30cm width at the widest point of the blade.
- (c) Swim fins are to be measured with the shoe or ankle strap extended but not stretched.

**2.13.5.** Junior fins (U11-U14) are restricted to soft/flexible rubber style fins used for swimming training similar to the styles depicted below. Please note that fins that do not meet this general profile and/or with stiff and/or elongated blades, will not be permitted for use in junior events.

2.13.6. Junior fins shall comply with the following dimensions:

- (a) Maximum 50cm overall length including the shoe.
- (b) Maximum 25cm width at the widest point of the blade.

### Explanation & Fin Examples

#### U17, U19, OPEN, MASTERS AGE GROUPS

**Saver Fin:** Fin blade made of fibreglass / carbon fibre reinforced plastic rubber fins.

**Pool or Ocean Fins:** Closed foot or heel band rubber fins

**Rocket Fin:** Blade made of fibre glass / carbon fibre reinforced plastic (angled ankle).



#### U15 AGE GROUP

**Saver Fin:** Fin blade made of fibreglass / carbon fibre reinforced plastic rubber fins.

**Pool or Ocean Fins:** Closed foot or heel band rubber fins



#### JUNIOR AGE GROUPS (U14 and below)

**Pool or Ocean Fins:** Closed foot or heel band rubber fins



## 2.14. COMPETITION CAPS

2.14.1. The wearing of registered Competition caps or an equivalent rubber or silicone type swim cap is required in pool rescue Events. These caps are to be same or as similar as possible as those registered with SLSNZ.

## 2.15. REFERENCE DOCUMENTS

2.15.1. International Life Saving Federation (ILSF) <http://www.ilsf.org/lifesaving-sport/rules>

2.15.2. Pool Records:

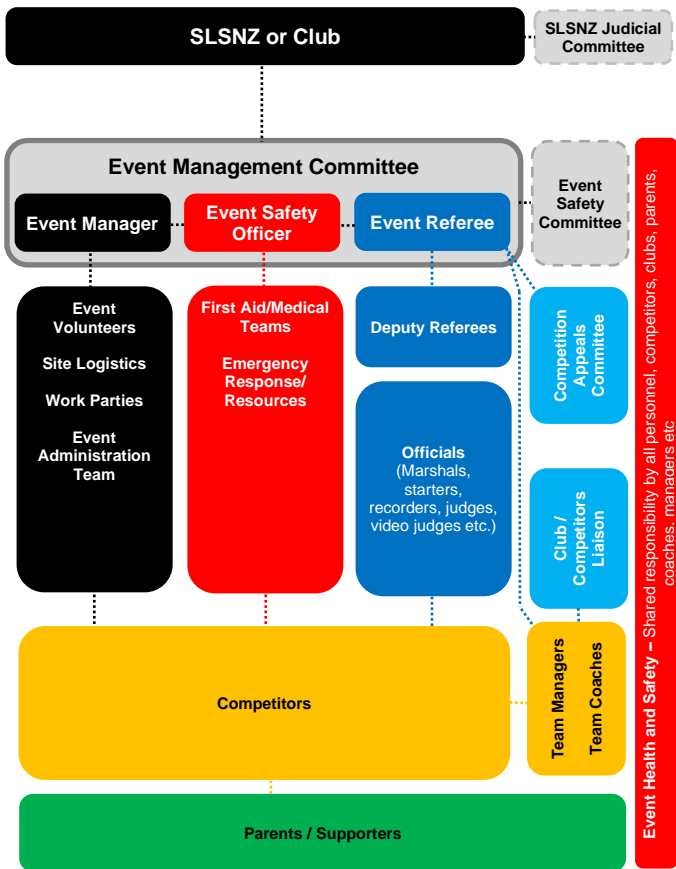
- (a) SLSNZ New Zealand Pool Championships Records
- (b) ILSF World Records

## 2.16. COMPETITION SAFETY

2.16.1. The provision for the safe operation and delivery of all competitions is vital. The Event Management Committee must ensure that a Pool Rescue Competition Safety Plan has been completed prior to the commencement of the Competition.

- (a) The Event Management Committee must ensure that all the required resources and services for the safe operation of the Competition are available and ready for immediate deployment if required. If in any doubt, safety must take precedence over the objective to complete any single Race or, if necessary, the entire competition.
- (b) Event Managers are responsible for developing a Pool Rescue Competition Safety Plan for each competition in line with HSWA Act 2015.
- (c) Competition Safety Plans must be peer reviewed by someone of the same or higher safety/risk level training/experience prior to each competition.
- (d) The expectation is that to be recognised as a sanctioned surf life saving competition it is mandatory to have a completed Competition Safety Plan developed for your competition.
- (e) The CEO of SLSNZ, or their delegate must be informed of any Notifiable Injury, Incident or Death and they in turn shall notify Work Safe NZ.
- (f) Clubs are responsible for entering their members into events. As a condition of entry, Clubs are responsible for ensuring that all entrants are competent to participate in the events in which they are entered.
- (g) The SLSNZ Pool Rescue Competition Safety Manual template can be found at [www.surflifesaving.org.nz](http://www.surflifesaving.org.nz).

## 2.17. COMPETITIONS MANAGEMENT STRUCTURE





**SURF LIFE SAVING®**  
NEW ZEALAND

# EVENT DESCRIPTIONS

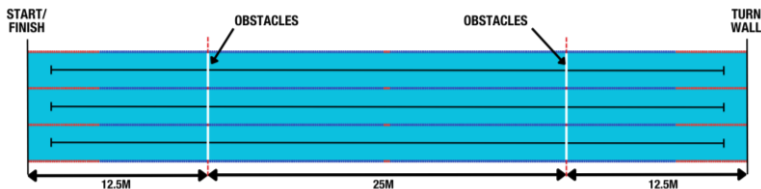
**IN THIS SECTION YOU WILL FIND:**

	<b>Page:</b>
OBSTACLE SWIM	37
MANIKIN CARRY	40
MANIKIN CARRY WITH FINS	43
RESCUE MEDLEY (MANIKIN)	47
MANIKIN TOW WITH FINS	50
SUPER LIFESAVER	55
BRICK CARRY	61
PATIENT TOW WITH FINS	63
RESCUE MEDLEY (BRICK)	68
SWIM WITH FINS	70
LINE THROW	72
MANIKIN RELAY	76
OBSTACLE RELAY	81
MEDLEY RELAY	84
BRICK RELAY	89
MEGA RELAY	95
POOL LIFESAVER RELAY	98

# Obstacle Swim

## 3.1. OBSTACLE SWIM (200 m, 100 m and 50 m)

### 50m Pool Plan



**3.1.1. Event description:** With a dive start on an acoustic signal, the competitor swims the course passing eight times (200m), 4 times (100m), 2 times (50m) under the immersed obstacles to touch the finish wall of the pool.

- Competitors must surface after the dive entry before the first obstacle; after passing under each obstacle; and after a turn prior to passing under an obstacle.
- Competitors may push off the pool bottom when surfacing from under each of the obstacles. "Surfacing" means the competitor's head breaks the plane of the surface of the water.
- Swimming into or otherwise bumping an obstacle does not result in disqualification

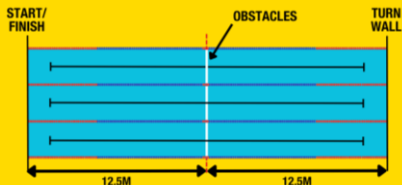
**3.1.2. Equipment:** 50m Pool: Obstacles are fixed at right angles onto lane ropes in a straight line across all lanes. The first obstacle is located 12.5 m from the start wall, with the second obstacle located 12.5 m from the opposite end. The distance between the two obstacles is 25 m.

**3.1.3. Disqualification:** In addition to the General Rules 2.5.

- Passing over an obstacle without immediately returning over or under that obstacle and then passing under it (DQ11).
- Failure to surface after the dive entry or after a turn before passing under an obstacle (DQ12).
- Failure to surface after each obstacle (DQ13).
- Failure to touch the wall during the turn (DQ14).
- Failure to touch the finish wall (DQ15).

# Obstacle Swim – 25 m Pool

## 3.1.4. Obstacle Swim (25 m, 50 m, 100 m and 200 m)



3.1.5. **Event description:** 25 m, 50 m, 100 m, and 200 m short course With a dive or in-water start on an acoustic signal, the competitor swims the course passing under the immersed obstacle to touch the finish wall/edge of the pool.

- (a) Competitors must surface after the dive entry before the obstacle; after passing under each obstacle; and after a turn prior to passing under an obstacle.
- (b) Competitors may push off the pool bottom when surfacing from under each of the obstacles. "Surfacing," means the competitor's head breaks the plane of the surface of the water.
- (c) Swimming into or otherwise bumping an obstacle is not a behaviour that results in disqualification.
- (d) The competitor will pass under the obstacle:
  - (i) 25 m – once
  - (ii) 50 m – two times
  - (iii) 100 m – four times
  - (iv) 200 m – eight times

3.1.6. **Equipment:** Obstacles are fixed at right angles onto lane ropes in a straight line across all lanes. The obstacle is located 12.5 m from the start wall/edge, in the middle of the pool. The dimensions of the obstacle may need to be adjusted to allow for a narrower lane width and/or a shallower pool depth.

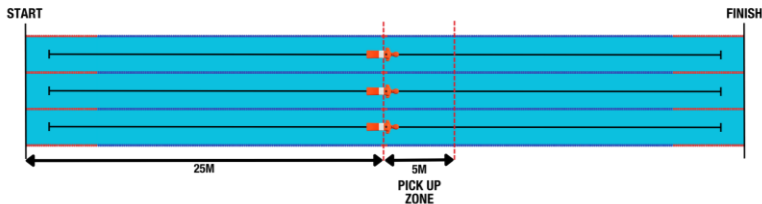
3.1.7. **Disqualification:** In addition to the General Rules 2.5.

- (a) Passing over an obstacle without immediately returning over or under that obstacle and then passing under it (DQ11).
- (b) Failure to surface after the dive entry or after a turn before passing under an obstacle (DQ12).
- (c) Failure to surface after each obstacle (DQ13).

- (d) Failure to touch the wall during the turn (DQ14).
- (e) Failure to touch the finish wall (DQ15).

# Manikin Carry

## 3.2. MANIKIN CARRY (50 m)



**3.2.1. Event description:** With a dive start on an acoustic signal, the competitor swims 25 m freestyle and then dives to recover a submerged manikin to the surface within 5 m of the pick-up line. The competitor then carries the manikin to touch the finish wall of the pool. Competitors may push off the pool bottom when surfacing with the manikin. An alternative distance with the competitor swimming 35 m freestyle to a submerged manikin can be used for age and stage development requirements.

### 3.2.2. Equipment

- Manikin:** The manikin is completely filled with water and sealed for the event. Competitors must use the manikins supplied by organisers.
- Positioning the manikin:** The manikin is located at a depth between 1.8 m and 3 m. In water deeper than 3 m, the manikin shall be placed on a platform (or other support) to position it at the required depth.
- The manikin is positioned on its back, the head in the direction of the finish, with the transverse line in the middle of the manikin's thorax on the 25 m line or 35 m Line.
- Surfacing the manikin:** Competitors must have the manikin in the correct carrying position before the top of the manikin's head passes the 5 m line.

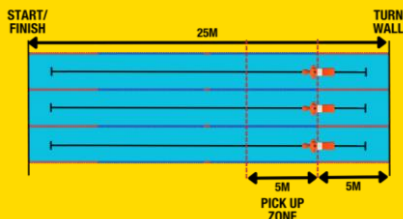
**3.2.3. Disqualification:** In addition to the General Rules 2.5.

- Not surfacing before diving to the manikin (DQ16).
- Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool (DQ17).

- (c) Not having the manikin in the correct carrying position before the top of the manikin's head passes the 5 m line (DQ18).
- (d) Using an incorrect carrying technique as described in 2.7 Manikins (DQ19).
- (e) Releasing the manikin before touching the finish wall (DQ21).
- (f) Failure to touch the finish wall (DQ15).

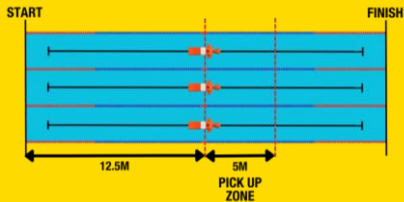
## Manikin Carry – 25m Pool

### 3.2.4. MANIKIN CARRY (50 m and 25 m)



3.2.5. **Event description** – 50 m short course With a dive or in-water start on an acoustic signal, the competitor swims 30 m freestyle and then dives to recover a submerged manikin to the surface within 5 m of the pick-up line. The competitor must surface before diving down to recover the manikin. The competitor then carries the manikin to touch the finish wall/edge of the pool.

- (a) Competitors may push off the pool bottom when surfacing with the manikin.
- (b) Competitor's need not touch the turn wall/edge of the pool when recovering the manikin.
- (c) All other event conditions are as per the ILS Competition Rule Book,



**3.2.6. Event description** – 25 m short course With a dive or in-water start on an acoustic signal, the competitor swims 12.5 m freestyle and then dives to recover a submerged manikin to the surface within 5 m of the pick-up line. The competitor must surface before diving down to recover the manikin. The competitor then carries the manikin to touch the finish wall/edge of the pool.

- (a) Competitors may push off the pool bottom when surfacing with the manikin.
- (b) All other event conditions are as per the ILS Competition Rule Book.

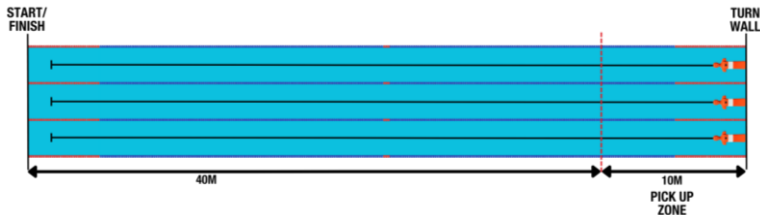
**3.2.7. Equipment:** Positioning the manikin: The manikin is positioned on its back in contact with the pool bottom, with its head in the direction of the finish. The manikin is positioned on its back, the head in the direction of the finish, with the transverse line in the middle of the manikin's thorax on the 12.5 m line or 30 m/5 m Line.

**3.2.8. Disqualification:** In addition to the General Rules 2.5.

- (a) Not surfacing before diving to the manikin (DQ16).
- (b) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool (DQ17).
- (c) Not having the manikin in the correct carrying position before the top of the manikin's head passes the 5 m line (DQ18).
- (d) Using an incorrect carrying technique as described in 3.3 Manikins (DQ19).
- (e) Releasing the manikin before touching the finish wall (DQ21).
- (f) Failure to touch the finish wall (DQ15).

# Manikin Carry with Fins

## 3.3. MANIKIN CARRY WITH FINS (100 m)



**3.3.1. Event description:** With a dive start on an acoustic signal, the competitor swims 50 m freestyle wearing fins and then recovers a submerged manikin to the surface within 10 m of the turn wall. The competitor carries the manikin to touch the finish wall of the pool. Competitors need not surface before touching the manikin. Competitors need not touch the turn wall/edge of the pool. Competitors may push off the bottom when surfacing with the manikin.

### 3.3.2. Equipment

- Manikins, fins: The manikin is completely filled with water and sealed for the event. Competitors must use the manikins supplied by organisers.
- Positioning the manikin: The manikin is located at a depth between 1.8 m and 3 m. In water deeper than 3 m, the manikin shall be placed on a platform (or other support) to position it at the required depth.
- The manikin is positioned on its back in contact with the pool bottom and its base touching the pool wall, with its head in the direction of the finish.
- Where the facility design does not provide a vertical wall that joins the bottom at 90 degrees, the manikin must be positioned as close as possible to the wall, but no further than 300 mm from the wall as measured at the water surface.
- Surfacing the manikin: Competitors must have the manikin in the correct carrying position before the top of the manikin's head passes the 10 m line.

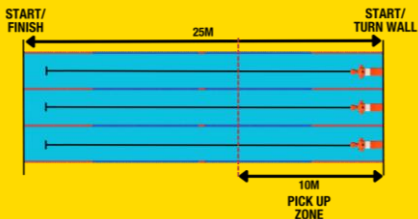
- (f) Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules governing manikins are not violated (see 2.7 Manikins). Competitors are not permitted to start again in another heat.

3.3.3. **Disqualification:** In addition to the General Rules 2.5.:

- (a) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool (DQ17).
- (b) Not having the manikin in the correct carrying position before the top of the manikin's head passes the 10 m line (DQ23).
- (c) Using an incorrect carrying technique as described in 2.7 Manikins (DQ19).
- (d) Releasing the manikin before touching the finish wall/edge (DQ21).
- (e) Failure to touch the finish wall/edge (DQ15).

## Manikin Carry with Fins – 25 m Pool

### 3.3.4. MANIKIN CARRY WITH FINS (25 m, 50 m, 100 m)



3.3.5. **Event description – 25 m short course:** With an in-water start, holding a manikin with one hand and the start wall/edge or starting block with the other hand. On an acoustic signal, the competitor carries the manikin 25 m wearing fins to touch the finish wall/edge of the pool.

3.3.6. **Event description – 50 m short course:** With a dive or in-water start on an acoustic signal, the competitor swims 25 m freestyle wearing fins and then recovers a submerged manikin to the surface within 10 m of the turn wall/edge. The competitor carries the manikin to touch the finish wall/edge of the pool.

- (a) Note 1: Competitors need not touch the turn wall/edge of the pool

when recovering the manikin.

- (b) Note 2: Competitors may push off the pool bottom when surfacing with the manikin.
- (c) Note 3: All other event conditions are as per the ILS Competition Rule Book.

**3.3.7. Event description – 100 m short course:** With a dive or in-water start on an acoustic signal, the competitor swims 50 m freestyle wearing fins and then recovers a submerged manikin to the surface within 10 m of the turn wall/edge. The competitor carries the manikin 50 m (two 25 m laps) to the finish. After the turn at the 75 m mark competitors must have the manikin in the correct carrying position within 5 m of the turning wall/edge. The event is complete when the competitor touches the finish wall/edge of the pool.

- (a) Competitors need not touch the turn wall/edge of the pool when recovering the manikin at the 50 m mark.
- (b) Competitors may push off the pool bottom when surfacing with the manikin.
- (c) Competitors must touch the turning wall/edge with any part of the body at the 75 m mark.
- (d) At the turn at the 75 m mark competitors may push off the turning wall/edge with their feet.
- (e) All other event conditions are as per the ILS Competition Rule Book.

**3.3.8. Event description – 100 m short course alternative:** With a dive or in-water start on an acoustic signal, the competitor swims 75 m freestyle wearing fins and then recovers a submerged manikin to the surface within 10 m of the turn wall/edge. The competitor carries the manikin 25 m to the finish.

**3.3.9. Equipment:** Positioning the manikin: The manikin is positioned on its back in contact with the pool bottom, with its head in the direction of the finish and its base touching the pool wall. Where the facility design does not provide a vertical wall that joins the bottom at 90 degrees, the manikin must be positioned as close as possible to the wall, but no further than 30 cm from the wall as measured at the water surface.

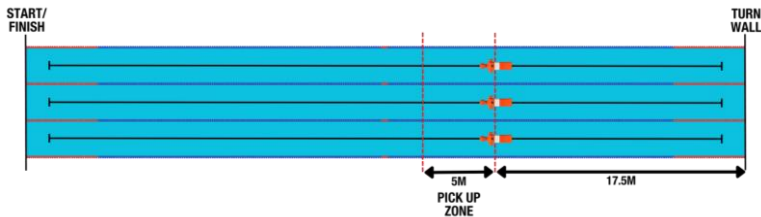
**3.3.10. Disqualification:** In addition to the General Rules 2.5.:

- (f) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool (DQ17).
- (g) Not having the manikin in the correct carrying position before the top of the manikin's head passes the 10 m line (DQ23).

- (h) Using an incorrect carrying technique as described in 2.7 Manikins (DQ19).
- (i) Releasing the manikin before touching the finish wall/edge (DQ21).
- (j) Failure to touch the finish wall/edge (DQ15).

# Rescue Medley (Manikin)

## 3.4. RESCUE MEDLEY (100 m and 50 m)



**3.4.1. Event description – 100 m:** With a dive start on an acoustic signal, the competitor swims 50 m freestyle to turn, dive, and swim underwater to a submerged manikin located at 17.5 m from the turn wall. The competitor surfaces the manikin within the 5 m pick-up line, and then carries it the remaining distance to touch the finish wall. Competitors may breathe during the turn, but not after their feet leave the turn wall until they surface with the manikin. Competitors may push off the bottom when surfacing with the manikin.

**3.4.2. Event description – 50 m:** With a dive start on an acoustic signal, the competitor, swims underwater to a submerged manikin located at 17.5 m from the turn wall. The competitor surfaces the manikin within the 5 m pick-up line, and then carries it the remaining distance to touch the finish wall. Competitors may breathe during the turn, but not after their feet leave the turn wall until they surface with the manikin. Competitors may push off the bottom when surfacing with the manikin.

### 3.4.3. Equipment

- Manikin:** The manikin is completely filled with water and sealed for the event. Competitors must use the manikins supplied by organisers.
- Positioning the manikin:** The manikin is located at a depth between 1.8 m and 3 m. In water deeper than 3 m, the manikin shall be placed on a platform (or other suitable support) to position it at the required depth.
- The manikin is positioned on its back, head in the direction of the finish, with the transverse line in the middle of the manikin's thorax located on the 17.5 m line.

- (d) Surfacing the manikin: Competitors must have the manikin in the correct carrying position before the manikin's head passes the 5 m line.

#### 3.4.4. Disqualification: In addition to the General Rules 2.5.

- (a) Surfacing after turning and before lifting the manikin (DQ22).
- (b) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool (DQ17).
- (c) Not having the manikin in the correct carrying position before the top of the manikin's head passes the 5 m line (DQ18).
- (d) Using an incorrect carrying technique as described in 2.7 Manikins (DQ19).
- (e) Releasing the manikin before touching the finish wall (DQ21).
- (f) Failure to touch the finish wall (DQ15).

## Rescue Medley (Manikin)-25 m Pool

### 3.4.5. RESCUE MEDLEY (50 m and 100 m)



3.4.6. Event description – 50 m short course: With a dive or in-water start on an acoustic signal, the competitor swims 25 m freestyle to turn, dive, and swim underwater to a submerged manikin located at 12.5 m from the turn wall/edge. The competitor surfaces the manikin within the 5 m pick-up line, and then carries it the remaining distance to touch the finish wall/edge.

- (a) Competitors may breathe during the turn, but not after their feet leave the last turn wall/edge until they surface with the manikin.
- (b) Competitors may push off the pool bottom when surfacing with the manikin.

**3.4.7. Event description – 100 m short course.** With a dive or in-water start on an acoustic signal, the competitor swims 75 m freestyle to turn, dive, and swim underwater to a submerged manikin located 12.5 m from the turn wall/edge. The competitor surfaces the manikin within the 5 m pick-up line, and then carries it the remaining distance to touch the finish wall/edge.

- (a) Competitors may breathe during the turn, but not after their feet leave the last turn wall/edge until they surface with the manikin.
- (b) Competitors may push off the pool bottom when surfacing with the manikin.

**3.4.8. Equipment:** Refer to 3.4.3.

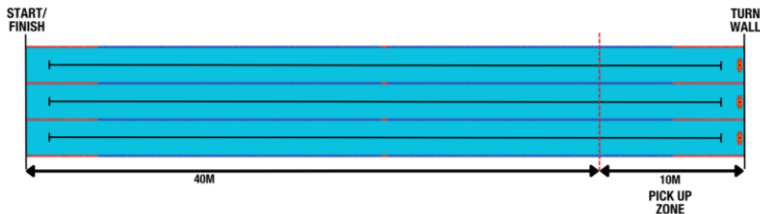
- (a) **Manikin:** The manikin is completely filled with water and sealed for the event. Competitors must use the manikins supplied by organisers.
- (b) **Positioning the manikin:** The manikin is located at a depth between 1.8 m and 3 m. In water deeper than 3 m, the manikin shall be placed on a platform (or other suitable support) to position it at the required depth.
- (c) The manikin is positioned on its back, head in the direction of the finish, with the transverse line in the middle of the manikin's thorax located on the 17.5 m line.
- (d) **Surfacing the manikin:** Competitors must have the manikin in the correct carrying position before the manikin's head passes the 5 m line.

**3.4.9. Disqualification:** In addition to the General Rules 2.5.

- (a) Surfacing after turning and before lifting the manikin (DQ22).
- (b) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool (DQ17).
- (c) Not having the manikin in the correct carrying position before the top of the manikin's head passes the 5 m line (DQ18).
- (d) Using an incorrect carrying technique as described in 2.7 Manikins (DQ19).
- (e) Releasing the manikin before touching the finish wall (DQ21).
- (f) Failure to touch the finish wall (DQ15).

# Manikin Tow with Fins

## 3.5. MANIKIN TOW WITH FINS (100 m)



**3.5.1. Event description:** With a dive start on an acoustic signal, the competitor swims 50 m freestyle with fins and rescue tube. After touching the turn wall, and within the 10 m pick-up zone, the competitor fixes the rescue tube correctly around a manikin and tows it to the finish. The event is complete when the competitor touches the finish wall of the pool. Competitors need not surface before touching the turning wall/edge.

### 3.5.2. Equipment

- (a) Manikin, fins, rescue tube: See Section 8. Competitors must use the manikins and rescue tubes supplied by organisers. The manikin is filled with water and sealed so that it floats with the top of its transverse line at the surface.
- (b) Positioning the manikin: A member of the competitor's team assists as manikin handler. For the handover, the manikin handler, using at least one hand, positions and holds the manikin upright, facing the turning wall, and floating at its natural buoyancy position anywhere within the allotted lane. The manikin handler may let go of the manikin after the competitor has touched the turning wall but must release contact with it immediately the competitor has deliberately made contact with the manikin to secure it for the tow. The handler may not push the manikin toward the competitor or the finish wall. Manikin handlers may not intentionally enter the water during the event. With the Chief Referee's approval, non-team members may act as handlers, provided they are registered in the competition in some capacity. Manikin handlers must wear a competition cap.
- (c) Starts with rescue tubes: At the start, the rescue tube and rescue tube

line may be positioned at the competitor's discretion, but within the competitor's allotted lane. Competitors should ensure a safe and correct position of rescue tube and line. The rescue tube remains unclipped until secured around the manikin.

- (d) Wearing rescue tubes: Rescue tubes must be donned correctly, either with the loop over one or two shoulders, or over the shoulder and across the chest – at the competitor's discretion. Assuming the rescue tube was donned correctly, there is no cause for disqualification if the loop falls down on the competitor's arm or elbow during the competitor's approach to the manikin or during the manikin tow.
- (e) Securing the manikin: After first touching the turning wall/edge, the competitor then secures the manikin correctly with the rescue tube around the body and under both arms of the manikin, and clipped to an O-ring, within the 10m pick-up zone. Competitors may go back into the 10m change over zone to re-secure the manikin provided the manikin's head has not passed the 10m line. Note: Unintentionally touching the manikin before touching the turning wall/edge is not a disqualification.
- (f) Towing the manikin: Competitors must tow the manikin as detailed in the general conditions for pool competition. The rescue tube must be attached to the manikin and the line of the rescue tube must be fully extended by the time the top of the manikin's head passes the 10m line.
- (g) Competitors shall be disqualified if the rescue tube and manikin become separated. Competitors shall not be disqualified if the rescue tube slips from under one arm of the Manikin during the tow, provided that the rescue tube was "secured correctly" at the 10m line and the face of the manikin remains above the water surface.
- (h) Competitors shall be disqualified if the line of the rescue tube is or becomes wrapped around the Manikin as it is deemed to be shortening of the line.
- (i) Competitors shall not be disqualified if the manikin rotates in the rescue tube as long as the manikin's face remains above the surface of the water. The manikin does not need to be carried headfirst provided it was secured correctly at the 10m line and the manikin's face remains above the surface of the water.
- (j) Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules governing manikins are not violated (see S3-3 Manikins). Competitors are not permitted to start again in another heat.
- (k) Rescue Tube Defect: If in the opinion of the Chief Referee the rescue

tube, line and/or harness (belt) presents a technical defect during the race, the Chief Referee may allow the competitor to start again in another heat but only if the rescue tubes for the event were supplied by the organising body and the rules required that the provided tubes must be used by all competitors.

### 3.5.3. Disqualification: In addition to the General Rules 2.5.

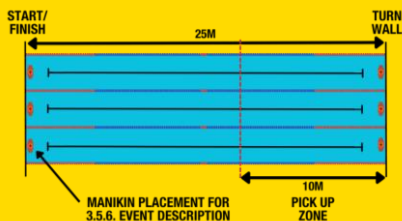
- (a) Taking assistance from any pool fitting (e.g., lane rope, steps, underwater hockey fittings) when fixing the rescue tube around the manikin except where the minimum pool depth allows the competitor to stand while securing the rescue tube around the manikin. (DQ24).
- (b) Competitor clipping the rescue tube into the ring before touching the turning wall/edge. (DQ30)
- (c) Manikin handler not releasing the manikin immediately after the competitor makes deliberate contact with the manikin (after first touching the turning wall/edge) (DQ27).
- (d) Manikin handler pushing the manikin towards the competitor or the finish wall/edge (DQ28).
- (e) Manikin handler positioning the manikin incorrectly or making deliberate contact with the manikin after the competitor has grasped the manikin (DQ25).
- (f) Manikin handler intentionally entering the water during the event or entering the water and interfering with the performance of another competitor or interfering with the judging of the event (DQ29).
- (g) At 50m, the competitor not touching the pool wall/edge before intentionally touching the manikin (DQ26).
- (h) Incorrectly securing the rescue tube around the manikin (i.e., not around body and under both arms and not clipped to an O-ring) (DQ31).
- (i) Not securing the rescue tube around the manikin within the 10m pick-up zone, judged at the top of the manikin's head (DQ32).
- (j) The line of the rescue tube not becoming fully extended before the top of the manikin's head passes the 10m line (DQ34).
- (k) Not towing the manikin with the line of the rescue tube fully extended beyond the 10m (DQ35).
- (l) Towing the manikin with the face below the surface (DQ20).
- (m) Pushing or carrying, instead of towing, the manikin (DQ33).
- (n) The rescue tube and manikin become separated after the rescue tube has been secured correctly around the manikin (DQ36).
- (o) Touching the finish wall/edge without the rescue tube and manikin in

place (DQ37).

- (p) Failure to touch the finish wall/edge (DQ15).

# Manikin Tow with Fins – 25 m Pool

## 3.5.4. MANIKIN TOW WITH FINS (50 m)



- 3.5.5. **Event description – 50 m short course:** With a dive or in-water start on an acoustic signal, the competitor swims 25 m freestyle with fins and rescue tube. After touching the turn wall/edge, and within the 10 m pick-up zone, the competitor fixes the rescue tube correctly around a manikin and tows it to the finish.

The line of the rescue tube must become fully extended as soon as possible and before the top of the manikin's head passes the 10 m line. The event is complete when the competitor touches the finish wall/edge of the pool.

- 3.5.6. **Event description – 100 m short course (50 m Manikin Tow) :** With a dive or in-water start on an acoustic signal, the competitor swims 50 m freestyle with fins and rescue tube. After touching the turn wall/edge, and within the 10 m pick-up zone, the competitor fixes the rescue tube correctly around a manikin and tows it 50 m (two 25 m laps) to the finish. The line of the rescue tube must become fully extended as soon as possible and before the top of the manikin's head passes the 10 m line. The event is complete when the competitor touches the finish wall/edge of the pool.

- (a) Competitors must touch the turning wall/edge with any part of the body at the 75 m mark.
- (b) During the turn at the 75 m mark the manikins face must remain above the surface of the water.

- (c) During the turn at the 75 m mark competitors will not be disqualified if the line of the rescue tube is not fully extended.
- (d) After the turn at the 75 m mark the line of the rescue tube must become fully extended as soon as possible and before the top of the manikin's head passes the 10 m line.
- (e) All other event conditions are as per the this Competition Rule Book.

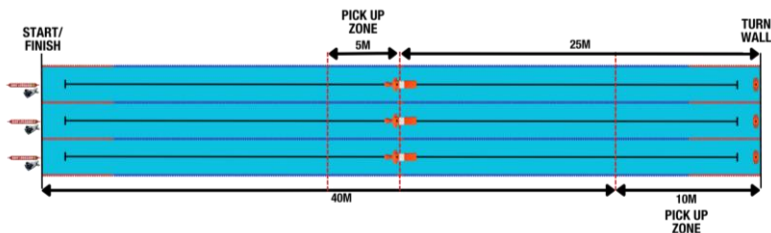
**3.5.7. Event description – 100 m short course (25 m Manikin Tow):** With a dive or in-water start on an acoustic signal, the competitor swims 75 m freestyle with fins and rescue tube. After touching the turn wall/edge, and within the 10 m pick-up zone, the competitor fixes the rescue tube correctly around a manikin and tows it to the finish.

The line of the rescue tube must become fully extended as soon as possible and before the top of the manikin's head passes the 10 m line. The event is complete when the competitor touches the finish wall/edge of the pool.

**3.5.8. Disqualification:** Refer to 3.5.3

# Super Lifesaver

## 3.6. SUPER LIFESAVER (200 m)



**3.6.1. Event description:** With a dive start on an acoustic signal, the competitor swims 75 m freestyle and then dives to recover a submerged manikin. The competitor surfaces the manikin within the 5 m pick-up zone and carries it to the turn wall. After touching the wall the competitor releases the manikin. In the water, the competitor dons fins and rescue tube and swims 50 m freestyle. After touching the wall, and within the 5 m pick-up zone, the competitor fixes the rescue tube correctly around a manikin and tows it to the finish. The event is complete when the competitor touches the finish wall/edge of the pool.

### 3.6.2. Equipment

- Manikins, fins, rescue tubes: Competitors must use the manikins and rescue tubes supplied by organisers. The first manikin that is used for the carry is completely filled with water and sealed for the event. The second manikin that is used for the tow is filled with water and sealed so that it floats with the top of its transverse line at the surface.
- Placement of fins and rescue tubes: Prior to the start, competitors must place the fins and rescue tube on the pool deck – not the starting block/podium – within the confines of their allotted lane.
- Positioning the manikin for the carry: The manikin is located at a depth between 1.8m and 3m. In water deeper than 3m, the manikin shall be placed on a platform (or other support) to position it at the required depth. The manikin is positioned on its back, head in the direction of the finish with the top of the transverse line on the 25m line.
- Surfacing the first manikin: Competitors may push off the bottom of the pool when surfacing with the manikin. Competitors must have the

- manikin in the correct carrying position before the top of the manikin's head passes the 5m line.
- (e) Donning tube and fins: After first touching the turning wall/edge, the competitor discards the first manikin. In the water, the competitor dons fins and rescue tube and swims 50m freestyle.
  - (f) Wearing rescue tubes: Rescue tubes must be donned correctly, either with the loop over one or two shoulders, or over the shoulder and across the chest – at the competitor's discretion. Assuming the rescue tube was donned correctly, there is no cause for disqualification if the loop falls down on the competitor's arm or elbow during the competitor's approach to the manikin or during the manikin tow. The rescue tube remains unclipped until secured around the manikin.
  - (g) Positioning the manikin for the tow: A member of the competitor's team assists as manikin handler. For the handover, the manikin handler, using at least one hand, positions and holds the manikin upright, facing the turning wall, and floating at its natural buoyancy position anywhere within the allotted lane. The manikin handler may let go of the manikin after the competitor has touched the turning wall but must release contact with it immediately the competitor has deliberately made contact with the manikin to secure it for the tow. With the Chief Referee's approval, non-team members may act as handlers, provided they are registered in the competition in some capacity. Manikin handlers must wear a competition cap. The handler may not push the manikin toward the competitor or the finish wall. Manikin handlers may not intentionally enter the water during the event.
  - (h) Securing the manikin: After first touching the turning wall/edge, the competitor then secures the manikin correctly with the rescue tube around the body and under both arms of the manikin, and clipped to an O-ring, within the 10m pick-up zone. Competitors may go back into the 10m change over zone to re-secure the manikin provided the manikin's head has not passed the 10m line. Note: Unintentionally touching the manikin before touching the turning wall/edge is not a disqualification.
  - (i) Competitors must tow the manikin as detailed in the general conditions for pool competition. The rescue tube must be attached to the manikin and the line of the rescue tube must be fully extended by the time the top of the manikin's head passes the 10m line.
  - (j) Competitors shall be disqualified if the rescue tube and manikin become separated. Competitors shall not be disqualified if the rescue tube slips during the tow, provided that the rescue tube was "secured

correctly" at the 10m line and that the face of the manikin remains above the water surface.

- (k) Competitors shall be disqualified if the line of the rescue tube is or becomes wrapped around the Manikin as it is deemed to be shortening of the line
- (l) Competitors shall not be disqualified if the manikin rotates in the rescue tube as long as the manikin's face remains above the surface of the water. The manikin does not need to be carried headfirst provided it was secured correctly at the 10m line and the manikin's face remains above the surface of the water.
- (m) Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules governing manikins are not violated (see S3-3 Manikins). Competitors are not permitted to start again in another heat.
- (n) Rescue Tube Defect: If in the opinion of the Chief Referee the rescue tube, line and/or harness (belt) presents a technical defect during the race, the Chief Referee may allow the competitor to start again in another heat but only if the rescue tubes for the event were supplied by the organising body and the rules required that the provided tubes must be used by all competitors.

**3.6.3. Disqualification:** In addition to the General Rules in Section 2, the following behaviour shall result in disqualification:

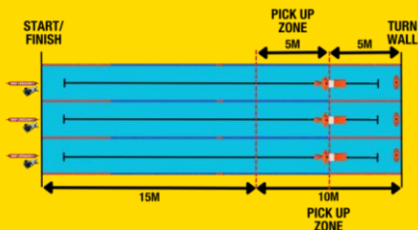
- (a) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) – not including the bottom of the pool when surfacing the manikin (DQ17).
- (b) Not having the manikin in the correct carrying position before the top of the manikin's head passes the 5m pick-up zone (DQ18).
- (c) Using an incorrect carrying technique as described in 2.7 Manikins. (DQ19).
- (d) Releasing the manikin before touching the turning wall/edge. (DQ21).
- (e) Taking assistance from any pool fitting (e.g., lane rope, steps, underwater hockey fittings) when fixing the rescue tube around the manikin and where the minimum pool depth allows the competitor to stand while securing the rescue tube around the manikin (DQ24).
- (f) Competitor clipping the rescue tube into the ring before touching the turning wall/edge. (DQ30).
- (g) Manikin handler not releasing the manikin immediately after the competitor makes deliberate contact with the manikin (after first touching the turning wall/edge) (DQ27).
- (h) Manikin handler pushing the manikin towards the competitor or the

finish wall (DQ28).

- (i) Manikin handler positioning the manikin incorrectly or making deliberate contact with the manikin after the competitor has grasped the manikin (DQ25).
- (j) Manikin handler intentionally entering the water during the event or entering the water and interfering with the performance of another competitor or interfering with the judging of the event (DQ29).
- (k) At 150m, the competitor not touching the pool wall/edge before intentionally touching the manikin (DQ26).
- (l) Incorrect securing of the rescue tube around the manikin (i.e., not around body and under both arms and not clipped to an O-ring) (DQ31).
- (m) Not securing the rescue tube around the manikin within the 10m pick-up zone judged at the top of the manikin's head (DQ32).
- (n) The line of the rescue tube not becoming fully extended before the top of the manikin's head passes the 10m line (DQ34).
- (o) Not towing the manikin with the line of the rescue tube fully extended beyond the 10m line (DQ35).
- (p) Towing the manikin with the face below the surface (DQ20).
- (q) Pushing or carrying, instead of towing, the manikin (DQ33).
- (r) The rescue tube and manikin become separated after the rescue tube has been secured correctly around the manikin (DQ36).
- (s) Touching the finish wall/edge without the rescue tube and manikin in place (DQ37).
- (t) Failure to touch the finish wall/edge (DQ15).

# Super Lifesaver – 25 m Pool

## 3.6.4. SUPER LIFESAVER (100 m and 200 m)



3.6.5. **Event description - 100 m short course:** With a dive or in-water start on an acoustic signal, the competitor swims 25 m freestyle and then dives to recover a submerged manikin. The competitor surfaces the manikin within the 5 m pick-up zone and carries it 25 m to the turn wall/edge. After touching the wall/edge, the competitor releases the manikin. Competitors need not touch the turn wall/edge of the pool when recovering the submerged manikin. In the water, the competitor dons fins and rescue tube and swims 25 m freestyle. After touching the wall/edge, and within the 10 m pick-up zone, the competitor fixes the rescue tube correctly around a manikin and tows it to the finish.

The line of the rescue tube must become fully extended as soon as possible and before the top of the manikin's head passes the 10 m line. The event is complete when the competitor touches the finish wall/edge of the pool.

(a) All other event conditions are as per the ILS Competition Rule Book.

3.6.6. **Event description 200 m short course (50 m tow):** With a dive or in-water start on an acoustic signal, the competitor swims 75 m freestyle and then dives to recover a submerged manikin. The competitor surfaces the manikin within the 5 m pick-up zone and carries it 25 m to the turn wall/edge. After touching the wall/edge, the competitor releases the manikin. In the water, the competitor dons fins and rescue tube and swims 50 m freestyle. After touching the wall/edge, and within the 10 m pick-up zone, the competitor fixes the rescue tube correctly around a manikin and tows it 50 m (two 25 m laps) to the finish. The line of the rescue tube must become fully extended as soon as possible and before the top of the manikin's head passes the 10 m line. The

event is complete when the competitor touches the finish wall/edge of the pool.

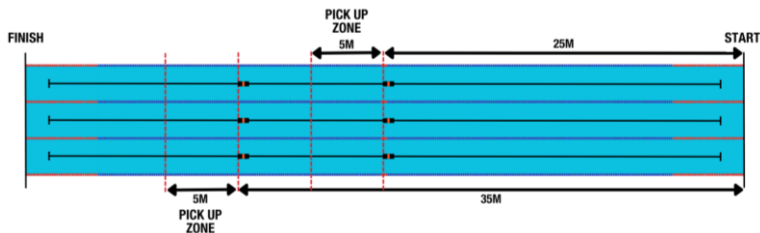
- (a) Competitors need not touch the 75 m turn wall/edge of the pool when recovering the submerged manikin.
- (b) Competitors must touch the turning wall/edge with any part of the body at the 175 m mark.
- (c) During the turn at the 175 m mark the manikins face must remain above the surface of the water.
- (d) During the turn at the 175 m mark competitors will not be disqualified if the line of the rescue tube is not fully extended.
- (e) After the turn at the 175 m mark the line of the rescue tube must become fully extended as soon as possible and before the top of the manikin's head passes the 10 m line.
- (f) All other event conditions are as per the ILS Competition Rule Book.

3.6.7. **Equipment:** Refer to 3.6.2.

3.6.8. **Disqualification:** Refer to 3.6.3

# Brick Carry

## 3.7. BRICK CARRY (50 m)



**3.7.1. Event description:** With a dive start on an acoustic signal, the competitor swims 25 m (U13/U14yrs only) or 35m (U11/U12yrs only) freestyle, dives, and recovers a submerged rubber brick. The competitor surfaces the brick within the 5 m pick-up line, and then carries it the remaining distance to touch the finish wall. Competitors may push off the bottom when surfacing with the manikin.

**3.7.2. Equipment:** Bricks:

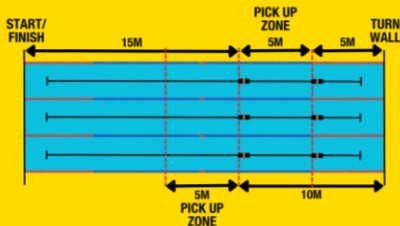
- The rubber brick is 3.5kg.
- Competitors must use the bricks supplied by organisers.
- Positioning the brick: The brick is located at a depth between 1.8 m and 3 m. In water deeper than 3 m, the brick shall be placed on a platform (or other suitable support) to position it at the required depth.
- Surfacing the brick: Competitors must have the brick in the correct carrying position before the competitors head passes the 5 m line.

**3.7.3. Disqualification:** In addition to the General Rules 2.5.

- Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool (DQ17).
- Not having the brick in the correct carrying position before the top of the competitors head passes the 5 m line (DQ18).
- Using an incorrect carrying technique as described in 3.3 Manikins (DQ19).
- Releasing the brick before touching the finish wall (DQ21).
- Failure to touch the finish wall (DQ15)

# Brick Carry – 25 m Pool

## 3.7.4. BRICK CARRY (50 m)



**3.7.5. Event description:** With a dive start on an acoustic signal, the competitor swims 30 m (U13/U14yrs only) or 35m (U11/U12yrs only) freestyle to turn, dive, and recovers a submerged rubber brick. The competitor surfaces the brick within the 5 m pick-up line, and then carries it the remaining distance to touch the finish wall. Competitors may push off the bottom when surfacing with the manikin.

**3.7.6. Equipment:** Bricks:

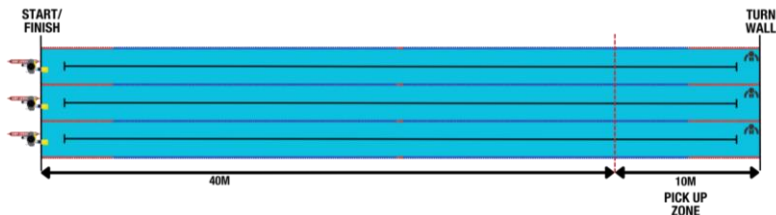
- The rubber brick is 3.5kg.
- Competitors must use the bricks supplied by organisers.
- Positioning the brick: The brick is located at a depth between 1.8 m and 3 m. In water deeper than 3 m, the brick shall be placed on a platform (or other suitable support) to position it at the required depth.
- Surfacing the brick: Competitors must have the brick in the correct carrying position before the competitors head passes the 5 m line.

**3.7.7. Disqualification:** In addition to the General Rules 2.5.

- Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool (DQ17).
- Not having the brick in the correct carrying position before the top of the competitors head passes the 5 m line (DQ18).
- Using an incorrect carrying technique as described in 3.3 Manikins (DQ19).
- Releasing the brick before touching the finish wall (DQ21).
- Failure to touch the finish wall (DQ15)

# Patient Tow with Fins

## 3.8. PATIENT TOW WITH FINS (100 m and 150 m)



**3.8.1. U12 Event description:** With a dive start on an acoustic signal, the Rescue Tube Swimmer swims 50 m freestyle with fins and rescue tube. After touching the turn wall, and within the 10 m pick-up zone, the competitor fixes the rescue tube correctly around their patient who is waiting with one hand on the end of the pool and tows them to the finish. The event is complete when the competitor touches the finish wall of the pool.

**3.8.2. U14 Event description:** With a dive start on an acoustic signal, the Patient swims 50 m freestyle, and touches the turn wall. On reaching the turning wall, the patient shall signal their arrival by raising their arm to a vertical position while remaining in contact with the wall. On the patient's arrival signal, the rescue tube swimmer with a dive start, swims 50 m freestyle with fins and rescue tube. After touching the turn wall, and within the 10 m pick-up zone, the competitor fixes the rescue tube correctly around their patient who is waiting with one hand on the end of the pool and tows them to the finish. The event is complete when the competitor touches the finish wall of the pool.

**3.8.3. Equipment:** Fins and Rescue Tubes

- Starts with rescue tubes: At the start, the rescue tube and rescue tube line may be positioned at the competitor's discretion, but within the competitor's allotted lane. Competitors should ensure a safe and correct position of rescue tube and line. The rescue tube remains unclipped until secured around the patient.
- Wearing rescue tubes: Rescue tubes must be donned correctly, either with the loop over one shoulder, or over the shoulder and across the chest – at the competitor's discretion. Assuming the rescue tube was donned correctly, there is no cause for disqualification if the loop falls

down on the competitor's arm or elbow during the competitor's approach to the patient or during the patient tow.

- (c) Securing the patient: After first touching the turn wall, the competitor then secures the patient correctly with the rescue tube around the body and under both arms of the patient, and clipped to an O-ring, within the 10 m pick-up zone.
- (d) Competitors must complete the 50 m freestyle swim by touching the pool edge before touching the patient.
- (e) Towing the patient: Competitors must tow – not carry – the patient. Beyond the 10 m pick-up zone, competitors must tow the correctly secured patient face up at the surface. The line of the rescue tube must become fully extended as soon as possible and before the top of the patients head passes the 10 m line.
- (f) Competitors must do nothing to delay or inhibit the line of the rescue tube becoming fully extended at the earliest possible moment.
- (g) Competitors shall be disqualified if the rescue tube and patient become separated. Competitors shall not be disqualified if the rescue tube slips during the tow so that the patient is secured only under one arm, provided that the rescue tube was “secured correctly” originally, and the patient is towed face up at the surface.
- (h) A competitor may stop to re-secure the rescue tube correctly around the patient without disqualification.
- (i) Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules governing patient are not violated. Competitors are not permitted to start again in another heat.
- (j) Rescue tube defect: If, in the opinion of the Chief Referee, the rescue tube, line and/or harness (belt) present a technical defect during the race, the Chief Referee may allow the competitor to repeat the race.

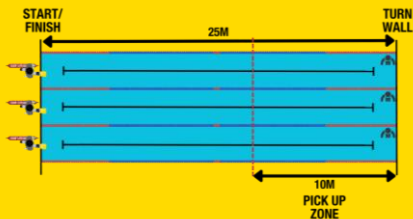
#### 3.8.4. Disqualification: In addition to the General Rules 2.5.

- (a) Taking assistance from any pool fitting (e.g., lane rope, steps, underwater hockey fittings) when fixing the rescue tube around the patient (DQ24).
- (b) Competitor clipping the rescue tube into the ring before touching the turn wall. (DQ30)
- (c) At 50 m, not touching the pool wall before touching the patient (DQ26).
- (d) Incorrect securing of the rescue tube around the patient (i.e., not around body and under both arms and clipped to an O-ring) (DQ31).
- (e) Not securing the rescue tube around the patient within the 10 m pick-up zone, judged at the top of the patients head (DQ32).

- (f) The line of the rescue tube not becoming fully extended before the top of the patients head passes the 10 m line (DQ34).
- (g) Not towing the patient with the line of the rescue tube fully extended beyond the 10 m line (unless the competitor has stopped to re-secure the patient) (DQ35).
- (h) Pushing or carrying, instead of towing, the patient (DQ33).
- (i) Towing the patient face down. (DQ20)
- (j) The rescue tube and patient become separated after the rescue tube has been secured correctly around the patient (DQ36).
- (k) Touching the finish wall without the rescue tube and patient in place (DQ37).
- (l) Failure to touch the finish wall (DQ15).
- (m) For U14 Events – If the rescue tube swimmer leaves before the patient signals. (DQ40)

## Patient Tow with Fins – 25 m Pool

### 3.8.5. PATIENTS TOW WITH FINS (50 m, 75 m or 100 m)



**3.8.6. U12 Event description:** With a dive start on an acoustic signal, the Rescue Tube Swimmer swims 25 m freestyle with fins and rescue tube. After touching the turn wall, and within the 10 m pick-up zone, the competitor fixes the rescue tube correctly around their patient who is waiting with one hand on the end of the pool and tows them to the finish. The event is complete when the competitor touches the finish wall of the pool.

**3.8.7. U14 Event description:** With a dive start on an acoustic signal, the Patient swims 25 m or 50 m freestyle, and touches the turn wall. On reaching the turning wall, the patient shall signal their arrival by raising their arm to a vertical position while remaining in contact with the wall.

On the patient's arrival signal, the rescue tube swimmer with a dive start, swims 25 m freestyle with fins and rescue tube. After touching the turn wall, and within the 10 m pick-up zone, the competitor fixes the rescue tube correctly around their patient who is waiting with one hand on the end of the pool and tows them to the finish. The event is complete when the competitor touches the finish wall of the pool.

### 3.8.8. Equipment: Fins and Rescue Tubes

- (a) Starts with rescue tubes: At the start, the rescue tube and rescue tube line may be positioned at the competitor's discretion, but within the competitor's allotted lane. Competitors should ensure a safe and correct position of rescue tube and line. The rescue tube remains unclipped until secured around the patient.
- (b) Wearing rescue tubes: Rescue tubes must be donned correctly, either with the loop over one shoulder, or over the shoulder and across the chest – at the competitor's discretion. Assuming the rescue tube was donned correctly, there is no cause for disqualification if the loop falls down on the competitor's arm or elbow during the competitor's approach to the patient or during the patient tow.
- (c) Securing the patient: After first touching the turn wall, the competitor then secures the patient correctly with the rescue tube around the body and under both arms of the patient, and clipped to an O-ring, within the 10 m pick-up zone.
- (d) Competitors must complete the 50 m freestyle swim by touching the pool edge before touching the patient.
- (e) Towing the patient: Competitors must tow – not carry – the patient. Beyond the 10 m pick-up zone, competitors must tow the correctly secured patient face up at the surface. The line of the rescue tube must become fully extended as soon as possible and before the top of the patients head passes the 10 m line.
- (f) Competitors must do nothing to delay or inhibit the line of the rescue tube becoming fully extended at the earliest possible moment.
- (g) Competitors shall be disqualified if the rescue tube and patient become separated. Competitors shall not be disqualified if the rescue tube slips during the tow so that the patient is secured only under one arm, provided that the rescue tube was "secured correctly" originally, and the patient is towed face up at the surface.
- (h) A competitor may stop to re-secure the rescue tube correctly around the patient without disqualification.
- (i) Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules governing patient are not violated. Competitors are not permitted to start again

in another heat.

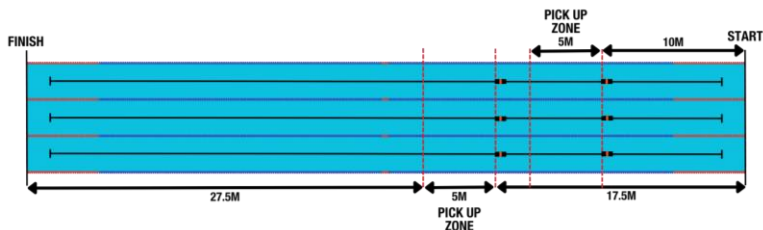
**3.8.9.** Rescue tube defect: If, in the opinion of the Chief Referee, the rescue tube, line and/or harness (belt) present a technical defect during the race, the Chief Referee may allow the competitor to repeat the race.

**3.8.10. Disqualification:** In addition to the General Rules 2.5.

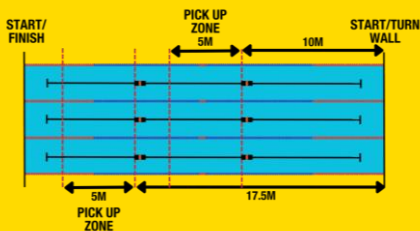
- (a) Taking assistance from any pool fitting (e.g., lane rope, steps, underwater hockey fittings) when fixing the rescue tube around the patient (DQ24).
- (b) Competitor clipping the rescue tube into the ring before touching the turn wall. (DQ30)
- (c) At 50 m, not touching the pool wall before touching the patient (DQ26).
- (d) Incorrect securing of the rescue tube around the patient (i.e., not around body and under both arms and clipped to an O-ring) (DQ31).
- (e) Not securing the rescue tube around the patient within the 5 m pick-up zone, judged at the top of the patients head (DQ32).
- (f) The line of the rescue tube not becoming fully extended before the top of the patients head passes the 10 m line (DQ34).
- (g) Not towing the patient with the line of the rescue tube fully extended beyond the 10 m line (unless the competitor has stopped to re-secure the patient) (DQ35).
- (h) Pushing or carrying, instead of towing, the patient (DQ33).
- (i) Towing the patient face down.
- (j) The rescue tube and patient become separated after the rescue tube has been secured correctly around the patient (DQ36).
- (k) Touching the finish wall without the rescue tube and patient in place (DQ37).
- (l) Failure to touch the finish wall (DQ15).

# Rescue Medley (Brick)

## 3.9. RESCUE MEDLEY (50 m and 25m Pool Versions)



- 3.9.1. **Event description - 50 m Pool:** With a dive start on an acoustic signal, the competitor, swims underwater to a submerged brick located at distances U11-U12 = 10 m, U13-U14 = 17.5 m from the turn wall. The competitor surfaces the brick within the 5 m pick-up line, and then carries it the remaining distance to touch the finish wall. Competitors may push off the bottom when surfacing with the brick.



- 3.9.2. **Event description – 25 m Pool (50 m version):** With a dive start on an acoustic signal, the competitor swims 25 m freestyle to turn, dive, and swims underwater to a submerged brick located at distances U11-U12 = 10 m, U13-U14 = 17.5 m from the turn wall. The competitor surfaces the brick within the 5 m pick-up line, and then carries it the remaining distance to touch the finish wall. Competitors may push off the bottom when surfacing with the brick.
- 3.9.3. **Event description – 25 m Pool (25 m version):** With a dive start on an acoustic signal, the competitor dives, and swims underwater to a

submerged brick located at distances U11-U12 = 10 m, U13-U14 = 17.5 m from the turn wall. The competitor surfaces the brick within the 5 m pick-up line, and then carries it the remaining distance to touch the finish wall. Competitors may push off the bottom when surfacing with the brick.

**3.9.4. Equipment:** Fins for U11,12,13 (without fins for U14) & Bricks. The rubber brick shall weigh 3.5kg. Competitors must use the bricks supplied by organisers. Fins shall be as per 2.12 Swim Fins.

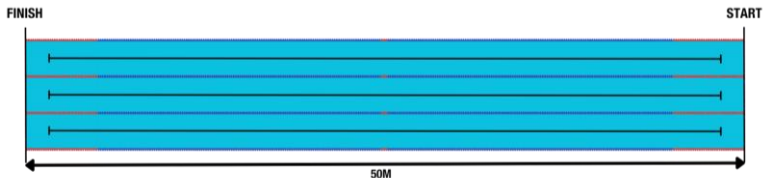
- (a) Fibreglass fins are not permitted.
- (b) Positioning the Brick: The brick is located at a depth between 1.8 m and 3 m. In water deeper than 3 m, the brick shall be placed on a platform (or other suitable support) to position it at the required depth.
- (c) Surfacing the brick: The brick is not classified as a living object and therefore may be carried above or below the surface of the water.
- (d) The brick must be carried, not pushed. Pushing means the brick is carried forward of the competitors head.
- (e) Competitors must have surfaced with the brick before the competitors head passes the 5m line.
- (f) The brick may be carried with one or two hands.

**3.9.5. Disqualification:** In addition to the General Rules in Section 2, the following behaviour shall result in disqualification:

- (a) Surfacing after turning and before lifting the brick (DQ22).
- (b) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the brick – not including the bottom of the pool (DQ17).
- (c) Not having the brick in the correct carrying position before the top of the competitors head passes the 5 m line (DQ18).
- (d) Using an incorrect carrying technique as described in 3.9.2 (DQ19).
- (e) Releasing the brick before touching the finish wall (DQ21).
- (f) Failure to touch the finish wall (DQ15).

# Swim with Fins

## 3.10. SWIM WITH FINS (50 m)



**3.10.1. Event description:** With a dive start on an acoustic signal, the competitor swims 50 m freestyle wearing fins.

- “Freestyle” means that in any event so designated the swimmer may swim any style including form strokes and underwater.
- Following the dive entry the competitor may swim underwater the entire 50m.
- There is no requirement to surface but the competitors must finish at a depth that allows the electronic timing to be activated.
- The event is completed when the competitor touches the finish edge of the pool.

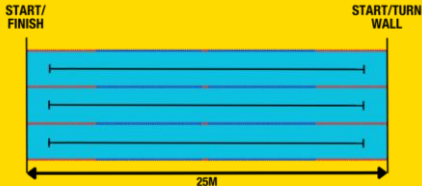
**3.10.2. Equipment:** Fins shall be as per 2.13 Swim Fins. Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules are not violated. Competitors are not permitted to start again in another heat.

**3.10.3. Disqualification:** In addition to the General Rules 2.5.

- Failure to touch the finish wall (DQ15).

# Swim with Fins – 25 m Pool

## 3.10.4. SWIM WITH FINS (25 m and 50 m)



**3.10.5. Event description:** With a dive start on an acoustic signal, the competitor swims 25 m or 50 m freestyle wearing fins.

- (a) "Freestyle" means that in any event so designated the swimmer may swim any style including form strokes and underwater.
- (b) Following the dive entry the competitor may swim underwater the entire 50m.
- (c) There is no requirement to surface but the competitors must finish at a depth that allows the electronic timing to be activated.
- (d) The event is completed when the competitor touches the finish edge of the pool.

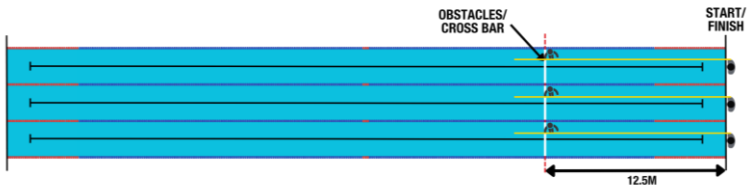
**3.10.6. Equipment:** Fins shall be as per 2.13 Swim Fins. Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules are not violated. Competitors are not permitted to start again in another heat.

**3.10.7. Disqualification:** In addition to the General Rules 2.5.

- (a) Failure to touch the finish wall (DQ15).

# Line Throw

## 3.11. LINE THROW (12.5 m)



**3.11.1. Event description:** In this 45-second event, the competitor throws an unweighted line from a throw zone on the edge of the pool to a fellow team member located in the water on the near side of a crossbar located 12.5m distant. The competitor pulls this “patient” back to the finish wall/edge of the pool.

- (a) **Throw zone:** The throw zone is the area bounded by each team’s allotted lane. It extends from the vertical edge of the pool wall to the front of a team’s lane and is defined at the sides by an unmarked extended line in the middle of the lane ropes on each side of a team’s lane and to the edge of the pool deck or raised platform. The back line of the throw zone does not need to be marked but a minimum of 2.0m is required beyond the vertical edge of the pool wall to allow for an unimpeded throw and the haul in.
  - (i) For the purposes of judging competitors are still required to remain within their lane. However, the focus is not on the placement of feet on a line but, rather, not interfering with any other team in an event.
  - (ii) While not a compulsory requirement, to ensure a clear area for the throw and the patient haul in, a line on the ground, or temporary rope or tape barrier may be placed approximately 2.0m behind the vertical edge of the pool wall. Backward movement by the competitor within this area would not be regarded as a disqualification.
- (b) **The start:** On the first whistle, competitors (i.e., thrower and patient) prepare for the start. The “thrower” holds only one end of the throw line in one hand. The “patient” takes the other end of the line, enters the water, and proceeds to the crossbar. The line is then extended

between the patient and the thrower. The surplus line can be left on either side of the cross bar and, if extended beyond the 12.5m crossbar mark, the surplus line may be passed either over or under the crossbar. No practice throws are permitted prior to the start. At the second whistle, throwers take their positions for the start without undue delay. When all competitors have assumed their starting positions, the Starter shall give the command "Take your marks". When all throwers and patients are stationary, the Starter gives the acoustic starting signal.

- (c) Starting position: The thrower stands in the throw zone facing the patient, motionless with heels and/or knees together and arms straight down and beside the body. The end of the throw line is held in one hand. The patient is located on the near side of the rigid crossbar in their allotted lane. The patient has contact with the throw line and grasps the crossbar with one or two hands.
- (d) On an acoustic starting signal: The thrower shall retrieve the line, throw it back to the patient (who grasps it), and pull the patient through the water until the patient touches the finish wall/edge.
- (e) Patients may only grasp the line if it is a "fair throw". A fair throw is one that a patient is able to grasp the throw line with their hand but only within their designated lane either in front or behind the crossbar. The lane marker is not "within the lane". As long as patients remain entirely within their designated lane and they do not release their grasp on the crossbar, they may use their foot or other part of the body to manoeuvre the throw line within their lane to a position where they can grasp the line with their hand. The patient can slide their hand anywhere along the crossbar but must be grasping the crossbar when touching the line with any part of their body and when grasping the line. There is no penalty for pulling on the rigid crossbar while attempting to reach the throw line.
  - (i) Note: The patient may release their contact with the crossbar after the starting signal without penalty, but they must be grasping the crossbar with their hand when using any part of their body to gather or to grasp the line with the other hand.
- (f) Pull through the water: While being pulled to the edge, patients must be on their front grasping the throw line with both hands. Patients may not "climb" the throw line hand-over-hand. For safety reasons, patients may release the line with one hand for the sole purpose of touching the wall/edge. This will not result in disqualification. Patients may wear swim goggles.
- (g) Throwers who exit their throw zone while pulling the patient shall be

disqualified. Throwers must not interfere with other teams or use the space allocated to an adjoining lane. This can be demonstrated by the thrower maintaining at least one foot wholly within the inside edge of their throw zone, either on the ground or in the air above their throw zone. Any part of the thrower's feet may cross over the front of the "pool edge" in their throw zone without penalty.

- (i) The Line Thrower must haul in their patient using their arms and are not permitted to walk or run with the throw line grasped in their hands or held around any part of their body or to deliberately walk backwards while hauling in the patient to the finish wall.
- (ii) If there is a line on the ground, or a temporary rope or tape barrier placed approximately 2.0m behind the vertical edge of the pool wall, any backward movement by the competitor within this area would not be regarded as a disqualification.
- (h) Throwers may reach to retrieve a line dropped outside the throw zone as long as there is no interference with another competitor (as defined above). Throwers who enter (or fall into) the water shall be disqualified.
- (i) To avoid any possible interference with other lanes, the patient may not exit the water and is to remain in their lane. The team will be disqualified if they attempt to climb out of the water beyond their waist or sit on the pool edge or lane rope before the acoustic signal is given by the delegated official for the completion of the race. Similarly, the thrower is not to interfere with any other teams in the event caused by not remaining within their allotted throw zone until the event completion signal is given by the delegated official for the completion of the race.
- (j) Time limit: Throwers must make a fair throw and pull the patient to the finish wall/edge within 45 seconds. Throwers who fail to get the patient to the finish wall/edge before the 45-second acoustic completion signal shall be designated as "Did Not Finish" (DNF).

### 3.11.2. Equipment

- (a) Throw line: The throw line must be between 16.5 m and 17.5 m in length. Competitors must use the throw lines supplied by organisers.
- (b) The rigid crossbar is positioned on the surface across each lane 12.5 m from the starting end of the pool. A tolerance of plus 100mm and minus 0.00 m in each lane is allowed.

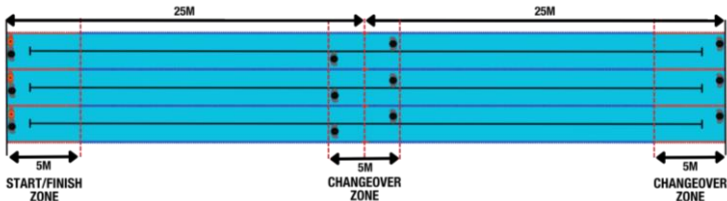
### 3.11.3. Disqualification: In addition to the General Rules 2.5:

- (a) Line Thrower executing practice throw(s) (DQ58).
- (b) Patient not keeping a grasp on the crossbar with their hand when

- using any part of their body to gather or to grasp the line for the pull to the finish wall/edge. (DQ50).
- (c) Patient grasping the throw line outside the lane (DQ54).
  - (d) Patient not on their front while being pulled to the finish wall/edge (DQ55).
  - (e) Patient not holding the throw line with both hands while being pulled to the finish wall/edge (patient may release the line with one hand for the sole purpose of touching the wall/edge) (DQ56).
  - (f) Patient “climbing” the throw line hand-over-hand (DQ57).
  - (g) Line Thrower interfering with other teams in the event caused by not staying in their allotted throw zone after the start signal and before the 45-second acoustic completion signal (DQ51).
  - (h) Line Thrower not hauling in using their arms and walking or running with the line grasped in their hands or held around any part of their body to return the patient to the pool finish wall. (DQ52).
  - (i) Patient exiting the water before the 45-second acoustic completion signal (DQ53).
  - (j) Failure to touch the finish wall/edge (DQ15).

# Manikin Relay

## 3.12. MANIKIN RELAY (4 x 25 m)



**3.12.1. Event description:** Four competitors in turn carry a manikin approximately 25 m each.

- On the first long whistle, all competitors enter the water. On the second long whistle, all competitors, without undue delay, prepare for the start.
- The first competitor is holding a manikin with one hand and the start wall/edge or starting block with the other hand and the second, third, and fourth competitors are in the water at the 25 m, 50m and 75m marks respectively.
- When all competitors have assumed their starting positions, the Starter shall give the command "Take your Marks".
- When the first competitors are stationary, the Starter gives the acoustic starting signal.
- The first competitor: The first competitor carries the manikin and passes it to the second competitor within the 5m changeover zone situated between the 22.5m and 27.5m mark.
- The second competitor: The second competitor carries the manikin to touch the turning wall/edge and passes the manikin to the third competitor who is in contact with the turning wall/edge or starting block with at least one hand.
- The third competitor: The third competitor may touch or grasp the manikin with one hand before the second competitor touches the turning wall/edge or starting block but must not release contact with the turning wall/edge or starting block until the second competitor has touched the turning wall/edge. The third competitor carries the manikin and passes it to the fourth competitor in the changeover zone

between the 72.5m and 77.5m mark.

- (h) The fourth competitor: The fourth competitor completes the event by carrying the manikin to touch the finish wall/edge with any part of the competitor's body.
- (i) Once they have completed their leg of the race and the exchange, competitors must remain in the water, in their lane in the changeover zone, staying clear of any following exchanges, and remain there until the completion of the event has been signalled.
- (j) Only the incoming and outgoing competitors may participate in the manikin exchange within their changeover zones. The incoming competitors may assist outgoing competitors, but only as long as the manikin's head remains within the changeover zones.
- (k) The hand of one competitor must be in contact with the manikin at all times.
- (l) The start zone and relay changeover zones shall be indicated by flags, poles, or cones.
- (m) Competitors involved in the exchange may push off the pool bottom in the changeover zone.
- (n) In the start and in changeover zones competitors are not judged on "carrying the manikin" criteria (defined in 2.7.) however competitors need to maintain contact with the manikin with at least one hand at all times and including during the exchanges.
- (o) The standard "carrying the manikin" criteria (defined in 2.7.) applies to the final relay competitor at the finish of the event.
- (p) The manikin exchange must take place within the designated changeover zones, as judged by the top of the manikin's head.

**3.12.2. Equipment:** Manikin: The manikin is completely filled with water and sealed. Competitors must use the manikins supplied by organisers.

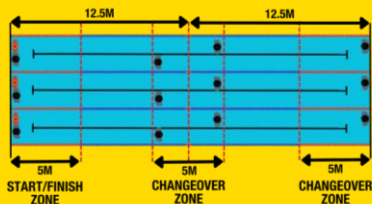
**3.12.3. Disqualification:** In addition to the General Rules 2.5.

- (a) Using incorrect manikin carry technique as described in 2.7. Manikins (DQ19).
- (b) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) – not including the bottom of the pool (DQ17).
- (c) The third competitor releasing contact with the turning wall/edge/starting block before the second competitor has touched the wall/edge (DQ40).
- (d) The manikin changing hands before or beyond the designated changeover zone (DQ41).

- (e) Assistance from a third competitor during the exchange between the incoming and outgoing competitors (DQ38).
- (f) Releasing the manikin before the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the manikin) (DQ42).
- (g) Not having the manikin in the correct carrying position before the top of the manikin's head passes the 5m line (DQ18).
- (h) Releasing the manikin before touching the turning wall/edge or finish wall/edge (DQ21).
- (i) Failure to touch the finish wall/edge (DQ15).
- (j) A competitor leaving the water after completing their leg of the relay and before the allclear signal is given (DQ60).
- (k) One competitor completing two or more legs of the event (DQ39).

## Manikin Relay – 25 m Pool

### 3.12.4. MANIKIN RELAY (4 x 12.5 m and 4 x 25 m)

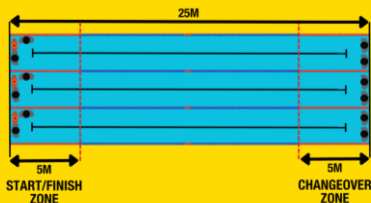


### 3.12.5. Event description – 4 x 12.5 m short course: Four competitors in turn carry a manikin approximately 12.5 m each.

- (a) The first competitor starts in the water holding a manikin with one hand and the start wall/edge or starting block with the other hand. On an acoustic signal, the competitor carries the manikin and passes it to the second competitor within the 5 m changeover zone between the 10 m and 15 m mark.
- (b) The second competitor carries the manikin to touch the turn wall/edge and passes the manikin to the third competitor, who must be in contact with the turn wall/edge with at least one hand. The third competitor may touch the manikin only after the second competitor has touched

the wall/edge.

- (c) The third competitor carries the manikin and passes it to the fourth competitor in the 5 m changeover zone between the 35 m and 40 m.
- (d) The fourth competitor completes the event by carrying the manikin to touch the finish wall/edge with any part of the competitor's body.
- (e) All other event conditions are as per 3.12.1.



**3.12.6. Event description –4 x 25 m short course:** Four competitors in turn carry a manikin approximately 25 m each.

- (a) The first competitor starts in the water holding a manikin with one hand and the start wall/edge or starting block with the other hand. On an acoustic signal, the competitor carries the manikin 25 m to touch the turn wall/edge and passes the manikin to the second competitor, who is in contact with the turn wall/edge or starting block with at least one hand. The second competitor may touch the manikin only after the first competitor has touched the turn wall/edge.
- (b) The second competitor carries the manikin 25 m to touch the turn wall/edge and passes the manikin to the third competitor who is in contact with the turn wall/edge or starting block with at least one hand. The third competitor may touch the manikin only after the second competitor has touched the turn wall/edge.
- (c) The third competitor carries the manikin 25 m to touch the turn wall/edge and passes the manikin to the fourth competitor, who is in contact with the turn wall/edge or starting block with at least one hand. The fourth competitor may touch the manikin only after the third competitor has touched the turn wall/edge.
- (d) The fourth competitor completes the event by carrying the manikin 25 m to touch the finish wall/edge with any part of the competitor's body.
- (e) All other event conditions are as per 3.12.1.

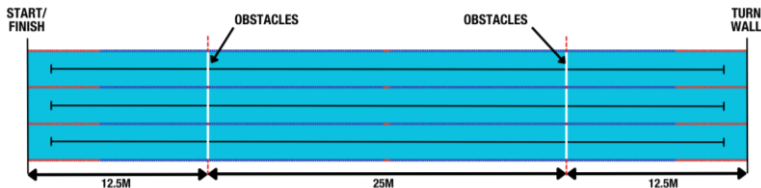
**3.12.7. Equipment:** Manikin: The manikin is completely filled with water and sealed. Competitors must use the manikins supplied by organisers.

**3.12.8. Disqualification:** In addition to the General Rules 2.5.

- (a) Using incorrect manikin carry technique as described in 2.7. Manikins (DQ19).
- (b) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) – not including the bottom of the pool (DQ17).
- (c) The third competitor releasing contact with the turning wall/edge/starting block before the second competitor has touched the wall/edge (DQ40).
- (d) The manikin changing hands before or beyond the designated changeover zone (DQ41).
- (e) Assistance from a third competitor during the exchange between the incoming and outgoing competitors (DQ38).
- (f) Releasing the manikin before the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the manikin) (DQ42).
- (g) Not having the manikin in the correct carrying position before the top of the manikin's head passes the 5m line (DQ18).
- (h) Releasing the manikin before touching the turning wall/edge or finish wall/edge (DQ21).
- (i) Failure to touch the finish wall/edge (DQ15).
- (j) A competitor leaving the water after completing their leg of the relay (DQ50) and before the allclear signal is given (DQ60).
- (k) One competitor completing two or more legs of the event (DQ39).

# Obstacle Relay

## 3.13. OBSTACLE RELAY (4 x 50 m)



**3.13.1. Event description:** Four competitors in turn swim a distance of 50m under obstacles.

- The first competitor: With a dive start on an acoustic signal, the first competitor swims 50m freestyle passing under two obstacles.
- The second, third and fourth competitors: After the first competitor touches the turning wall/edge the second, third, and fourth competitors repeat the procedure in turn.
- Competitors must surface after the dive entry before the first obstacle and after passing under each obstacle. “Surfacing” means the competitor’s head breaks the surface of the water.
- Competitors may push off the pool bottom when surfacing from under the obstacles.
- Swimming into or otherwise bumping an obstacle is not a behaviour that results in disqualification.
- The first, second and third competitors must leave the water upon finishing their legs of the relay without obstructing any other competitors. The first, second and third competitors may not re-enter the water.

**3.13.2. Equipment:** Obstacles are fixed at right angles on lane ropes in a straight line across all lanes. The first obstacle is positioned 12.5 m from the start wall with the second obstacle 12.5 m from the opposite end. The distance between the two obstacles is 25 m.

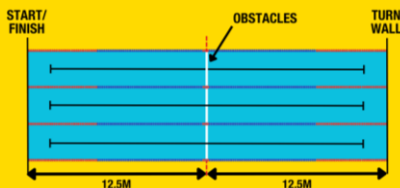
**3.13.3. Disqualification:** In addition to the General Rules 2.5.

- Passing over an obstacle and not immediately returning over or under that obstacle and then passing under it (DQ11).
- Failure to surface after each dive entry (DQ12).

- (c) Failure to surface after each obstacle (DQ13).
- (d) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing – not including the bottom of the pool (DQ17).
- (e) Leaving the start before the previous competitor has touched the wall/edge (DQ41).
- (f) Failure to touch the finish wall/edge (DQ15).
- (g) A competitor re-entering the water after completing his or her leg of the relay (DQ49).
- (h) One competitor repeating two or more legs of the event (DQ39).

## Obstacle Relay – 25 m Pool

### 3.13.4. OBSTACLE RELAY (4 x 25 m and 4 x 50 m)



**3.13.5. Event description – 4 x 25 m:** With a dive start or in-water start on an acoustic signal, the first competitor swims 25 m freestyle passing under an obstacle. After the first competitor touches the turn wall/edge the second, third, and fourth competitors repeat the procedure in turn.

- (a) Competitors must surface after the dive start entry or in-water start before the obstacle and after passing under each obstacle. “Surfacing,” means the competitor’s head breaks the plane of the surface of the water.
- (b) Competitors may push off the pool bottom when surfacing from under the obstacles.
- (c) Swimming into or otherwise bumping an obstacle is not a behaviour that results in disqualification.
- (d) The first, second and third competitors must leave the water upon finishing their legs of the relay without obstructing any other competitors. The first, second and third competitors may not reenter the water.

- (i) Once competitors have completed their leg of the race, they are to immediately exit the pool and not interfere with competing teams.

**3.13.6. Event description – 4 x 50 m short course:** With a dive start or in-water start on an acoustic signal, the first competitor swims 50 m freestyle passing under an obstacle on each lap. After the first competitor touches the turn wall/edge the second, third, and fourth competitors repeat the procedure in turn.

- (a) Competitors must surface after the dive start entry or in-water start before the obstacle and after passing under each obstacle. "Surfacing," means the competitor's head breaks the plane of the surface of the water.
- (b) Competitors may push off the pool bottom when surfacing from under the obstacles.
- (c) Swimming into or otherwise bumping an obstacle is not a behaviour that results in disqualification.
- (d) The first, second and third competitors must leave the water upon finishing their legs of the relay without obstructing any other competitors. The first, second and third competitors may not reenter the water.
  - (i) Once competitors have completed their leg of the race, they are to immediately exit the pool and not interfere with competing teams.
  - (ii) All other event conditions are as per the ILS Competition Rule Book.

**3.13.7. Equipment:** Obstacles are fixed at right angles on lane ropes in a straight line across all lanes. The first obstacle is positioned 12.5 m from the start wall with the second obstacle 12.5 m from the opposite end. The distance between the two obstacles is 25 m.

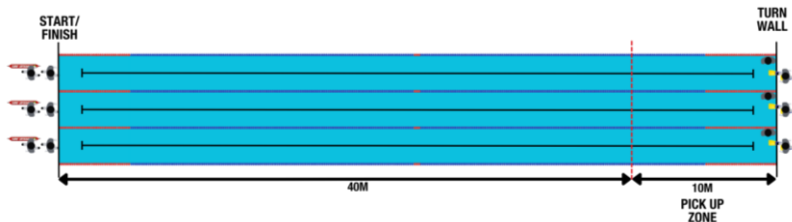
**3.13.8. Disqualification:** In addition to the General Rules 2.5.

- (a) Passing over an obstacle and not immediately returning over or under that obstacle and then passing under it (DQ11).
- (b) Failure to surface after each dive entry (DQ12).
- (c) Failure to surface after each obstacle (DQ13).
- (d) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing – not including the bottom of the pool (DQ17).
- (e) Leaving the start before the previous competitor has touched the wall/edge (DQ41).
- (f) Failure to touch the finish wall/edge (DQ15).

- (g) A competitor re-entering the water after completing his or her leg of the relay (DQ50).
- (h) One competitor repeating two or more legs of the event (DQ40).

# Medley Relay

## 3.14. MEDLEY RELAY (4 x 50 m)



**3.14.1. Event description:** Four competitors in turn swim a distance of 50m undertaking different tasks.

- (a) The first competitor: With a dive start on an acoustic signal, the first competitor swims 50m freestyle without fins
- (b) The second competitor: With a dive start after the first competitor touches the turning wall/edge, the second competitor swims 50m freestyle with fins. The second competitor does not need to surface before touching the turning wall/edge.
- (c) The third competitor: With a dive start after the second competitor touches the turning wall/edge, the third competitor swims 50m freestyle without fins towing a rescue tube. The third competitor touches the turning wall/edge.
- (d) The fourth competitor: The fourth competitor (with fins) is in the water with at least one hand in contact with turning wall/edge or starting block, dons the harness. The fourth competitor may make touch or grasp the rescue tube, its harness or line with one hand, before the third competitor has touched the turning wall/edge but must have at least one hand on the turning wall/edge or starting block until the third competitor touches the edge. The fourth competitor may push off the wall/edge with hand, arm, or feet.
- (e) The third competitor, playing the role of “patient”, holds the rescue tube and/or clip with both hands while being towed 50m by the fourth

competitor to the finish.

- (f) The patient must be in contact with the rescue tube before passing the 10m line. The line of the rescue tube must be fully extended beyond the 10m line when the top of the “patient’s” head crosses the 10m line.
  - (i) Should the line of the rescue tube not be fully extended because of the power of the patient’s kick the team shall not be disqualified.
- (g) The patient may kick while being towed, but no other assistance is permitted.
- (h) The patient must grip the main body of the rescue tube and/or clip – not the rope.
- (i) The patient must hold onto the rescue tube and/or clip with both hands while being towed but may reposition their hands on the tube and/or clip during the tow without disqualification.
- (j) The event is complete when the fourth competitor touches the finish wall/edge of the pool with the patient in contact with the rescue tube.
- (k) The first and second competitors must leave the water upon finishing their legs of the relay without obstructing any other competitors. The first and second competitors may not re-enter the water.

### 3.14.2. Equipment

- (a) Rescue tube, swim fins: Competitors must use the rescue tubes supplied by organisers.
- (b) Starts with rescue tubes: For the third competitor’s start, the rescue tube and rescue tube line may be positioned at the competitor’s discretion, but within the competitor’s allotted lane. Competitors should ensure a safe and correct position of rescue tube and line. The rescue tube remains unclipped throughout.
- (c) Wearing rescue tubes: Rescue tubes must be donned correctly, either with the loop over one shoulder, or over the shoulder and across the chest – at the competitor’s discretion. Assuming the rescue tube was donned correctly, there is no cause for disqualification if the loop falls down on the competitor’s arm or elbow during the competitor’s approach or tow.
- (d) Towing the patient: Competitors must tow the patient with the line of the rescue tube fully extended. Competitors may go back into the 10m change over zone to re-secure the patient provided the top of the “patient’s” head has not passed the 10m line.
- (e) Retrieving lost fins: Competitors may retrieve fins lost after the start and the team may continue in the race. The team will not be permitted

to start again in another heat.

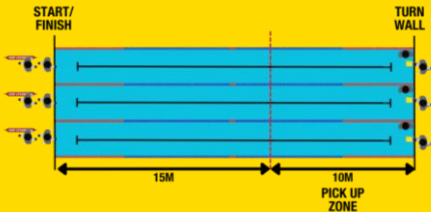
- (f) Rescue tube defects: If in the Chief Referee's opinion, the rescue tube, line or harness (belt) present a technical defect during the race, the Chief Referee may allow the team to repeat the race.

### 3.14.3. Disqualification: In addition to the General Rules 2.5.

- (a) Leaving the starting block/releasing contact with the turning wall/edge/starting block before the previous competitor has touched the wall/edge (DQ40).
- (b) The competitor clipping the rescue tube into the ring (DQ44).
- (c) The patient holding the rescue tube by the rope (DQ45).
- (d) The patient helping with arm movements, or not holding the rescue tube and/or clip with both hands (DQ46).
- (e) The patient not holding or losing the rescue tube after passing the 10m line (DQ47).
- (f) The fourth competitor towing the patient without the line of the rescue tube fully extended beyond the 10m line (DQ48).
- (g) One competitor completing two or more legs of the event (excludes third competitor acting as patient) (DQ39).
- (h) Failure to touch the finish wall/edge (DQ15).
- (i) A competitor re-entering the water after completing their leg of the relay (DQ49).

## Medley Relay – 25 m Pool

### 3.14.4. MEDLEY RELAY (4 x 25 m and 4 x 50 m)

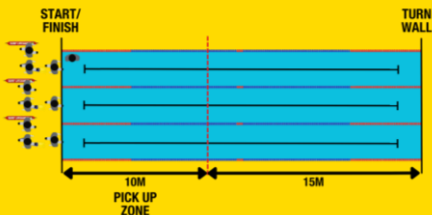


### 3.14.5. Event description – 4 x 25 m short course:

- (a) The first competitor: With a dive start or in-water start on an acoustic

signal, the first competitor swims 25 m freestyle without fins.

- (b) The second competitor: With a dive start or in water start after the first competitor touches the turn wall/edge, the second competitor swims 25 m freestyle with fins.
- (c) The third competitor: With a dive start or in water start after the second competitor touches the start/finish wall/edge, the third competitor swims 25 m freestyle without fins towing a rescue tube. The third competitor touches the turn wall/edge.
- (d) The fourth competitor: The fourth competitor, in the water wearing fins with at least one hand on the turn wall/edge or starting block, dons the harness. The fourth competitor is not permitted to touch any part of the rescue tube harness, line, or any part of the rescue tube, until the third competitor has touched the turning wall/edge. The third competitor, playing the role of “patient”, holds the rescue tube and/or clip with both hands while being towed 25 m by the fourth competitor to the finish.
  - (i) Once competitors have completed their leg of the race, they are to immediately exit the pool and not interfere with competing teams.



### 3.14.6. Event description – 4 x 50 m short course

- (a) The first competitor: With a dive start or in-water start on an acoustic signal, the first competitor swims 50 m freestyle without fins.
- (b) The second competitor: With a dive start or in-water start after the first competitor touches the turn wall/edge, the second competitor swims 50 m freestyle with fins.
- (c) The third competitor: With a dive start or in-water start after the second competitor touches the start/finish wall/edge, the third competitor swims 50 m freestyle without fins towing a rescue tube. The third competitor touches the turn wall/edge.
- (d) The fourth competitor: The fourth competitor, in the water wearing fins with at least one hand on the turn wall/edge or starting block, dons the

harness. The fourth competitor is not permitted to touch any part of the rescue tube harness, line, or any part of the rescue tube, until the third competitor has touched the turning wall/edge. The third competitor, playing the role of "patient", holds the rescue tube and/or clip with both hands while being towed 50 m by the fourth competitor to the finish.

- (i) Rescuers (no. 4) must touch the turning wall/edge with any part of the body at the 175 m mark.
- (ii) At the turn at the 175 m mark the patient (No.3) is not permitted to push off the turning wall/edge with their feet.
- (iii) During the turn at the 175 m mark teams will not be disqualified if the line of the rescue tube is not fully extended.
- (iv) After the turn at the 175 m mark the line of the rescue tube must become fully extended as soon as possible and before the top of the patient's head passes the 10 m line.
- (v) Once competitors have completed their leg of the race, they are to immediately exit the pool and not interfere with competing teams.

#### 3.14.7. Equipment

- (a) Rescue tube, swim fins: Competitors must use the rescue tubes supplied by organisers.
- (b) Starts with rescue tubes: For the third competitor's start, the rescue tube and rescue tube line may be positioned at the competitor's discretion, but within the competitor's allotted lane. Competitors should ensure a safe and correct position of rescue tube and line. The rescue tube remains unclipped throughout.
- (c) Wearing rescue tubes: Rescue tubes must be donned correctly, either with the loop over one shoulder, or over the shoulder and across the chest – at the competitor's discretion. Assuming the rescue tube was donned correctly, there is no cause for disqualification if the loop falls down on the competitor's arm or elbow during the competitor's approach or tow.
- (d) Towing the patient: Competitors must tow the patient with the line of the rescue tube fully extended. Competitors may go back into the 10m change over zone to re-secure the patient provided the top of the "patient's" head has not passed the 10m line.
- (e) Retrieving lost fins: Competitors may retrieve fins lost after the start and the team may continue in the race. The team will not be permitted to start again in another heat.
- (f) Rescue tube defects: If in the Chief Referee's opinion, the rescue

tube, line or harness (belt) present a technical defect during the race, the Chief Referee may allow the team to repeat the race.

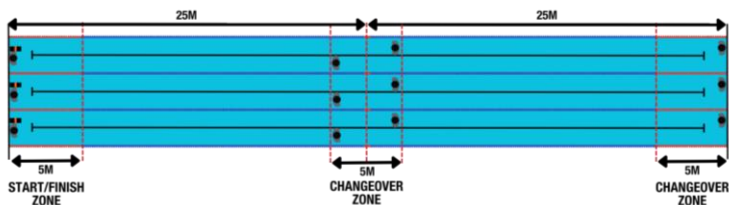
### 3.14.8. Disqualification:

In addition to the General Rules 2.5.

- (a) Leaving the starting block/releasing contact with the turning wall/edge/starting block before the previous competitor has touched the wall/edge (DQ40).
- (b) The competitor clipping the rescue tube into the ring (DQ44).
- (c) The patient holding the rescue tube by the rope (DQ45).
- (d) The patient helping with arm movements, or not holding the rescue tube and/or clip with both hands (DQ46).
- (e) The patient not holding or losing the rescue tube after passing the 10m line (DQ47).
- (f) The fourth competitor towing the patient without the line of the rescue tube fully extended beyond the 10m line (DQ48).
- (g) One competitor completing two or more legs of the event (excludes third competitor acting as patient) (DQ39).
- (h) Failure to touch the finish wall/edge (DQ15).
- (i) A competitor re-entering the water after completing their leg of the relay (DQ49).

# Brick Relay

## 3.15. BRICK RELAY (4 x 25 m)



### 3.15.1. Event description:

Four competitors in turn carry a brick approximately 25 m each.

- (a) The first competitor starts in the water holding a brick at the surface with one hand and the start wall or starting block with the other hand. On an acoustic signal, the competitor carries the brick and passes it

to the second competitor within the 5 m changeover zone situated between the 22.5 m and 27.5 m mark.

- (b) The second competitor carries the brick to touch the turn wall and passes the brick to the third competitor who is in contact with the turn wall or starting block with at least one hand. The third competitor may touch the brick only after the second competitor has touched the turn wall.
- (c) The third competitor carries the brick and passes it to the fourth competitor in the changeover zone between the 72.5 m and 77.5 m mark.
- (d) The fourth competitor completes the event by carrying the brick to touch the finish wall with any part of the competitor's body.
- (e) Competitors must remain in the water at the surface in their lanes until the completion of the event has been signalled.
- (f) Only the incoming and outgoing competitors may participate in the brick exchange. The incoming competitors may assist outgoing competitors, but only as long as the brick remains within the changeover zones.
- (g) Competitors may not release the brick until the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the brick).
- (h) The start zone and relay changeover zones shall be indicated by flags:
  - (i) at the start – 5 m from the pool wall
  - (ii) in the middle of the pool – two lines of flags at 22.5 m and 27.5 m from the start, situated at 1.5 m to 2 m above the surface
  - (iii) at the turn wall – 5 m from the pool wall
- (i) Competitors may push off the pool bottom in the relay changeover zone.
- (j) At the start, competitors are not judged on “carrying the brick” criteria (defined in 3.3) within the start zone. Carrying the brick criteria do apply within the finish zone at the end of the relay.
- (k) Competitors are not judged on “carrying the brick” criteria within the changeover zones in the middle of the pool and at the turn wall.

**3.15.2. Equipment:** Bricks: The rubber brick weighs 3.5kg. Competitors must use the bricks supplied by organisers.

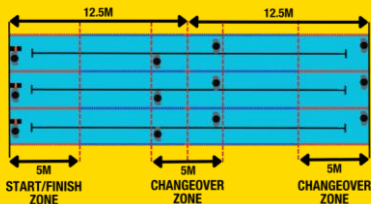
**3.12.9. Disqualification:** In addition to the General Rules 2.5.

- a) Using incorrect brick carry technique. (DQ19).
- b) Taking assistance from any pool fitting (e.g., lane rope, steps, drains

- or underwater hockey fittings) – not including the bottom of the pool (DQ17).
- c) The brick changing hands (DQ42):
    - (i) before or beyond the designated changeover zone
    - (ii) before the second competitor touches the pool wall
  - d) Assistance from a third competitor during the exchange between the incoming and outgoing competitors (DQ39).
  - e) Releasing the brick before the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the brick) (DQ43).
  - f) Releasing the brick before touching the turn wall or finish wall (DQ38).
  - g) Failure to touch the finish wall (DQ15).
  - h) One competitor completing two or more legs of the event (DQ40).
  - i) Leaving the start before the previous competitor has touched the wall (DQ41).
  - j) Once the top of the competitors head has entered the changeover zone, competitors are not judged on “carrying the brick” criteria. Once the top of the competitors head has left the changeover zone, “carrying the brick” criteria apply.
  - k) The brick exchange between competitors 1 & 2 and 3 & 4 may take place at any time after the top of the competitors head has entered the changeover zone, but the exchange must occur within the changeover zone. Outgoing competitors must have the brick in the correct carrying position when the top of the competitors head passes the outgoing changeover line.
  - l) After the second competitor has touched the turn wall, he or she may assist in the exchange with the third competitor anywhere within the 5 m changeover zone. The third competitor must have the brick in the correct carrying position when the top of the competitors head passes the 5 m line.

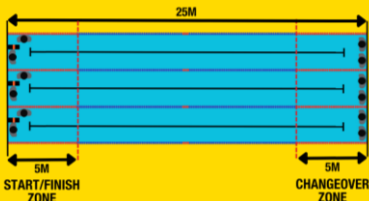
# Brick Relay – 25 m Pool

## 3.15.3. BRICK RELAY (4 x 12.5 m and 4 x 25 m)



3.15.4. Event description – 4 x 12.5 m short course: Four competitors in turn carry a brick approximately 12.5 m each.

- (f) The first competitor starts in the water holding a brick with one hand and the start wall/edge or starting block with the other hand. On an acoustic signal, the competitor carries the brick and passes it to the second competitor within the 5 m changeover zone between the 10 m and 15 m mark.
- (g) The second competitor carries the brick to touch the turn wall/edge and passes the brick to the third competitor, who must be in contact with the turn wall/edge with at least one hand. The third competitor may touch the brick only after the second competitor has touched the wall/edge.
- (h) The third competitor carries the brick and passes it to the fourth competitor in the 5 m changeover zone between the 35 m and 40 m.
- (i) The fourth competitor completes the event by carrying the brick to touch the finish wall/edge with any part of the competitor's body.
- (j) All other event conditions are as per 3.12.1.



**3.15.5. Event description: 4 x 25 m short course:** Four competitors in turn carry a brick approximately 25 m each.

- a) The first competitor starts in the water holding a brick at the surface with one hand and the start wall or starting block with the other hand. On an acoustic signal, the competitor carries the brick to touch the turn wall and passes the brick to the second competitor who is in contact with the turn wall or starting block with at least one hand. The second competitor may touch the brick only after the first competitor has touched the turn wall.
- b) The second competitor carries the brick to touch the turn wall and passes the brick to the third competitor who is in contact with the turn wall or starting block with at least one hand. The third competitor may touch the brick only after the second competitor has touched the turn wall.
- c) The third competitor carries the brick to touch the turn wall and passes the brick to the fourth competitor who is in contact with the turn wall or starting block with at least one hand. The fourth competitor may touch the brick only after the second competitor has touched the turn wall.
- d) The fourth competitor completes the event by carrying the brick to touch the finish wall with any part of the competitor's body.
- e) Competitors must remain in the water at the surface in their lanes until the completion of the event has been signalled.
- f) Only the incoming and outgoing competitors may participate in the brick exchange. The incoming competitors may assist outgoing competitors, but only as long as the brick remains within the changeover zones.
- g) Competitors may not release the brick until the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the brick).
- h) The start zone and relay changeover zones shall be indicated by flags:
  - (i) at the start – 5 m from the pool wall
  - (ii) at the turn wall – 5 m from the pool wall
- i) Competitors may push off the pool bottom in the relay changeover zone.
- j) At the start, competitors are not judged on "carrying the brick" criteria (defined in 2.7.) within the start zone. Carrying the brick criteria do apply within the finish zone at the end of the relay.
- k) Competitors are not judged on "carrying the brick" criteria within the changeover zones in the middle of the pool and at the turn wall.

**3.15.6. Equipment:** Bricks: The rubber brick weighs 3.5kg. Competitors must

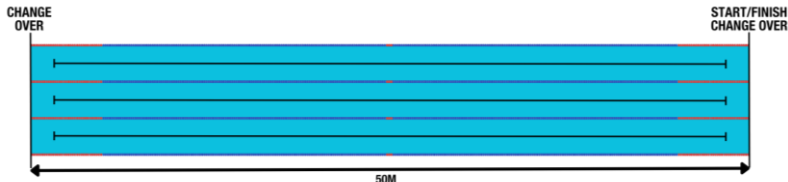
use the bricks supplied by organisers.

**3.15.7. Disqualification:** In addition to the General Rules 2.5.

- m) Using incorrect brick carry technique. (DQ19).
- n) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) – not including the bottom of the pool (DQ17).
- o) The brick changing hands (DQ42):
  - (iii) before or beyond the designated changeover zone
  - (iv) before the second competitor touches the pool wall
- p) Assistance from a third competitor during the exchange between the incoming and outgoing competitors (DQ39).
- q) Releasing the brick before the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the brick) (DQ43).
- r) Releasing the brick before touching the turn wall or finish wall (DQ38).
- s) Failure to touch the finish wall (DQ15).
- t) One competitor completing two or more legs of the event (DQ40).
- u) Leaving the start before the previous competitor has touched the wall (DQ41).
- v) Once the top of the competitors head has entered the changeover zone, competitors are not judged on “carrying the brick” criteria. Once the top of the competitors head has left the changeover zone, “carrying the brick” criteria apply.
- w) The brick exchange between competitors 1 & 2 and 3 & 4 may take place at any time after the top of the competitors head has entered the changeover zone, but the exchange must occur within the changeover zone. Outgoing competitors must have the brick in the correct carrying position when the top of the competitors head passes the outgoing changeover line.
- x) After the second competitor has touched the turn wall, he or she may assist in the exchange with the third competitor anywhere within the 5 m changeover zone. The third competitor must have the brick in the correct carrying position when the top of the competitors head passes the 5 m line.

# Mega Relay

## 3.16. MEGA RELAY (6 x 50 m)



**3.16.1. Event description:** Six competitors in turn swim 50 m freestyle each either with or without fins. “Freestyle” means that in any event so designated the swimmer may swim any style including form strokes and underwater. The composition and gender makeup for the mega relay is as follows: 1x Open Female, 1x Open Male, 1x U19 Male, 1x U19 Female, 1x U16 Male, 1x U16 Female.

- a) The first competitor with a dive entry on an acoustic signal, the first competitor swims 50m freestyle without fins, and touches the turning edge.
- b) The second competitor dives into the water and swims 50m freestyle with fins, and touches the start/finish edge.
- c) The third competitor dives into the water and swims 50m freestyle without fins, and touches the turning edge.
- d) The fourth competitor dives into the water and swims 50m freestyle with fins, and touches the start/finish edge.
- e) The fifth competitor dives into the water and swims 50m freestyle without fins, and touches the turning edge.
- f) The sixth (last) competitor dives into the water and swims 50m freestyle with fins, and touches the finish edge.
- g) Following the dive entry the competitor may swim underwater the entire 50m.
- h) There is no requirement to surface but the competitors must finish at a depth that allows the electronic timing to be activated.

**3.16.2. Equipment:** Fins: Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules are not violated. Competitors are not permitted to start again in

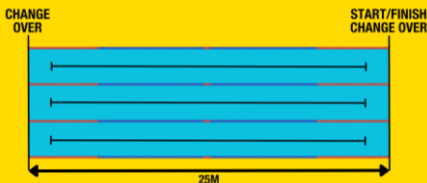
another heat.

**3.16.3. Disqualification:** In addition to the General Rules 2.5., the following behaviour shall result in disqualification:

- a) A false start. (DQ10)
- b) The second, third, fourth, fifth and sixth swimmer's starting before first; second, third, fourth, and fifth swimmer respectively touches the turning edge. (DQ40)
- c) One competitor completing two or more legs of the event. (DQ39)
- d) Failure to touch the finish edge. (DQ15)
- e) A competitor re-entering the water after completing his or her leg of the relay. (DQ49)

## Mega Relay – 25 m Pool

### 3.16.4. MEGA RELAY (6 x 25 m)



**3.16.5. Event description:** Competitors in turn swim 25 m freestyle each, either with or without fins. "Freestyle" means that in any event so designated the swimmer may swim any style including form strokes and underwater.

- (a) The first competitor with a dive entry on an acoustic signal, the first competitor swims 25m freestyle without fins, and touches the turning edge.
- (b) The second competitor dives into the water and swims 25m freestyle with fins, and touches the start/finish edge.
- (c) The third competitor dives into the water and swims 25m freestyle without fins, and touches the turning edge.
- (d) The fourth competitor dives into the water and swims 25m freestyle with fins, and touches the start/finish edge.

- (e) The fifth competitor dives into the water and swims 25m freestyle without fins, and touches the turning edge.
- (f) The sixth (last) competitor dives into the water and swims 25m freestyle with fins, and touches the finish edge.
  - (i) Following the dive entry the competitor may swim underwater the entire 25m.
  - (ii) There is no requirement to surface but the competitors must finish at a depth that allows the electronic timing to be activated.

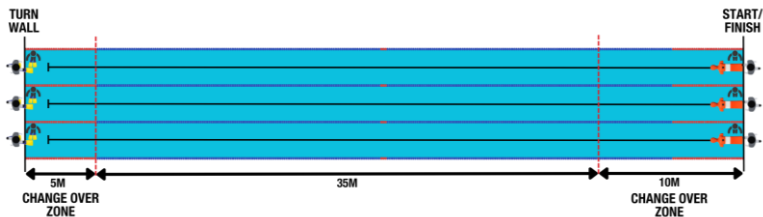
**3.16.6. Equipment:** Fins: Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules are not violated. Competitors are not permitted to start again in another heat.

**3.16.7. Disqualification:** In addition to the General Rules 2.5, the following behaviour shall result in disqualification:

- f) A false start. (DQ10)
- g) The second, third, fourth, fifth and sixth swimmer's starting before first; second, third, fourth, and fifth swimmer respectively touches the turning edge. (DQ40)
- h) One competitor completing two or more legs of the event. (DQ39)
- i) Failure to touch the finish edge. (DQ15)
- j) A competitor re-entering the water after completing his or her leg of the relay. (DQ49)

# Pool Lifesaver Relay

## 3.17. POOL LIFESAVER RELAY (4 x 50 m)



**3.17.1. Event description:** Four competitors in turn swim a distance of 50m undertaking different tasks.

- (a) The first competitor: With a dive start on an acoustic signal, the first competitor swims 50m freestyle without fins.
- (b) The second competitor: With a dive start after the first competitor touches the wall/edge, the second competitor swims 50m with fins and dives to retrieve a submerged manikin. The second competitor does not need to touch the turning edge before passing the manikin to the third competitor.
  - (i) The second swimmer is permitted to swim the whole lap underwater before surfacing with manikin or may surface one or more times after the start and before diving to retrieve the manikin.
- (c) The third competitor: The third competitor is waiting in the water (without fins) in contact with the turning wall/edge or starting block with at least one hand. The third competitor may touch or grasp the manikin with one hand before the head of the manikin breaks the surface of the water. After the manikin's head breaks the surface of the water the third competitor releases their contact with the turning wall/edge or starting block. The second competitor is not required to touch the turning wall/edge after surfacing with the manikin, but the manikin must not be released by the second competitor until the third competitor has grasped it (i.e., the hand of at least one competitor must be in contact with the manikin at all times). The third competitor then carries the manikin 50m and touches the wall/edge before passing the manikin to the fourth competitor.

- (d) The fourth competitor: The fourth competitor (with fins) is in the water with at least one hand in contact with the turning wall/edge or starting block. The fourth competitor may touch or grasp the manikin with one hand before the third competitor has touched the turning wall/edge. The fourth competitor must not release contact with the turning wall or starting block until the third competitor has touched the turning wall/edge and the manikin must not be released by the third competitor until the fourth competitor has grasped it (i.e., one hand of each competitor must be in contact with the manikin at all times). The fourth competitor then carries the manikin to touch the finish wall/edge with any part of the competitor's body.
- (e) The incoming second and third competitors may assist their outgoing competitors, but only as long as the manikin's head remains within the changeover zones.
- (f) Flags, poles, or cones shall indicate the changeover zones for the manikin carry legs:
  - (i) At the 2nd to 3rd competitor changeover - 5m from the pool wall.
  - (ii) At the 3rd to 4th competitor changeover - 10m from the pool wall.
- (g) Competitors must have the manikin in the correct carrying position as follows:
  - (i) Third competitor - 5m from the pool wall.
  - (ii) Fourth competitor - 10m from the pool wall.
- (h) Competitors may not release the manikin until the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the manikin).
  - (i) The third and fourth competitors are not judged on "carrying the manikin" criteria (see 2.7.) within the changeover zones as judged by the top of the manikin's head. Carrying the manikin criteria do apply within the finish zone at the end of the relay.
  - (j) The third and fourth competitors may push off the wall/edge with hand, arm, or feet after taking the manikin for their respective legs.
- (k) The event is complete when the fourth competitor touches the finish wall/edge of the pool while still correctly carrying the manikin.
- (l) The first, second and third competitors must leave the water upon finishing their legs of the relay without obstructing any other competitors. These competitors may not re-enter the water.
- (m) Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules governing manikins (if being used in the leg of the race) are not violated (see 2.7.). Competitors are not permitted to start again in another heat.

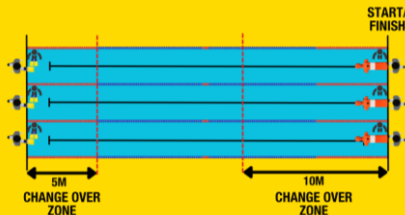
**3.17.2. Equipment:** Manikin: The manikin is completely filled with water and sealed. Competitors must use the manikins supplied by organisers.  
Swim fins

**3.17.3. Disqualification:** In addition to the General Rules 2.5.

- (a) Using incorrect manikin carry technique as described in 2.7. Manikins (DQ19).
- (b) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) – not including the bottom of the pool (DQ17).
- (c) The third competitor releasing contact with the wall/edge before the head of the manikin breaks the surface of the water (DQ59).
- (d) The third competitor not having the manikin in a correct carrying position before the top of the manikin's head passes the 5m line (DQ18).
- (e) Assistance from a third competitor during the exchange between the incoming and outgoing competitors (DQ38).
- (f) Releasing the manikin before the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the manikin) (DQ42).
- (g) The fourth competitor not having the manikin in a correct carrying position before the top of the manikin's head passes the 10m line (DQ23).
- (h) Failure to touch the finish wall/edge (DQ15).
- (i) One competitor completing two or more legs of the event (DQ39).
- (j) Leaving the starting block/releasing contact with the turning wall/edge/starting block before the previous competitor has touched the wall/edge (DQ40).
- (k) A competitor re-entering the water after completing their leg of the relay (DQ49).

# Pool Lifesaver Relay – 25 m Pool

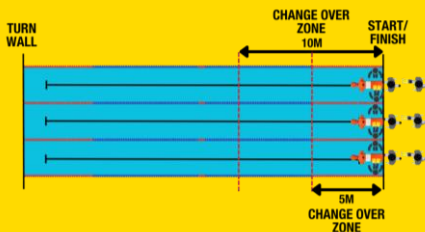
## 3.17.4. POOL LIFESAVER RELAY (4 x 25 m and 4 x 50 m)



## 3.17.5. Event description– 4 x 25 m short course

- (a) The first competitor: With a dive start or in-water start on an acoustic signal, the first competitor swims 25 m freestyle without fins.
- (b) The second competitor: With a dive start or in-water start after the first competitor touches the wall/edge, the second competitor swims 25m with fins and dives to retrieve a submerged manikin. The second competitor does not need to touch the turning wall/edge before passing the manikin to the third competitor.
  - (i) The Second swimmer is permitted to swim the whole distance underwater before surfacing with manikin or may surface one or more times after the start and before diving to retrieve the manikin.
- (c) The third competitor: The third competitor is waiting in the water (without fins) in contact with the turn wall/edge or starting block with at least one hand. The third competitor may touch (but cannot grasp) the manikin before it surfaces. After the manikin's head breaks the surface of the water the competitor may then take control of the manikin and release their hold on the turning wall/edge or starting block. The third competitor then carries the manikin 25 m and touches the wall/edge before passing the manikin to the fourth competitor.
- (d) The fourth competitor: The fourth competitor (with fins) is holding the turning wall/edge or starting block with at least one hand until taking the manikin. The fourth competitor may touch the manikin only after the third competitor has touched the wall/edge. The fourth competitor then carries the manikin 25 m to touch the finish wall/edge with any part of the competitor's body.

- (i) Once competitors have completed their leg of the race, they are to immediately exit the pool and not interfere with competing teams.
- (ii) All other event conditions are as per the ILS Competition Rule Book.



### 3.17.6. Event description– 4 x 50 m short course

- (a) The first competitor: With a dive start or in-water start on an acoustic signal, the first competitor swims 50 m freestyle without fins.
- (b) The second competitor: With a dive start or in-water start after the first competitor touches the wall/edge, the second competitor swims 50 m with fins and dives to retrieve a submerged manikin. The second competitor does not need to touch the turning wall/edge before passing the manikin to the third competitor.
- (c) Note: The Second swimmer is permitted to swim the whole distance underwater before surfacing with manikin or may surface one or more times after the start and before diving to retrieve the manikin.
- (d) The third competitor: The third competitor is waiting in the water (without fins) in contact with the turn wall/edge or starting block with at least one hand. The third competitor may touch (but cannot grasp) the manikin before it surfaces. After the manikin's head breaks the surface of the water the competitor may then take control of the manikin and release their hold on the turning wall/edge or starting block. The third competitor then carries the manikin 50 m and touches the wall/edge before passing the manikin to the fourth competitor.
- (e) The fourth competitor: The fourth competitor (with fins) is holding the turning wall/edge or starting block with at least one hand until taking the manikin. The fourth competitor may touch the manikin only after the third competitor has touched the wall/edge. The fourth competitor then carries the manikin 50 m to touch the finish wall/edge with any part of the competitor's body.
  - (i) Competitors must touch the turning wall/edge with any part of the

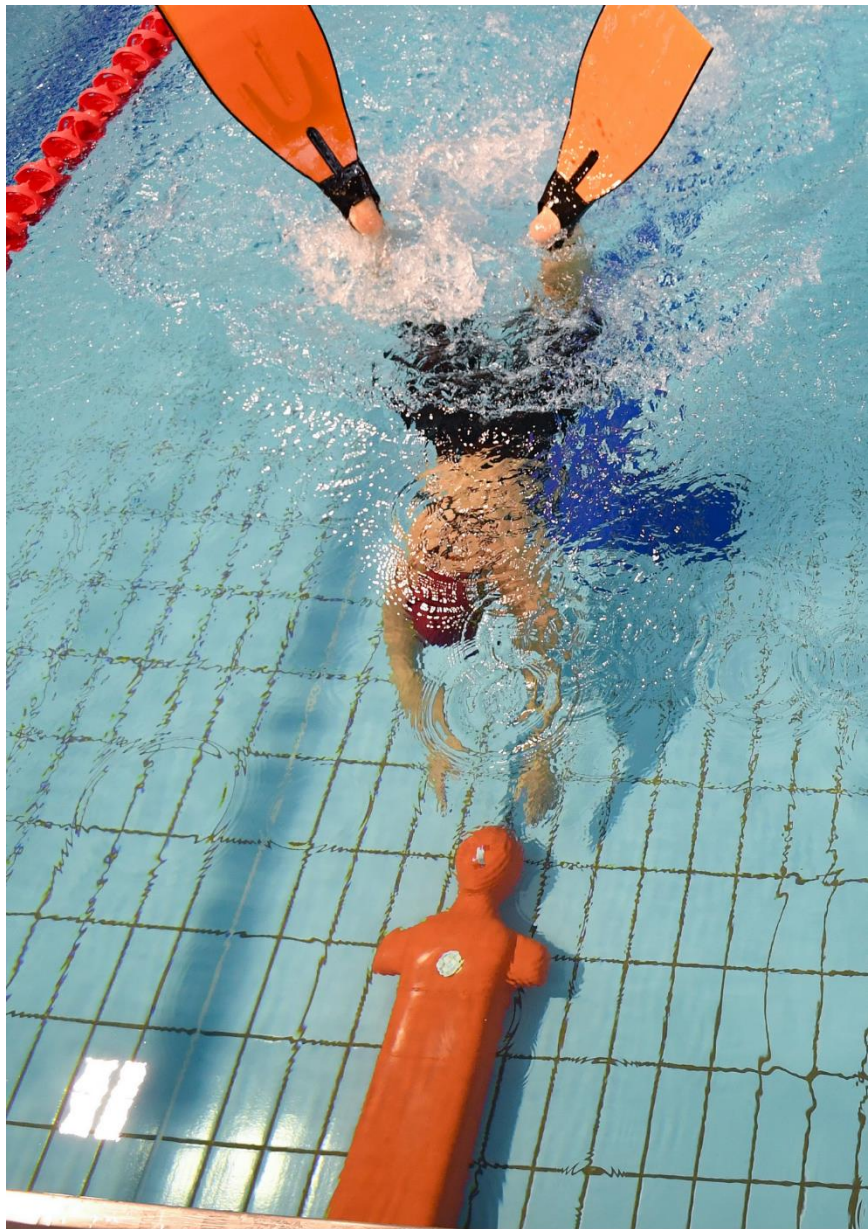
body at the 25, 75, 125 and 175 m turning marks.

- (ii) At the turns competitors may push off the turning wall/edge with their feet.
- (iii) Once competitors have completed their leg of the race, they are to immediately exit the pool and not interfere with competing teams.
- (iv) All other event conditions are as per the ILS Competition Rule Book.

**3.17.7. Equipment:** Manikin: The manikin is completely filled with water and sealed. Competitors must use the manikins supplied by organisers.  
Swim fins

**3.17.8. Disqualification:** In addition to the General Rules 2.5.

- (l) Using incorrect manikin carry technique as described in 2.7. Manikins (DQ19).
- (m) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) – not including the bottom of the pool (DQ17).
- (n) The third competitor releasing contact with the wall/edge before the head of the manikin breaks the surface of the water (DQ59).
- (o) The third competitor not having the manikin in a correct carrying position before the top of the manikin's head passes the 5m line (DQ18).
- (p) Assistance from a third competitor during the exchange between the incoming and outgoing competitors (DQ38).
- (q) Releasing the manikin before the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the manikin) (DQ42).
- (r) The fourth competitor not having the manikin in a correct carrying position before the top of the manikin's head passes the 10m line (DQ23).
- (s) Failure to touch the finish wall/edge (DQ15).
- (t) One competitor completing two or more legs of the event (DQ39).
- (u) Leaving the starting block/releasing contact with the turning wall/edge/starting block before the previous competitor has touched the wall/edge (DQ40).
- (v) A competitor re-entering the water after completing their leg of the relay (DQ49).





**SURF LIFE SAVING®**  
NEW ZEALAND

# PROTESTS & APPEALS

IN THIS SECTION YOU WILL FIND:	Page:
CONDUCT	106
GENERAL RULES	106
COMPETING UNFAIRLY	107
PROTESTS	107
COMPETITION APPEALS COMMITTEE (CAC)	110
REFERRALS FROM THE CAC	111
COMPETITION APPEALS PROCESS	115
DISQUALIFICATION CODES / DNS / DNF	116

## **4.1. CONDUCT**

- 4.1.1. SLSNZ expects and requires of its Competitors, Participants, Officials, and Members, the highest standards of conduct and behaviour.
- 4.1.2. These expectations and requirements are reflected in the SLSNZ Constitution, Regulations and this Manual.
- 4.1.3. In the conduct of Competition, situations may arise that may give a reason for protests and/or appeals. This section applies to all protests or appeals matters, except as otherwise provided in the Constitution or Regulations.
- 4.1.4. For the sake of clarity, this section only relates for situations that may give rise to protests and/or appeals matters that occur at Competitions. All other matters will be dealt with as detailed in Section 1.5., Misconduct of this manual.

## **4.2. GENERAL RULES**

- 4.2.1. The rules in this Manual are made in the best interests of surf lifesaving, Competition and Competitors. The purpose of the rules is to establish and maintain a safe and fair system in which Competitions can be conducted.
- 4.2.2. Competitors must adhere to the courses and the rules detailed in this Manual, Circulars and Entry Forms and as directed by the relevant Official for the conduct of Events.
- 4.2.3. Where a Competitor fails to adhere to the prescribed course, or breaches or fails to follow a rule in this Manual, they may be disqualified by the Event Referee or Arena Referee as set out in the relevant section in this Manual for that Event.
- 4.2.4. Any other alleged breach of any rule in this Manual and a breach of the Code of Conduct during a Competition, shall be reported by an Official to the Arena Referee or Event Referee in the first instance who shall then investigate the circumstances and make a decision.
- 4.2.5. Competitors who consider they have been disadvantaged or have been subjected to a breach of the rules may protest to the Arena Referee or Event Referee in the manner prescribed in rule.

## 4.3. COMPETING UNFAIRLY

4.3.1. Competitors or teams who are deemed to have competed unfairly may be disqualified from an event or expelled from the competition. The Event Referee may refer the competitor or team to SLSNZ for consideration of further penalty. Examples of competing unfairly include:

- (a) Committing a doping or doping-related infraction.
- (b) Impersonating another competitor
- (c) Competing twice in the same individual event.
- (d) Competing twice in the same event in different teams.
- (e) Purposely interfering with a course to gain an advantage.
- (f) Competing without entry.
- (g) Competing for another club or nation without federation clearance.
- (h) Attempt to defeat the ballot or draw for events or positions.
- (i) Competing using equipment that does not meet ILS specifications.
- (j) Competing contrary to the specific direction of the Event Referee or designated official
- (k) Jostling or obstructing other competitors or handlers so as to impede their progress.
- (l) Receiving physical or material outside assistance (other than verbal or other direction except where specifically excluded by the rules of the event).

4.3.2. The Event Referee, Arena Referee and/or the relevant official(s) shall have absolute discretion in determining whether a competitor, team or handler has competed unfairly.

4.3.3. SLSNZ may, in its absolute discretion, investigate and take action on any matter of “competing unfairly” prior to, during or following competition. This includes, but is not limited to, the return of medals and referral to the judicial committee.

## 4.4. PROTESTS

4.4.1. Protests from a Participant in relation to a decision by an Event Referee, Arena Referee, Chief Scrutineer or other appointed Official, fall broadly into the following categories:

- (a) Protests arising from Competition Entry procedures or Entry eligibility.
- (b) Protests arising from scrutineering or equipment eligibility.
- (c) Protests arising during participation in an Event and/or from a breach

of rules.

**4.4.2. Lodging and Determining a Protest:** To lodge a protest, the following rules must be adhered to:

- (a) A protest against the conditions under which a Race or an Event is to be conducted must be made verbally to the Arena Referee or Event Referee prior to an Event or Race (as appropriate) commencing. The Arena Referee, Event Referee or appointed Official shall then inform the Competitors in that Event or Race, prior to its start, of such a protest. A protest against the conditions under which an Event or Race is to be conducted cannot be accepted if it is made at any time other than prior to the Event or Race.
- (b) A protest other than a protest under clause 4.3. against a Competitor or a team or against a decision of an Official (including the declaration of a result) must be lodged verbally with the Arena Referee or Event Referee within five minutes of the completion of the Event or Race (as appropriate) or the announcement of the result of the Event or Race (as appropriate).
- (c) A written protest must then be lodged with the Arena Referee or Event Referee within 15 minutes of the verbal protest being lodged on the protest form provided by SLSNZ. Alternatively, if a protest form is not available, a written protest on plain paper shall be acceptable.
- (d) Where a protest is lodged, the result of the Race or Event (as appropriate) shall be withheld until the protest is decided. If a protest is upheld, placings and trophies (where relevant or required) shall be adjusted to reflect the amended result.
- (e) Immediately after the correct lodgment of a protest, the Arena Referee or Event Referee may either adjudicate on the protest, as provided for in this clause 4.4., or refer the matter directly to the Competition Appeals Committee for consideration.
- (f) Where the Arena Referee or Event Referee considers (in their absolute discretion) that a protest is frivolous, or not of a serious nature, they may choose not to accept the protest.
- (g) Where the Arena Referee or Event Referee accepts the protest, they will adjudicate on the protest in such manner as they see fit, having regard to the interests of the Participant making the protest, all other Participants and all Officials in the Event and also the conduct of the Competition itself.
- (h) Where the Arena Referee or Event Referee refuses to accept a protest or dismisses a protest, the decision may be appealed by the Participant or their nominee, to the Competition Appeals Committee. Such an

appeal must be lodged with the Event Referee in writing within 15 minutes of the Arena Referee advising the Participant of their decision.

- (i) A fee may be imposed by the Competition Appeals Committee for lodging an appeal. However, if an appeal is upheld, any appeal fee paid shall be returned.
- (j) The result of the protest shall be noted in the Event result records and also on the Protest/Appeal Form.
- (k) A Competitor Liaison may be appointed for certain Events to provide advice to Competitors and their managers prior to lodging a protest. That person only provides advice to the Competitor, he or she does not uphold or consider a protest. After the advice, the Participant decides if they wish to continue with a protest.
- (l) No protest shall be accepted against the actions of another competitor or team in the same event except where that competitor or team has suffered direct interference e.g. if an official takes an action or no action against a competitor or team, another competitor or team cannot protest unless they are in the same race and there is direct interference involved.

## 4.5. COMPETITION APPEALS COMMITTEE (CAC)

### 4.5.1. Powers

- (a) The Competition Appeals Committee will deal with all protests referred to it by the Arena Referee or Event Referee under rule 4.4.2.(e) and all appeals made by Participants under rule 4.4.2.(g).
- (b) In considering protests and appeals, the Competition Appeals Committee shall allow all relevant parties a reasonable opportunity to state their respective case and bring forward relevant evidence to the Competition Appeals Committee. The Competition Appeals Committee shall consider the protest or appeal and make a decision. It may uphold or dismiss a protest or appeal and impose penalties and/or refer the matter to the SLSNZ Judicial Committee as set out in rule 4.6.
- (c) The assistance of video or other electronic equipment may be used to consider appeals. However, the onus is on the protester to provide proof of authenticity and any clearly viewable evidence and viewing mechanisms at the time that the appeal is heard. A minimum 9 inch/228 mm (measured on the diagonal) tablet type device with high definition is generally considered to be the minimum size to properly adjudicate on an appeal.
- (d) The Competition Appeals Committee will advise the Participant and relevant parties of its decision and of any penalty (if relevant or appropriate) imposed.

### 4.5.2. Structure and Functions: The structure and functions of the Competition Appeals Committee are as follows:

- (a) SLSNZ shall appoint a person of suitable experience and practical knowledge to act as a Convener of the Competition Appeals Committee relative to the Competition.
- (b) SLSNZ shall appoint a Competition Appeals Committee of no less than three persons.
- (c) In the event of a protest or appeal arising over the result of an engine scrutineering disqualification the Competition Appeals Committee will consist of:
  - (i) The Event Manager
  - (ii) Two SLSNZ appointed technical representatives.
- (d) A Member of the Competition Appeals Committee who has made a decision which is the subject of an appeal cannot consider that appeal.
- (e) After hearing all available and relevant evidence, the Competition Appeals Committee shall consider its decision in private.
- (f) The decision shall be recorded on the Protest/Appeal Form.

- (g) The Arena Referee and the Participant lodging the appeal shall be informed of the decision by the Competition Appeals Committee as soon as practicable.

## **4.6. REFERRALS FROM THE COMPETITION APPEALS COMMITTEE**

4.6.1. In the event that the:

- (a) Competition Appeals Committee considers the breach of the rules of a serious nature; or
- (b) The matter is considered to not be within the jurisdiction of the Competition Appeals Committee, then the protest or appeal may be referred to the SLSNZ Judicial Committee in accordance with the Constitution and relevant Regulations as detailed in 1.5., Misconduct, of this Manual.

4.6.2. Nothing in this section 4 prevents the Arena Referee or Competition Appeals Committee or any other person referring a matter to the NZ Police where appropriate.

4.6.3. [SLSNZ Protest/Appeal Form](#) is available from the Event Manager or from the SLSNZ website and the example following:



# PROTEST FORM

## PART 1 – PROTEST INFORMATION

Protests must be lodged in accordance with the SLSNZ Surf Sports Competition Manual and/or SLSNZ Event Circulars. Protests may arise from entry procedures or entry eligibility; from scrutineering or equipment eligibility; or during participation in the competition and/or breach of rules.

Date: \_\_\_\_\_ Event #: \_\_\_\_\_ Event Name: \_\_\_\_\_

Heat\_\_\_\_ QF\_\_\_\_ SF\_\_\_\_ F\_\_\_\_ [circle relevant race & Insert race number]

Club Lodging Protest: \_\_\_\_\_ Manager Name: \_\_\_\_\_

Competitor(s)/Team lodging the protest: \_\_\_\_\_

I/We formally protest against: \_\_\_\_\_

---

---

---

---

Grounds for this protest are found in the SLSNZ Surf Sport Competition Manual on the SLSNZ Website:

Page: \_\_\_\_\_ Section: \_\_\_\_\_ Rule Reference#: \_\_\_\_\_

The circumstances leading to the protest were: \_\_\_\_\_

---

---

---

---

The following **Parts 2-5** are for Referees and/or Competition Appeals Committee use only.



# PROTEST FORM

## PART 2 – LODGING DETAILS

Verbal protest received by (name and forename):	
Verbal protest received at (time):	
Protest Form received by (name and forename):	
Protest Form received at (time):	
Protest Fee received:	

## PART 3 – REFEREES ADJUDICATION

Referee Name: \_\_\_\_\_

Referees Notes: \_\_\_\_\_

\_\_\_\_\_

Referees Decision (please tick):

Upheld (agree with protest)

Dismissed (rule against protest)

Referred to Appeals

Referred to SLSNZ Judicial

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

## PART 4 – COMPETITION APPEALS COMMITTEE

CAC Names: \_\_\_\_\_

CAC Notes: \_\_\_\_\_

\_\_\_\_\_



# PROTEST FORM

CAC's Decision (please tick):

Upheld (agree with protest)

Dismissed (rule against protest)

Referred to SLSNZ Judicial

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

CAC Recommendations to the Referee: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Signed by the Competition Appeals Committee (CAC) who heard this protest.

\_\_\_\_\_

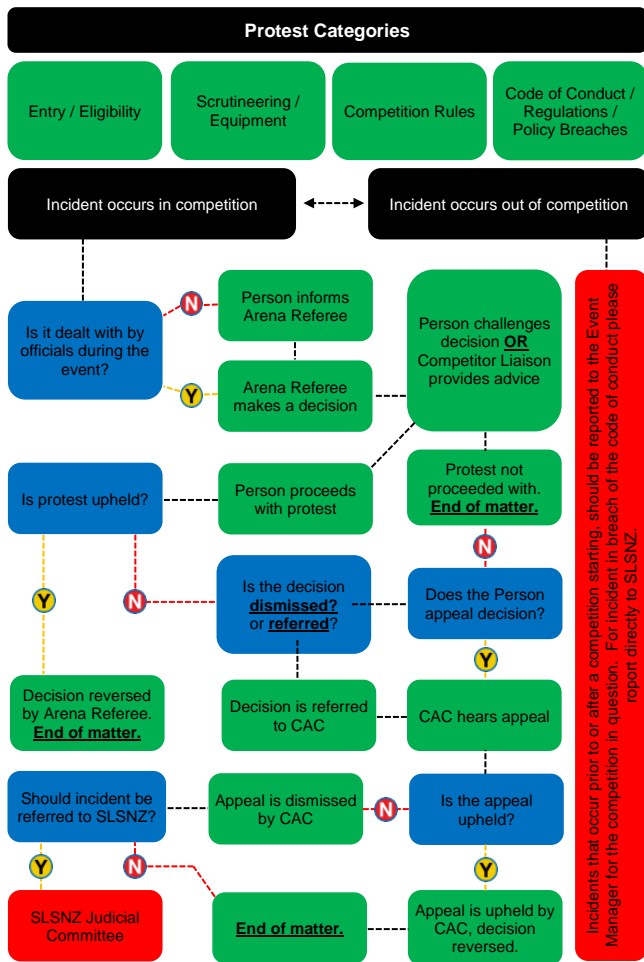
## PART 5 – ADVISING APPEAL DECISION

Decision advised by: \_\_\_\_\_ Position held: \_\_\_\_\_

Time protest decision advised to Competitor and/or Manager: \_\_\_\_\_

Protestor signature acknowledges receipt of decision: \_\_\_\_\_

## 4.7. COMPETITION APPEALS PROCESS



## 4.8. DISQUALIFICATION CODES / DNS / DNF

Num	Code	Type	Description
1	DQ	All events	Not completing the event in accordance with the event description or general rules.
2	DQ	All events	<p>A competitor or team may be disqualified if a competitor, team, or handler is deemed to have competed unfairly. Examples of “competing unfairly” include:</p> <ul style="list-style-type: none"> <li>(a) Committing a doping or doping-related infraction.</li> <li>(b) Impersonating another competitor.</li> <li>(c) Attempting to defeat the ballot or draw for events or positions.</li> <li>(d) Competing twice in the same individual event.</li> <li>(e) Competing twice in the same event in different teams.</li> <li>(f) Purposely interfering with a course to gain advantage.</li> <li>(g) Jostling or obstructing another competitor or handler so as to impede their progress.</li> <li>(h) Receiving physical or material outside assistance (other than verbal or other direction).</li> <li>(i) Participating contrary to the spirit of the competition (as described in the code of fair play).</li> </ul>
3	DQ	All events	Competitors may not be permitted to start in an event if they are late reporting to the marshalling area. This may be noted as a “did not start” (DNS) or similar on result sheets.
4	DQ	All events	A competitor or team absent from the start of an event shall be disqualified except for the A- or B-final. This may be noted as a “did not start” (DNS) or similar on result sheets.
5	DQ	All events	Activities that result in wilful damage to the venue sites, accommodation sites or the property of others will result in disqualification of the individuals involved from competition.
6	DQ	All events	Abuse of officials resulting in disqualification from the competition.

7	DQ	All events	Using sticky, tacky, or adhesive substances (liquid, solid or aerosol) on hands or feet, or on the manikin or rescue tube to improve grip or push of the bottom of the pool.
8	DQ	All events	Taking assistance from the pool bottom except where specifically allowed (e.g., Obstacle Swim, 4 x 25m Manikin Relay).
9	DQ	All events	Leaving the water after an event before permission is given by the official.
10	DQ	All events	Commencing a starting motion before the starting signal has been given.
11	DQ	Obstacle Swim Obstacle Relay	Passing over an obstacle without immediately returning over or under that obstacle and then passing under it.
12	DQ	Obstacle Swim Obstacle Relay	Failure to surface after the dive entry or after a turn before passing under an obstacle.
13	DQ	Obstacle Swim Obstacle Relay	Failure to surface after each obstacle.
14	DQ	Obstacle Swim	Failure to touch the wall/edge during the turn.
15	DQ	All events	Failure to touch the finish wall/edge.
16	DQ	Manikin Carry Manikin Lifesaver Medley	Not surfacing before diving to the manikin.
17	DQ	Obstacle Swim Obstacle Relay Manikin Carry Manikin Carry with Fins Manikin Lifesaver Medley Line Throw Manikin Relay Rescue Medley Super Lifesaver Pool Lifesaver Relay Rescue Tow Relay	Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin (as applicable for the event) – not including, where specified, the bottom of the pool.

18	DQ	Manikin Carry Manikin Relay Rescue Medley Super Lifesaver Manikin Lifesaver Medley	Not having the manikin in a correct carrying position before the top of the manikin's head passes the 5m line (for carries without fins).
19	DQ	Manikin Carry Manikin Carry with Fins Rescue Medley Super Lifesaver Manikin Lifesaver Medley Manikin Relay Pool Lifesaver Relay	Using an incorrect manikin carrying technique (as described in S3-3).
20	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	Towing the manikin with the face below the surface.
21	DQ	Manikin Carry Manikin Carry with Fins Rescue Medley Super Lifesaver Manikin Relay Manikin Lifesaver Medley	Releasing the manikin before touching the finish wall/edge or the turning wall/edge.
22	DQ	Rescue Medley	Surfacing after turning and before lifting the manikin.
23	DQ	Manikin Carry with Fins Pool Lifesaver Relay	Not having the manikin in the correct carrying position before the top of the manikin's head passes the 10m line (for carries with fins).

24	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	Taking assistance from any pool fitting (e.g., lane rope, steps, underwater hockey fittings) when fixing the rescue tube around the manikin and where the minimum pool depth allows the competitor to stand while securing a rescue tube around the manikin.
25	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	Manikin handler positioning the manikin incorrectly or again making contact with the manikin after the competitor has grasped the manikin.
26	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	At 50m / 150m, competitor not touching the pool wall/edge before intentionally touching manikin.
27	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	Manikin handler not releasing the manikin immediately after the competitor makes deliberate contact with the manikin (after first touching the turning wall/edge) and, for the Manikin Lifesaver Relay only, the competitor has donned their fins and rescue tube and makes deliberate contact with the manikin.
28	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	Manikin handler pushing the manikin towards the competitor or the finish wall/edge.
29	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	Manikin handler intentionally entering the water during the event or entering the water and interfering with the performance of another competitor or interfering with the judging of the event.
30	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley Rescue Tow Relay	Competitor clipping the rescue tube into the ring before touching the turning wall/edge.

31	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	Incorrect securing of the rescue tube around the manikin (i.e., not around body and under both arms and not clipped to an O-ring).
32	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	Not securing the rescue tube around the manikin within the 10m pick-up zone (judged at the top of the manikin's head).
33	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	Pushing or carrying, instead of towing the manikin.
34	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	The line of the rescue tube not becoming fully extended before the top of the manikin's head passes the 10m line.
35	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	Not towing the manikin with the line of the rescue tube fully extended beyond the 10m line.
36	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	The rescue tube and manikin become separated after the rescue tube has been secured correctly around the manikin.
37	DQ	Manikin Tow with Fins Super Lifesaver Manikin Lifesaver Medley	Touching the finish wall/edge without the rescue tube and manikin in place.
38	DQ	Manikin Relay	Assistance from a third competitor during the exchange between the incoming and outgoing competitors.

		Pool Lifesaver Relay	
39	DQ	Obstacle Relay Manikin Relay Medley Relay Pool Lifesaver Relay Rescue Tow Relay	One competitor repeating two or more legs of the event.
40	DQ	Obstacle Relay Manikin Relay Medley Relay Pool Lifesaver Relay Rescue Tow Relay	Leaving the starting block/releasing contact with the turning wall/edge/ starting block before the previous competitor has touched the wall/edge.
41	DQ	Manikin Relay	The manikin changing hands before or beyond the designated changeover zone
42	DQ	Manikin Relay Pool Lifesaver Relay	Releasing the manikin before the next competitor has grasped it (i.e., one had of each competitor must be in contact with the manikin).
43	DQ		Deleted
44	DQ	Medley Relay	The competitor clipping the rescue tube into the ring.
45	DQ	Medley Relay	The victim holding the rescue tube by the rope.
46	DQ	Medley Relay	The victim helping with arm movements, or not holding the rescue tube and/or clip with both hands.
47	DQ	Medley Relay	The victim not holding or losing the rescue tube after passing the 10m line.
48	DQ	Medley Relay	The fourth competitor towing the victim without the line of the rescue tube fully extended beyond the 10m line.
49	DQ	Obstacle Relay Medley Relay Pool Lifesaver Relay Rescue Tow Relay	A competitor re-entering the water after completing their leg of the relay.

50	DQ	Line Throw	Victim not keeping a grasp on the crossbar with their hand when using any part of their body to gather or to grasp the line for the pull to the finish wall/edge.
51	DQ	Line Throw	Line Thrower interfering with other teams in the event caused by not staying in their allotted throw zone after the start signal and before the 45- second acoustic completion signal.
52	DQ	Line Throw	Line Thrower not hauling in using their arms and walking or running with the line grasped in their hands or held around any part of their body to return the victim to the pool finish wall. While it is not a compulsory requirement, to ensure a clear area for the throw and the victim haul in, a line on the ground, or temporary rope or tape barrier may be placed approximately 2.0m behind the vertical edge of the pool wall. Backward movement by the thrower within this area would not be regarded as a disqualification.
53	DQ	Line Throw	Victim exiting the water before the 45-second acoustic completion signal.
54	DQ	Line Throw	Victim grasping the throw line outside their lane.
55	DQ	Line Throw	Victim not on their front while being pulled to the finish wall/edge.
56	DQ	Line Throw	Victim not holding the throw line with both hands while being pulled to the finish wall/edge (victim may release the line with one hand for the sole purpose of touching the wall/edge).
57	DQ	Line Throw	Victim "climbing" the throw line hand-over-hand.
58	DQ	Line Throw	Line thrower executing practice throws.
59	DQ	Pool Lifesaver Relay	The third competitor releasing contact with the wall/edge before the head of the manikin breaks the surface of the water.
60	DQ	Manikin Relay	A competitor in the Manikin Relay leaving the water after completing their leg of the relay and before the all-clear signal is given.
61	DQ	Rescue Tow Relay	The rescue tube not being secured around the victim (judged at the top of the victim's head) before passing the 10m line.
62	DQ	Rescue Tow Relay	The victim becoming detached from the rescue tube (other than a technical defect with the tube – see tube defect note) after passing the 10m line and prior to the rescuer touching the finishing edge/wall.
63	DQ	Rescue Tow Relay	The victim not being towed on their back and clipped into the rescue tube and behind the rescuer.
64	DQ	Rescue Tow Relay	The victim swimming backstroke or any other swim style with an out-of- water arm recovery. Note: The victim sculling under the water to assist the with tow and without or the victim repositioning their arms to a position in front of their head to streamline is not a disqualification.

65	DQ	Rescue Tow Relay	The victim touching the finishing edge/wall before the rescuer.
200	DNS	Unsafe Conditions	Participant is not racing due to conditions that are too advance for their skill level or they feel unsafe.
201	DNS	Injury	Participant has an injury and cannot compete safely.
202	DNS	Equipment Failure	Participant cannot compete due to equipment failure/breakages.
203	DNS	Programme Clash	Participant cannot compete due to a programme clash which the other event is priority.
205	DNF	Conditions	Participant could not complete the course due to the conditions.
206	DNF	Equipment Failure	Participant could not complete the course due to equipment failure, breakage or lost.
207	DNF	Injury	Participant could not complete the course due to sustaining an injury (refer to first aid for assessment).
208	DNF	Line Throw	In the Line Throw event failure to get the victim to the finish wall/edge before the 45-second acoustic completion signal.



**SURF LIFE SAVING®**  
NEW ZEALAND

# OFFICIALS ROLES

IN THIS SECTION YOU WILL FIND:	Page:
OFFICIALS ROLES & RESPONSIBILITIES	125
MARSHAL	126
CHECK MARSHAL	127
JUDGE/LANE JUDGE	128
TIME KEEPER	128
CHIEF TIME KEEPER	129
FINISH JUDGE	130
VIDEO JUDGE	131
RECORDER	132
STARTER	133
CHIEF JUDGE	134
COMPETITION LIAISON OFFICER	134
DEPUTY EVENT REFEREE	135
EVENT REFEREE	136
50M POOL EVENT DISTANCES	138

## 5.1. OfficialS Roles & Responsibilities

### 5.1.1. All Officials should:

- (a) Have knowledge of the rules relevant to the role(s) they are performing for a particular competition.
- (b) Be responsible for their own and others Health, Safety & Welfare
- (c) Facilitate the competition fairly & equitably in accordance to the rules.
- (d) Observe the races for compliance to the rules and breaches of the rules and report any breaches of the rules to the Chief Judge, and or Arena Referee i.e. Observe, Record, Report.
- (e) Communicate effectively
- (f) Enjoy themselves!

### 5.1.2. Level One Officials roles include:

- (a) Marshal
- (b) Check Marshal
- (c) Starter
- (d) Judge/Lane Judge
- (e) Finish Judge
- (f) Video Judge
- (g) Recorder

### 5.1.3. Level Two Officials roles include:

- (a) Starter
- (b) Chief Judge
- (c) Competitor/Club Liaison
- (d) Competition Appeals Committee (CAC).
- (e) Level Three Officials roles include:
- (f) Deputy Referee
- (g) Event Referee

## 5.2. Marshal

5.2.1. Purpose - ensure that the right competitors are in the right place at the right time, in the right order.

5.2.2. You are the key to participant satisfaction and usually interface between Officials and the competitors. How competitors perceive the skill and attitude of all Officials may depend upon you. Competitors can be excused for having “nerves” or being tense before an event. This must be taken into account during the marshalling process. You must remain calm and in control at all times.

### 5.2.3. Duties of a Marshal

- (a) Pre-event - familiarise yourself with SLSNZ's Waves iPad marshalling and results system.
- (b) Ensure that you have a fully charged iPad and backup power pack, or alternatively the correct marshalling sheets to conduct the event/s.
- (c) Liaise with the Event Referee to confirm the number of athletes per heat, quarter, semi and final and that these comply with the maximum numbers permitted for the event.
- (d) If available, check the sound system is functioning and appropriately located.
- (e) Position yourself so that you can be seen and heard, as you conduct athletes through the marshalling process.
- (f) Let competitors know where to marshal
- (g) Let competitors know what heat and lane they are in.
- (h) If known let the athletes know how many will progress from each round or is by round or times.
- (i) Let competitors know when the marshalling for their race is complete.
- (j) Advise the Event Referee and or Chief Judge of any infringements or irregularities arising during marshalling.
- (k) Maintain discipline of competitors in the marshalling area.
- (l) Liaise with the Announcers, Recorders, Chief Judge and Timekeepers regarding entries and draws.
- (m) Report any safety concerns to the Arena Referee.
- (n) Hand heats over to the Check Marshal for processing.

### 5.2.4. Tips for Marshalling

- (a) Ensure you have entry draws and order of events.
- (b) Check with the Event Referee for any programme changes.

- (c) Treat athletes with courtesy.
- (d) Work as a team with your Check Marshal/s to think and plan ahead

5.2.5. **So in summary:** The Marshal is responsible for ensuring competitors entries are in order and competitors are marshalled correctly before proceeding to the start line, which means 'organise the athletes into their heats/races.'

### 5.3. Check Marshal

5.3.1. **Purpose** – guide and or direct individual heats from the marshalling area to the start line in the correct arena and re-check the number of competitors and names to be sure we know who is in the race and therefore who should finish the race.

#### 5.3.2. Duties of a Check Marshal

- (a) Pre-event - familiarise yourself with SLSNZ's Waves iPad marshalling and results system.
- (b) Ensure that you have a fully charged iPad and backup power pack, or alternatively the correct marshalling sheets to conduct the event/s.
- (c) Assist the Marshal to assemble the competitors into heats as drawn.
- (d) Liaise with the Marshall to confirm communications and procedures for the handing over of athletes from Marshalling to Check Marshalling.
- (e) Assemble and stack heats of competitors into numerical order and when ready, direct heats to their designated arena.
- (f) If Waves is used, check the competitors 'checked in' against their designated heat, immediately before they start their event.
- (g) Advise the Chief Judge and or Event Referee of any infringements or irregularities.
- (h) Report any safety concerns to the Arena Referee.

#### 5.3.3. Tips for Check Marshalling

- (a) Ensure you have entry draws and order of events.
- (b) Communicate regularly with your Marshall at all times.
- (c) Treat athletes with courtesy.
- (d) Work as a team with your Marshal, and fellow Check Marshal/s.

5.3.4. **So in summary** - The Check Marshal is responsible for assisting the Marshall and ensuring competitors are moved from marshalling area to the start line in the correct arena and positioned in the correct starting positions, which means 'move athletes from marshalling to their start arenas in the correct order.'

## 5.4. Judge/Lane Judge

5.4.1. **Purpose** – observe and assist with the conduct of events according to rules.

### 5.4.2. Duties of a Judge

- (a) Under the direction of the chief judge, observe the event from the prescribed location for compliance to the rules and where necessary record and report any breaches of the rules to the Chief Judge or Arena Referee.
- (b) Report any safety concerns to the Arena Referee.

### 5.4.3. Tips for a Judges

- (a) Work with other Officials to ensure all aspects of the course are covered.
- (b) Ensure you're positioned to safely observe the event from your designated location.
- (c) Ensure clothing don't impede your view.

5.4.4. **So in summary** – A Judge/Lane Judge is required to observe the progress of athletes throughout the race for compliance to the rules and report any breaches of the rules, which means 'observe competitors and record and report any breaches of the rules'.

## 5.5. Time Keeper

5.5.1. **Purpose** – Manually record race times for a lane using a stop watch.

### 5.5.2. Duties of a Time Keeper

- (a) Under the direction of the chief time keeper, record race times for each race for your allocated lane ensuring that times are taken from the starting signal through to the competitor touching the finish wall.
- (b) Additionally if using electronic timing pads using the secondary time button, click the button at the same time as stopping the stop watch when the competitor touches the finish end wall.
- (c) Report any safety concerns to the chief time keeper

### 5.5.3. Tips for a Time Keepers

- (a) Ensure you're positioned to safely observe the event from your designated location.
- (b) Ensure you record the time and complete all information for that competitor prior to the next race to ensure accuracy of the result.

- (c) Ensure clothing don't impede your view.

5.5.4. **So in summary** – A time keeper is required to record the time from start of the race to the competitor finishing the race ensuring accuracy of recording the correct race results for their allocated lane.

## 5.6. Chief Time Keeper

5.6.1. **Purpose** – Ensure all time keepers have allocated lanes and understand how to use the timing equipment and record accurate results from each race.

### 5.6.2. Duties of a Chief Time Keeper

- (a) Under the direction of the Chief Judge, ensure the recording of race times for each race are taken from the starting signal through to the competitor touching the finish wall but the lane time keepers.
- (b) Collect the lane results after each race of block of heats and hand to the Recorder.
- (c) Ensure timing equipment (stop watches and / or pool electronic timing system is working properly and report any issues to the DER or ER.
- (d) Report any safety concerns to the chief time keeper
- (e) Hold time keepers briefings to explain their roles.

### 5.6.3. Tips for a Time Keepers

- (a) Ensure you're positioned to safely observe the event from your designated location.
- (b) Ensure clothing don't impede your view.

5.6.4. **So in summary** – A chief time keeper is required to ensure all time keeper record the time from start of the race to the competitor finishing the race ensuring accuracy of recording the correct race results for their allocated lane.

## 5.7. Finish Judge

5.7.1. **Purpose** – observe competitors approach to and finish to the wall in accordance with the rules to determine the finish order of competitors.

### 5.7.2. Duties of a Finish Judge

- (a) Determine the finishing of competitors in order of competitors.
- (b) Report any breach of rules to the Chief Judge.
- (c) Be positioned on either side of the pool at the finish end to ensure the best-uninterrupted view of the finish of the event. Refer to judging aids (e.g. video) if necessary, to determine any finish breaches. Record the result and notify the Chief Judge of any finishing issues or anomalies.

### 5.7.3. Tips for a Finish Judge

- (a) Ensure that all athletes are in your range of view.
- (b) Work with other Officials so everyone has an effective view.
- (c) Ensure you're positioned to observe the event's start and finish.
- (d) Be prepared to assist with the judging of relays transitions where these are adjacent to the finish area.
- (e) Ensure clothing don't impede your view.

5.7.4. **So in summary** – The Finish Judge is required to observe the approach of athletes towards and across the finish line of a race in order to decide the order of finishers in accordance with rules, which means 'observe and correctly record the finish order of athletes in a race.'

## 5.8. Video Judge

5.8.1. **Purpose** – observe competitors approach to the finish, turns or changeovers and video the progress to the finish wall to capture the finish order of competitors.

### 5.8.2. Duties of a video Judge

- (a) Determine the finishing order of competitors via video.
- (b) Report any breach of rules to the Chief Judge and or Arena Referee.
- (c) Be positioned on the finish end or turning of the pool to ensure the best-uninterrupted view of the finish/turn/changeover for videoing of the event. Record the result and notify the Chief Judge of any finishing issues or anomalies.
- (d) Report any safety concerns to the Arena Referee.

### 5.8.3. Tips for a Video Judge

- (a) Ensure that all athletes are in your range of view on the device for the finish.
- (b) Ensure you're positioned to observe the event's finish
- (c) Be prepared to assist with the judging of relays transitions where these are adjacent to the finish area.
- (d) Ensure clothing don't impede your view of the video device screen.

5.8.4. **So in summary** – The video Judge is required to observe the approach of athletes towards and across the finish line of a race in order to decide the order of finishers in accordance with rules, which means *'observe and correctly record the finish order of athletes in a race.'*

## 5.9. Recorder

5.9.1. **Purpose** – maintain an accurate record of the competitors in each race including disqualifications, and forward these results in a timely manner to the results team and or Marshalls for the continuation of the events.

### 5.9.2. Duties of a Recorder

- (a) Pre-event - familiarise yourself with SLSNZ's Waves iPad marshalling and results system.
- (b) Ensure that you have a fully charged iPad and backup power pack, or alternatively the correct recording sheets to record the results.
- (c) Maintain a record of results/disqualifications and ensure results are passed onto the Results team and or the Marshal/s.
- (d) Liaise with the Marshal and assist with draws and pass on results and draws to the Announcers.
- (e) Report any safety concerns to the Arena Referee.

### 5.9.3. Tips for a Recorder

- (a) Do not assume you know the athletes name.
- (b) Double check which event you are recording.
- (c) Wherever possible, have the athletes report to you in the order that they finish.
- (d) Have pen (pencil) and paper available as a back up to the Waves/iPad system.
- (e) Carry a clear plastic bag (zip lock type) to shield your recordings/iPad in the event of wet cold conditions.

5.9.4. **So in summary** – The Recorder is required to accurately record the finish order of athletes across the finish line of a race in accordance with the rules and report any breaches of the rules, which in means *'correctly record the finish order of athletes in a race.'*

## 5.10. Starter

5.10.1. **Purpose** – an official that gives the signal to commence a race at a time when conditions allow for the fairest start for all competitors.

### 5.10.2. Duties of a Starter

- (a) Inspect starting equipment and area for safe and effective operation. Starting equipment may comprise of a starting whistle or electronic starting system for pools. Report and safety concerns to the Arena Referee.
- (b) Liaise with the Arena Referee, Marshalls and Check Marshalls to facilitate the safe and smooth operation of race starts.
- (c) Receive the competitors from the Check Marshal including confirmation of the number of competitors starting the race.
- (d) Ensure that the check starter is correctly positioned and ready.
- (e) Advise competitors of the 'starter calls' and back up call should the starting device fail or competitor recall be required due to a false or unfair start.
- (f) Line the competitors up in their allocated lanes in preparation for a start.
- (g) When conditions permit start the race.
- (h) Disqualify or eliminate a competitor for breaking the start, or for willfully disobeying the starters orders, or for any other obstruction during the start.
- (i) Notify the Event Referee of all disqualifications.
- (j) Inform the Chief Judge and Finish Judge of the number of starters.

### 5.10.3. Tips for Starters

- (a) Assess and monitor conditions for fair and safe starting options.
- (b) Communicate regularly with the Event Referee about any concerns and guidance regarding the required interval between starts.
- (c) Liaise with the Check Starter and Check Marshalls to ensure that competitors are efficiently managed and supported as they assemble for their race.
- (d) Stand in an elevated position wherever practicable.
- (e) Ensure you are able to be heard by all competitors.
- (f) Ensure that the Check Starter is correctly positioned and can observe all competitors prior to the start commands commence.

## 5.11. Chief Judge (CJ)

5.11.1. **Purpose** – is responsible to the Event Referee for the following duties.

### 5.11.2. Duties of a Chief Judge

- (a) Supervise and assists in the setting up of courses for events.
- (b) Roster, rotate, define position and allocate duties and responsibilities for Judges.
- (c) Manage, locate and position Judges to best determine the finish and recording of event results.
- (d) In consultation with the Event Referee, adjudicate on the observations and recordings of Judges' and Recorder where necessary.
- (e) Report any breach or infringements of rules to the Event Referee.
- (f) Co-ordinate results and authorise disqualifications in consultation with the Event Referee.

## 5.12. Competition Liaison Officers:

5.12.1. **Purpose** - Liaise with competitors, coaches, team managers and officials so as to provide assistance and communicate any rules and queries related to the conduct of the events.

### 5.12.2. Duties of a Competition Liaison Officer

- (a) Be positioned so as to be accessible to competitors, coaches and team managers.
- (b) Advise the Deputy Referee or Event Referee of any concerns raised by competitors, coaches and team managers relating to event conduct, courses or safety issues.
- (c) Provide guidance for competitors, coaches and team managers on protest and appeal procedures and the best method of approach to the Event Referee involved. Note: Liaison Officers are, at all times, to execute their duties without bias and to demonstrate the maintenance of an open, neutral position in all dealings with officials, competitors, coaches and team managers.
- (d) Be aware at all times of the safety and welfare of competitors, officials and other personnel involved in the competition and immediately report any concerns to the Event Safety Officer and Event Referee or their delegate.

## 5.13. Deputy Event Referee (DER)

5.13.1. **Purpose** – The DER leads and manages the officials to deliver a safe, efficient and fair competition across arenas or each side of a pool as allocated by the Event Referee.

5.13.2. **Duties of the Deputy Event Referee:**

5.13.3. **Pre Competition**

- (a) Support the ER in the development of the Event Programme.
- (b) In conjunction with Event Referee and where applicable the Deputy Event Referee/s, lead and manage the appointment of all other officials from the list of applicants.
- (c) Participate in pre-competition safety preparedness briefings / activities
- (d) In conjunction with the ER liaise with event registration personnel to ensure that event entries are appropriately managed and uploaded and operating correctly in Waves, the event management system.

5.13.4. **During Competition**

- (a) Attend event briefings for officials and team managers.
- (b) Lead, manage and support Chief Judges in their roles.
- (c) Monitor the performance of Chief Judges and other officials.
- (d) Execute agreed Competition Health & Safety Plan.
- (e) Continually assess conditions and liaise with the Event Referee regarding any changes to risk levels.
- (f) Monitor the operation and delivery of the event to ensure compliance to planned time lines, agreed performance levels and health and safety requirements.
- (g) Where the competition is a multi-day format, participate in the daily Event Management Committee debrief meeting.

5.13.5. **Post Competition**

- (a) Participate in the competition debrief including reviewing any incidents that may have occurred and reflect on how they were managed; and
- (b) Provide any safety / risk management learning's to the Event Referee in for continued improvement.

## 5.14. Event Referee (ER)

5.14.1. **Purpose** – The ER leads and manages the officials to deliver a safe, efficient and fair competition across all arenas for all competitors. The ER is supported by the ESO, EM and DER to provide effective safety management in all arenas before, during and after the competition.

### 5.14.2. Duties of the Event Referee:

#### 5.14.3. Pre Competition

- (a) Develop the Event Programme in consultation the Event Manager and other event personnel as necessary.
- (b) Appoint (in consultation with the Referees Selection Panel where required) Deputy Referees as required for the competition.
- (c) Liaise with the Event Manager to ensure that all competition equipment and infrastructure is organised.
- (d) Review and endorse the Competition Safety Plan developed through a collaborative approach with the Event Management Committee. This may include:
- (e) Provide input to ensure appropriate safety and risk considerations are factored in to the competition.
- (f) Liaise with people with local knowledge on the venue and hazards.
- (g) Arrange provision of agreed safety resources for officials.
- (h) Participate in pre-competition safety preparedness briefings/activities
- (i) Liaise with event registration personnel to ensure that event entries are appropriately managed and uploaded and operating correctly in Waves, the event management system.

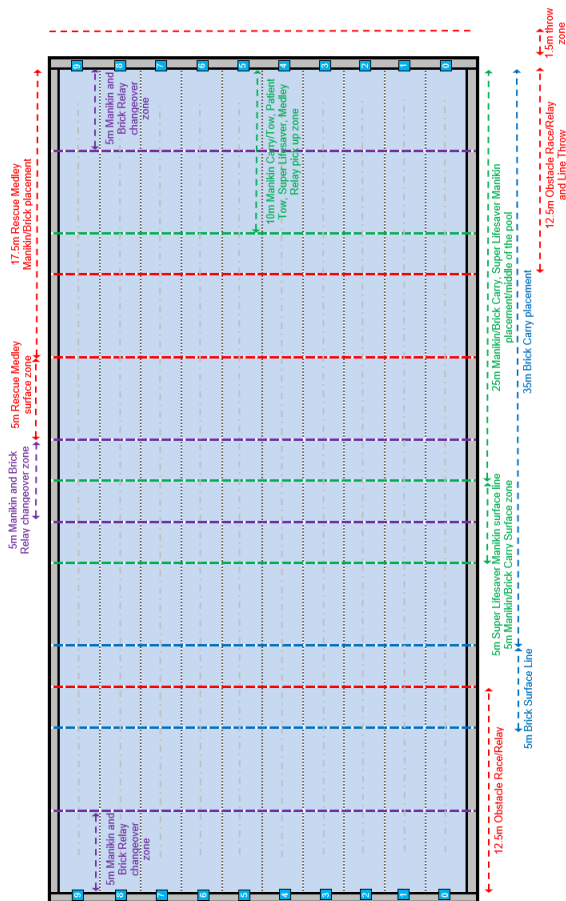
#### 5.14.4. During Competition

- (a) Conduct event briefings for officials and team managers.
- (b) Lead, manage and support Deputy Referees in their roles.
- (c) Monitor the performance of Deputy Referees and other officials
- (d) Execute agreed Competition Health & Safety Plan
- (e) Continually assess conditions and liaise with the Event Manager and Event Safety Officer regarding any changes to risk levels.
- (f) Monitor the operation and delivery of the event to ensure compliance to planned time lines, agreed performance levels and health and safety requirements.
- (g) Where the competition is a multi-day format, participate in the daily Event Management Committee debrief meeting

### 5.14.5. Post Competition

- (a) Participate in the competition debrief including reviewing any incidents that may have occurred and reflect on how they were managed; and
- (b) Provide any safety / risk management learning's to the Event Manager in for continued improvement.

## 5.15. 50m POOL EVENT DISTANCES





**SURF LIFE SAVING**<sup>®</sup>  
NEW ZEALAND

