

SECTION 13.

POOL RESCUE EVENTS MANUAL

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SECTION 13.

POOL RESCUE EVENTS

13.1. POOL RESCUE EVENTS OVERVIEW

- 13.1.1. Swimming pool-based Competitions are conducted by many fellow Member countries of the International Life Saving Federation (ILS) and are included in the suite of Events conducted in ILS World Life Saving Championships and other international Competitions.
- 13.1.2. The conduct of pool rescue Events also provides a further avenue, outside of the ocean environment, for Members to develop and to demonstrate their lifesaving and organisational skills.
- 13.1.3. To enable the conduct of pool rescue Events in different pool complexes and pool sizes, additional Manuals for a 25m swimming pool have been developed. The Equipment Specification Manual is published at www.surflifesaving.org.nz
- 13.1.4. Except where otherwise provided for by way of Circular, the rules contained in stated areas of the ILS Competition Manual and relevant ILS bulletins shall apply for all other matters relating to conduct of pool rescue Events.
- 13.1.5. Event Overview

The following table indicates the events available for the age brackets we race under.

Events/Age Groups	U11	U12	U13	U14	U16	U19	Open	Masters
50m Swim With Obstacles	Y	Y						
100m Swim With Obstacles			Y	Y				Y
200m Swim With Obstacles					Y	Y	Y	
100m Patient Tow with Fins		Y		Y				
100m Manikin Tow with Fins					Y	Y	Y	Y
50m Swim with Fins	Y	Y	Y	Y	Y	Y	Y	Y
50m Rescue Medley (brick)	Y	Y	Y	Y				
100m Rescue Medley (manikin)					Y	Y	Y	
50m Brick Carry	Y	Y	Y	Y				
50m Manikin Carry					Y	Y	Y	
100m Manikin Carry with Fins					Y	Y	Y	
200m Super Lifesaver						Y	Y	
Line Throw					Y	Y	Y	Y
4x 50m Obstacle Relay		Y		Y	Y	Y	Y	Y
4x 25m Brick Relay		Y		Y				
4x 25m Manikin Relay					Y	Y	Y	
4x 50m Medley Relay		Y		Y	Y	Y	Y	
6 x 50m Mega Relay							Y	
4 x 50m Pool Lifesaver Relay						Y	Y	

13.1.6. Points: Will be allocated as per SLSNZ SPS003 - Medals and Points Allocation Policy.

13.1.7. Event Equipment: All competitors are required to supply their own competition equipment (excluding manikins, line throw ropes and rubber bricks) including rescue tubes and fins. All equipment must comply with the equipment specifications as specified within the Equipment Specifications Manual, Section 12 of the Surf Sport Competition Manual. Competition equipment will be subject to random scrutineering checks during the event.

13.1.8. Protests and Appeals: All Protests and Appeals matter(s) shall be conducted under Section 10 of the Surf Sports Competition Manual.

13.1.9. Underwater Swimming Distances (From a Start): The following table summarises the underwater swimming distances permitted from the start of each event:

Individual Events	Athletes Must Surface:
50m, 100m, 200m Swim With Obstacles	Before each obstacle
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
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
200m Super Lifesaver	Surface before 15m off dive start

- 13.1.10. **Swimwear:** Dress of Competitors is as detailed in 2.6 Dress of Competitors of this Manual.

13.2. REFERENCE DOCUMENTS

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

13.2.2. Pool Records:

- a) SLSNZ New Zealand Pool Championships Records
- b) SLSNZ Overall Fastest Times
- c) ILSF World Records

13.3. GENERAL RULES

- 13.3.1. **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 disqualified (DQ4).
- c) 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.

- 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) Competitors shall wear their club or national team swim caps in all events. Ocean event caps or rubber or silicone caps may be worn.
- m) Order-of-finish decisions, whether by Judges or automated timing equipment, are not subject to protest or appeal.
- n) Start decisions by the Event Referee, Starter, or Chief Referee (or Chief Referee's designate) are not subject to protest or appeal.

13.4. STARTS

13.4.1. Prior to the start of each race, the Event Director or designated officials shall:

- a) Check that all technical officials are in position.
- b) Check that competitors, manikin handlers and victims are properly attired and in correct positions.
- c) Check that all equipment is in a safe and correct position.
- d) Notify competitors to remove all clothing except for swimwear and get ready to race.

13.4.2. 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) At the discretion of the Chief Referee, "over the top" starts may be used.
- d) See event description for start procedure for Line Throw (3.13).

13.4.3. **Dive start procedure:** At world championships, the one-start rule shall be used.

- a) On the long whistle, competitors step onto the starting platform and remain there.
- b) 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.
- c) 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.

13.4.4. **In-water start procedure:** The Manikin Relay and Line Throw

events begin with an in-water start as follows:

- a) On the whistle, the first competitors in the Manikin Relay and Line Throw victims enter the water and prepare for the start.
 - b) At the second whistle, competitors take their positions for the start without undue delay.
 - c) 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.
 - d) In Line Throw, the victim treads water on the near side of the rigid crossbar in the allocated lane. The victim holds both the throw line and anywhere on the cross bar with one or two hands.
 - e) When all competitors have assumed their starting positions, the Starter shall give the command "Take your marks."
 - f) When all competitors are stationary, the Starter gives the acoustic starting signal.

13.4.5. Disqualification

- a) All competitors who start (i.e., commence a starting motion) before the starting signal has been given, shall be disqualified (DQ10).
- b) 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).
- c) 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).
- d) 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).
- e) 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) 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).
- i) 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.
- j) Start decisions by the Event Director, Starter, or Chief Referee (or Chief Referee’s designate) are not subject to protest or appeal.



13.5. MANIKINS AND BRICKS

13.5.1. **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.

13.5.2. **Carrying the manikin:** In events where the manikin is carried, the manikin (as victim) is presumed to be non-breathing. Competitors must:

- a) Carry the manikin face up with at least one hand always in contact with the manikin. The manikin's face may be carried on an angle, but not more than 90 degrees from the horizontal plane of the surface.
- b) Avoid incorrect carrying technique such as: pushing the manikin; gripping the manikin's throat, mouth, nose, or eyes; or carrying the manikin below the surface. "Pushing" means the manikin's head is held forward of the competitor's head.

- c) If the competitor and manikin are “below the surface”, it is a disqualification. There is no disqualification if a competitor dips below the surface as part of the normal stroke or kick cycle provided that the competitor breaks the surface throughout the race with some part of his or her body.
- d) The official must be able to observe and judge a proper carrying technique. The manikin may not be covered by the competitor’s body.
- e) The term “avoid gripping” means avoid holding or grasping the manikin’s throat, mouth, nose or eyes. Disqualification (DQ 19) for “gripping of the manikin’s throat, mouth, nose, or eyes” also applies to covering the manikin’s mouth, nose, or eyes with the competitors’ hand, armpit, body and/or limb.
- f) Carrying the manikin judging criteria applies only when the top of the manikin’s head passes the relevant 5 m line or 10 m line.
- g) In the 5 m start zone or in the changeover zone of the Manikin Relay event, competitors are not judged on carrying the manikin criteria.
- h) Water over the face of the manikin is not a judging criterion.

13.5.3. Towing the manikin

- a) In events where the manikin is towed, the manikin (as victim) is presumed to be breathing.
- b) Before the tow, competitors must secure the manikin correctly within the 5 m 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.
- c) Beyond the 5 m pick-up zone, competitors must tow the correctly secured manikin 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 manikin’s head passes the 10 m line. Competitors must do nothing to delay or inhibit the line of the rescue tube becoming fully extended at the earliest possible moment.
- d) 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 so that the manikin is secured only under one arm, provided that the rescue tube was “secured correctly” originally, and the manikin is towed face up at the surface.

- e) The manikin’s face may be on an angle, but not more than 90 degrees from the horizontal plane of the surface.
- f) A competitor shall be disqualified if the manikin rotates in the rescue tube resulting in the manikin’s head being face down at or below the surface (DQ20).

13.5.4. Manikin handlers: A member of the competitor’s team assists as manikin handler in the Manikin Tow with Fins and the Super Lifesaver events. 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 are to follow the following rules:

- a) Before the start and during the race, the manikin handler positions the manikin – vertically and facing the wall – within the allotted lane.
- b) Manikin handlers must wear their competitor’s team cap.
- c) Manikin handlers may not intentionally enter the water during the event.

13.5.5. 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 must be carried with one or two hands.

13.6. SEEDING

13.6.1. Seeding shall be used.

13.6.2. For pool events, competitors' times are required to be submitted for both individual and team events. Competitors and teams shall be ranked according to the entry times.

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

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

13.6.5. **Seeding in heats:** Where events are conducted as heats and finals (according to the entries received), competitors shall be seeded in heats according to submitted times in the following manner:

- a) If one heat: it shall be seeded as a final and swum during the final session.
- b) If two heats: the fastest competitor shall be seeded in the second heat, next fastest in the first heat, next fastest in the second heat, next in the first heat, etc.
- c) If three heats: the fastest swimmer shall be placed in the third heat, next fastest in the second, next fastest in the first. The fourth fastest shall be placed in the third heat, the fifth in the second heat, and the sixth fastest in the first heat, the seventh fastest in the third heat, etc.
- d) If four or more heats: the last three heats of the event shall be seeded in accordance with (c) above. The heat preceding the last three heats shall consist of the next fastest competitors; the heat preceding the last four heats shall consist of the next fastest competitors, etc. Lanes shall be assigned in descending order of submitted times within each heat, in accordance with the pattern outlined in Assignment of lanes below.
- e) Exception: When there are two or more heats in an event, there shall be a minimum of three competitors seeded into any one preliminary heat.

13.6.6. **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.

13.6.7. 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.

13.6.8. Seeding in finals: Starting positions for pool events shall be by seeding as follows:

- a) Based on the times established in heats, competitors with the top eight times shall be assigned lanes in the A-final. Competitors with the ninth through sixteenth top times shall be assigned lanes in the B-final.
- b) In the event that competitors from the same or different heats have equal times registered to 1/100 second for either the eighth place or sixteenth place, there shall be a swim-off to determine which swimmer shall advance to the appropriate finals. Such swim-off shall take place not less than one hour after all involved competitors have completed their heat (unless affected competitors agree to a shorter time interval). Another swim-off will take place if equal times are registered again.
- c) Where one or more competitors withdraw from an A-final, competitors shall not be called forward from the B-final. The final shall not be re-seeded.
- d) Where one or more competitors withdraw from B-final, competitors shall not be called forward from the heats. The B-final shall not be re-seeded.

13.7. TIMEKEEPING AND DETERMINATION OF PLACING

13.7.1. 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.

13.7.2. 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 two timekeepers per lane are required.

13.7.3. Manual timekeeping and officiating

- a) In ILS-sanctioned lifesaving competitions where automatic officiating equipment is unavailable, the time of each competitor must be recorded by three timekeepers. There shall be two additional timekeepers designated, either of whom shall be directed to replace a timekeeper whose watch did not start or stopped during an event, or who for any other reason is not able to record the time.
- b) 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.
- c) With three timekeepers, where two of them have the same time, this time shall be considered official. If the three timekeepers differ, the middle time shall be official. If one watch fails, the average of the other two times shall

constitute the competitor's official time.

- d) If the order of finish indicated by the times recorded by manual 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. For example, if two competitors are involved, the times assigned shall be the sum of their individual times divided by two.

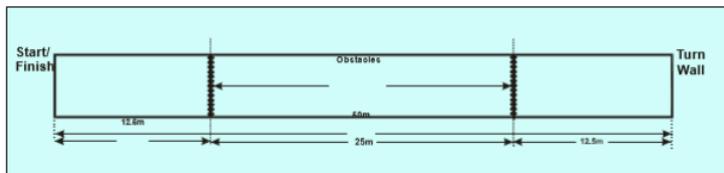
13.8. JUDGES

- 13.8.1. Judges ensure that events operate fairly and within ILS rules and procedures. Judges also assess whether competitors' technique complies with specific event rules. Judges must be positioned to ensure they have a clear view of the lane they are judging.

13.9. EVENT SPECIFIC DESCRIPTIONS AND RULES

- 13.9.1. The following event descriptions detail the specific rule for each event in the Pool Rescue Competition structure. Outlined below are the description of the race, course diagrams, equipment and disqualifications that apply to the event.

13.10. OBSTACLE SWIM (200 m, 100 m and 50 m)



13.10.1. Event description – 200 m: With a dive start on an acoustic signal, the competitor swims the 200 m course passing eight times 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 is not a behaviour that results in disqualification.

13.10.2. Event description – 100 m: With a dive start on an acoustic signal, the competitor swims the 100 m course passing four times 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 is not a behaviour that results in disqualification.

13.10.3. Event description – 50 m: With a dive start on an acoustic signal, the competitor swims the 50 m course passing twice under the immersed obstacles to touch the finish wall of the pool.

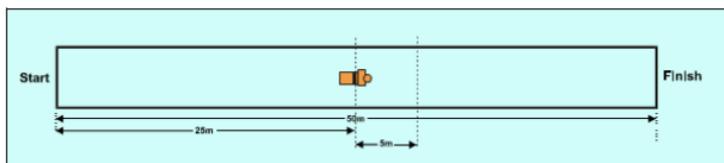
- a) Competitors must surface after the dive entry before the first obstacle; after passing under each obstacle.
- b) Competitors may push off the pool bottom when surfacing from under each of the obstacles. "Surfacing" means the competitor's head breaks the plane of the surface of the water.
- c) Swimming into or otherwise bumping an obstacle is not a behaviour that results in disqualification.

13.10.4. Equipment: 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.

13.10.5. Disqualification: In addition to the [General Rules](#) in Section 13.3 the following behaviour shall result in disqualification:

- 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).

13.11. MANIKIN CARRY (50 m)



13.11.1. 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.

13.11.2. 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.**
- 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.

13.11.3. Disqualification: In addition to the *General Rules* in Section 13.3, the following behaviour shall result in disqualification:

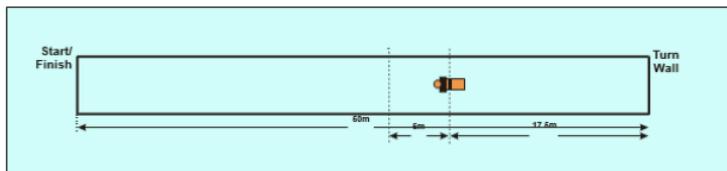
- Not surfacing before diving to the manikin (DQ16).
- Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool (DQ17).
- Not having the manikin in the correct carrying position

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) Carrying the manikin face down (see 3.3 Manikins) (DQ20).
- f) Releasing the manikin before touching the finish wall (DQ21).
- g) Failure to touch the finish wall (DQ15).



13.12. RESCUE MEDLEY (100 m)



13.12.1. Event description: 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.

13.12.2. 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 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.**
- Surfacing the manikin:** Competitors must have the manikin in the correct carrying position before the manikin's head passes the 5 m line.

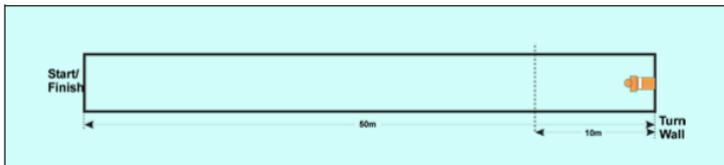
13.12.3. Disqualification: In addition to the *General Rules* in Section 13.3, the following behaviour shall result in disqualification:

- Surfacing after turning and before lifting the manikin (DQ22).
- 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) Carrying the manikin face down (see 3.3 Manikins) (DQ20).
- f) Releasing the manikin before touching the finish wall (DQ21).
- g) Failure to touch the finish wall (DQ15).

13.13. MANIKIN CARRY WITH FINS (100 m)



13.13.1. 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 touch the turn wall of the pool. Competitors may push off the bottom when surfacing with the manikin.

13.13.2. Equipment

- a) Manikins, fins: 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 support) to position it at the required depth.
- c) 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.

- d) 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.
- e) 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 3.3 Manikins). Competitors are not permitted to start again in another heat.

13.13.3. Disqualification: In addition to the *General Rules* in Section 13.3, the following behaviour shall result in disqualification:

- 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 3.3 Manikins (DQ19).
- d) Carrying the manikin face down (see 3.3 Manikins) (DQ20).
- e) Releasing the manikin before touching the finish wall (DQ21).
- f) Failure to touch the finish wall (DQ15).

13.14. MANIKIN TOW WITH FINS (100 m)



13.14.1. 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 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 of the pool.

13.14.2. Equipment

- Manikin, fins, rescue tube:** The manikin is filled with water so that it floats with the top of its transverse line at the surface. Competitors must use the manikins and rescue tubes supplied by organisers.
- Positioning the manikin:** A member of the competitor's team assists as manikin handler. 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 their competitor's team cap.
- Before the start and during the race,** the manikin handler positions the manikin – vertically and facing the turn wall – within the allotted lane.
- The handler releases the manikin immediately after the competitor touches the turn wall.** 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.**
- 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.

- g) 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 manikin or during the manikin tow.
- h) Securing the manikin: After first touching the turn wall, 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 5 m pick-up zone.
- i) Competitors must complete the 50 m freestyle swim by touching the pool edge before touching the manikin.
- j) Towing the manikin: Competitors must tow – not carry – the manikin.
- k) Beyond the 5 m pick-up zone, competitors must tow the correctly secured manikin 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 manikin's head passes the 10 m line.
- l) Competitors must do nothing to delay or inhibit the line of the rescue tube becoming fully extended at the earliest possible moment.
- m) 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 so that the manikin is secured only under one arm, provided that the rescue tube was "secured correctly" originally, and the manikin is towed face up at the surface.
- n) As long as the manikin has not become separated from the rescue tube, and the manikin remains face up at the surface, a competitor may stop to re-secure the rescue tube correctly around the manikin without disqualification.
- 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 3.3 Manikins). Competitors are not permitted to start again in another heat.

- p) 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.

13.14.3. Disqualification: In addition to the General Rules in Section 13.3, the following behaviour shall result in disqualification:

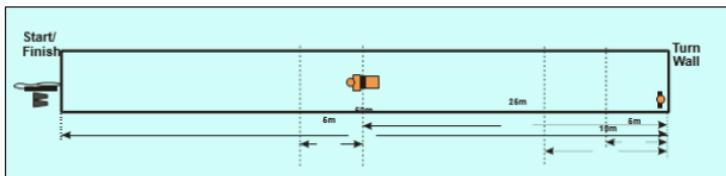
- a) Taking assistance from any pool fitting (e.g., lane rope, steps, underwater hockey fittings) when fixing the rescue tube around the manikin (DQ24).
- b) Competitor clipping the rescue tube into the ring before touching the turn wall. (DQ30)
- c) Manikin handler not releasing the manikin immediately after the competitor has touched the turn wall (DQ27).
- d) Manikin handler pushing the manikin towards the competitor or the finish wall (DQ28).
- e) Manikin handler positioning the manikin incorrectly or making contact with the manikin after the competitor has touched the turn wall (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 50 m, not touching the pool wall before touching the manikin (DQ26).
- h) Incorrect securing of the rescue tube around the manikin (i.e., not around body and under both arms and clipped to an O-ring) (DQ31).
- i) Not securing the rescue tube around the manikin within the 5 m 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 10 m line (DQ34).
- k) Not towing the manikin with the line of the rescue tube fully extended beyond the 10 m line (unless the

competitor has stopped to re-secure the manikin (DQ35).

- l) Pushing or carrying, instead of towing, the manikin (DQ33).
- m) Towing the manikin face down (see 3.3 Manikins) (DQ20).
- 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 without the rescue tube and manikin in place (DQ37).
- p) Failure to touch the finish wall (DQ15).



13.15. SUPER LIFESAVER (200 m)



13.15.1. 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 of the pool.

13.15.2. Equipment

- Manikins, fins, rescue tubes: Competitors must use the manikins and rescue tubes supplied by organisers.
- 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 completely filled with water and sealed for the event. 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, head in the direction of the finish with the transverse line in the middle of the manikin's thorax on the 25 m line.
- Positioning the manikin for the tow: The manikin is filled with water so that it floats with the top of its transverse line at the surface.
- A member of the competitor's team assists as manikin handler. 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 their competitor's team cap.

- g) Before the start, the manikin handler positions the manikin – vertically and facing the wall – within the allotted lane.
- h) The manikin handler must let go of the manikin immediately after the competitor touches the turn wall. The handler may not push the manikin towards the competitor or the finish wall.
- i) Manikin handlers may not intentionally enter the water during the event.
- j) Surfacing the first manikin: Competitors may push off the bottom of the pool when surfacing with the manikin.
- k) Competitors must have the manikin in the correct carrying position before the top of the manikin's head passes the 5 m line.
- l) Donning tube and fins: After first touching the turn wall, the competitor discards the first manikin. In the water, the competitor dons fins and rescue tube and swims 50 m freestyle.
- m) 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 manikin or during the manikin tow. The rescue tube remains unclipped until secured around the manikin.
- n) Securing the manikin: After first touching the turn wall, 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 5 m pick-up zone. Competitors must complete the freestyle swim by touching the pool wall before touching the manikin.
- o) Towing the manikin: Competitors must tow – not carry – the manikin. Beyond the 5 m pick-up zone, competitors must tow the correctly secured manikin 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 manikin's head passes the 10 m line.

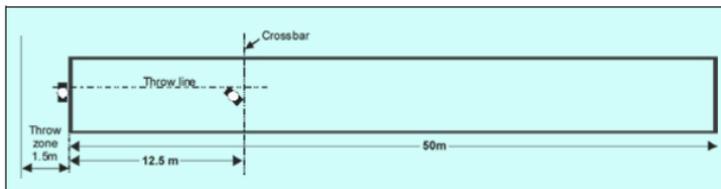
- p) Competitors must do nothing to delay or inhibit the line of the rescue tube becoming fully extended at the earliest possible moment.
- q) Competitors shall be disqualified if the rescue tube and manikin become separated. Competitors shall not be disqualified if the rescue tube slips during the tow so that the manikin is secured only under one arm, provided that the rescue tube was "secured correctly" originally, and the manikin is towed face up at the surface.
- r) As long as the manikin has not become separated from the rescue tube, and the manikin remains face up at the surface, a competitor may stop to re-secure the rescue tube correctly around the manikin without disqualification.
- s) 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 3.3 Manikins). Competitors are not permitted to start again in another heat.
- t) 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.

13.15.3. Disqualification: In addition to the *General Rules* in Section 13.3, 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 5 m pick-up zone (DQ18).
- c) Using an incorrect carrying technique as described in 3.3 Manikins (DQ19).
- d) Carrying the manikin face down (see 3.3 Manikins)

- (DQ20).
- e) Releasing the manikin before touching the turn wall. (DQ21).
 - f) Competitor clipping the rescue tube into the ring before touching the turn wall (DQ30).
 - g) Manikin handler not releasing the manikin immediately after the competitor has touched the turn wall (DQ27).
 - h) Manikin handler pushing the manikin towards the competitor or the finish wall (DQ28).
 - i) Manikin handler positioning the manikin incorrectly or making contact with the manikin after the competitor has touched the turn wall (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 150 m, not touching the pool wall before touching the manikin (DQ26).
 - l) Incorrect securing of the rescue tube around the manikin (i.e., not around body and under both arms and clipped to an O-ring) (DQ31).
 - m) Not securing the rescue tube around the manikin within the 5 m 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 10 m line (DQ34).
 - o) Not towing the manikin with the line of the rescue tube fully extended beyond the 10 m line (unless the competitor has stopped to re-secure the manikin) (DQ35).
 - p) The rescue tube and manikin become separated after the rescue tube has been secured correctly around the manikin (DQ36).
 - q) Touching the finish wall without the rescue tube and manikin in place (DQ37).
 - r) Failure to touch the finish wall (DQ15).

13.16. LINE THROW (12.5 m)



13.16.1. Event description:

- a) In this timed event, the competitor throws an unweighted line to a fellow team member located in the water on the near side of a rigid crossbar located 12.5 m distant. The competitor pulls this “victim” back to the finish wall of the pool.
- b) The start: On the first whistle, competitors step into the throw zone. The “thrower” holds one end of the throw line. The “victim” takes the line and enters the water. No practice throws are permitted. At the second whistle, competitors 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 competitors are stationary, the Starter gives the acoustic starting signal.
- c) Starting position: The thrower stands in the throw zone facing the victim, 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 victim treads water on the near side of the rigid crossbar in allotted lane. The victim holds both the throw line and the crossbar with one or two hands.
- d) On an acoustic starting signal: The thrower shall retrieve the line, throw it back to the victim (who grasps it), and pull him or her through the water until the victim touches the finish wall. To avoid any possible interference with other lanes, the victim may not exit the water and remains in his or her lane. The victim will be disqualified if he or she attempts to climb out of the water or sit on the pool edge before the Chief Referee’s signal. Similarly, the thrower remains in the throw zone until the

Chief Referee signals the completion of the race. There is no penalty for pulling on the rigid crossbar while attempting to reach the throw line.

- e) Fair throw: Victims must grasp the throw line with their hands only within their lane. The lane marker is not “within the lane”. Victims may submerge to retrieve the throw line. Victims may not release the crossbar before grasping the throw line with the other hand. As long as victims remain entirely within their designated lane and 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.
- f) Pull through the water: While being pulled to the edge, victims must be on their front grasping the throw line with both hands. Victims may not “climb” the throw line hand-over-hand. For safety reasons, victims may release the line with one hand for the sole purpose of touching the wall. This will not result in disqualification. Victims may wear swim goggles.
- g) Throw zone: Throwers must remain on the deck and in their allotted lane, poolside of a clearly defined mark 1.5 m from the pool edge. If there is a raised portion of the poolside, the line shall be 1.5 m back from the deck side of the raised portion. Throwers must keep at least one foot wholly within the inside edge of the throw zone. Throwers who exit the throw zone (as judged by both feet) while pulling the victim or prior to the 45-second completion signal, shall be disqualified. On the condition that there is no interference with another competitor, and provided that at least one foot remains wholly within the inside edge of the throw zone, any part of the thrower’s body may touch or cross the throw zone line without penalty. Any part of the thrower’s feet may cross over the front of the “pool edge” of the throw zone without penalty. Throwers may reach to retrieve a line dropped outside the throw zone as long as they maintain at least one foot wholly within the throw zone, and that there is no interference with another competitor. Throwers who enter (or fall into) the water shall be disqualified.

- h) Time limit: Throwers must make a fair throw and pull the victim to the finish wall within 45 seconds. If a throw falls short or outside the allocated lane, throwers may recover the line and throw again as often as necessary up to the 45-second limit. Throwers who fail to get the victim to the finish wall before the 45-second acoustic completion signal shall be designated as “Did Not Finish” (DNF).

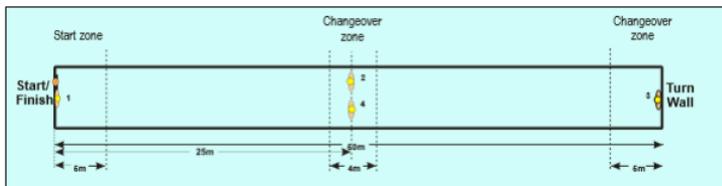
13.16.2. **Equipment**

- 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 0.10 m and minus 0.00 m in each lane is allowed.

13.16.3. **Disqualification:** In addition to the *General Rules* in Section 13.3, the following behaviour shall result in disqualification:

- a) Victim moving his or her hand from the crossbar before grasping the throw line with the other hand (DQ51).
 - b) Victim grasping the throw line outside the lane (DQ54).
 - c) Victim not on his or her front while being pulled to the finish wall (DQ55).
 - d) Victim not holding the throw line with both hands while being pulled to the finish wall (victim may release the line with one hand for the sole purpose of touching the wall) (DQ56).
 - e) Victim “climbing” the throw line hand-over-hand (DQ57).
 - f) Line Thrower exiting the throw zone (as judged by both feet) at any time after the start and before the 45-second acoustic completion signal (DQ52).
 - g) Victim exiting the water before the 45-second acoustic completion signal (DQ53).
 - h) Line Thrower executing practice throw(s) (DQ58).
 - i) Failure to touch the finish wall (DQ15).
- j) Failure to get the victim to the finish wall within the 45-second time limit shall be designated “Did Not Finish” (DNF). See 2.14.

13.17. MANIKIN RELAY (4 x 25 m)



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

- The first competitor starts in the water holding a manikin 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 manikin and passes it to the second competitor within the 4 m changeover zone situated between the 23 m and 27 m mark.
- The second competitor carries the manikin to touch the turn wall and passes the manikin 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 manikin only after the second competitor has touched the turn wall.
- The third competitor carries the manikin and passes it to the fourth competitor in the changeover zone between the 73 m and 77 m mark.
- The fourth competitor completes the event by carrying the manikin to touch the finish wall with any part of the competitor's body.
- Competitors must remain in the water at the surface in their lanes until the completion of the event has been signalled.
- Only the incoming and outgoing competitors may participate in the manikin exchange. The incoming competitors may assist outgoing competitors, but only as long as the manikin's head remains within the changeover zones.
- 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).

- h) The start zone and relay changeover zones shall be indicated by flags:
 - i) at the start – 5 m from the pool wall
 - j) in the middle of the pool – two lines of flags at 23 m and 27 m from the start, situated at 1.5 m to 2 m above the surface
 - k) at the turn wall – 5 m from the pool wall
 - l) Competitors may push off the pool bottom in the relay changeover zone.
- m) At the start, competitors are not judged on “carrying the manikin” criteria (defined in 3.3) within the start zone. Carrying the manikin criteria do apply within the finish zone at the end of the relay.
- n) In the start and changeover zones, competitors are not judged on “carrying the manikin” criteria (defined in 3.3) however competitors need to maintain contact with the manikin with at least one hand at all times and including during the exchanges.
- o) Carrying the manikin criteria do apply within the finish zone at the end of the relay.

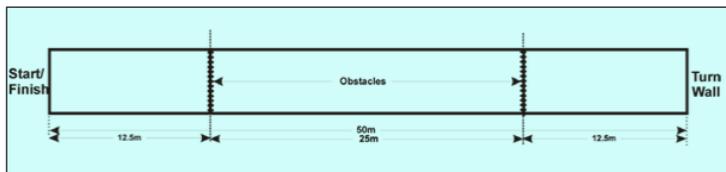
13.17.2. Equipment: Manikin: The manikin is completely filled with water and sealed. Competitors must use the manikins supplied by organisers.

13.17.3. Disqualification: In addition to the *General Rules* in Section 13.3, the following behaviour shall result in disqualification:

- a) Using incorrect manikin carry technique as described in 3.3 Manikins (DQ19).
- b) Carrying the manikin face down (see 3.3 Manikins) (DQ20).
- c) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) – not including the bottom of the pool (DQ17).
- d) The manikin changing hands (DQ42):
 - (i) before or beyond the designated changeover zone
 - (ii) before the second competitor touches the pool wall
- e) Assistance from a third competitor during the exchange

- between the incoming and outgoing competitors (DQ39).
- 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) (DQ43).
 - g) Releasing the manikin before touching the turn wall or finish wall (DQ38).
 - h) Failure to touch the finish wall (DQ15).
 - i) One competitor completing two or more legs of the event (DQ40).
 - j) Leaving the start before the previous competitor has touched the wall (DQ41).
 - k) Once the top of the manikin's head has entered the changeover zone, competitors are not judged on "carrying the manikin" criteria. Once the top of the manikin's head has left the changeover zone, "carrying the manikin" criteria apply.
 - l) The manikin exchange between competitors 1 & 2 and 3 & 4 may take place at any time after the top of the manikin's head has entered the changeover zone, but the exchange must occur within the changeover zone. Outgoing competitors must have the manikin in the correct carrying position when the top of the manikin's head passes the outgoing changeover line.
 - m) 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 manikin in the correct carrying position when the top of the manikin's head passes the 5 m line.

13.18. OBSTACLE RELAY (4 x 50 m)



13.18.1. Event description: With a dive start on an acoustic signal, the first competitor swims 50 m freestyle passing under two obstacles. After the first competitor touches the turn wall 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 plane of 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.

13.18.2. 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.

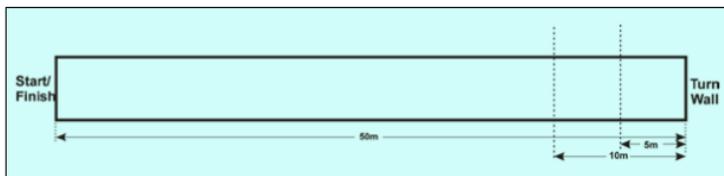
13.18.3. Disqualification: In addition to the *General Rules* in Section 13.3, the following behaviour shall result in disqualification:

- 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).
- Failure to surface after each obstacle (DQ13).
- Leaving the start before the previous competitor has touched the wall (DQ41).
- Failure to touch the finish wall (DQ15).
- A competitor re-entering the water after completing his or

her leg of the relay (DQ50).

- g) One competitor repeating two or more legs of the event (DQ40).

13.19. MEDLEY RELAY (4 x 50 m)



13.19.1. Event description: With a dive start on an acoustic signal, the first competitor swims 50 m freestyle without fins. With a dive start after the first competitor touches the wall, the second competitor swims 50 m freestyle *with* fins. With a dive start after the second competitor touches the wall, the third competitor swims 50 m freestyle towing a rescue tube. The third competitor touches the turn wall. The fourth competitor, in the water wearing fins with at least one hand on the turn wall, dons the harness. The third competitor, playing the role of “victim”, holds the rescue tube with both hands while being towed 50 m by the fourth competitor to the finish.

- Both the fourth and the third competitor (victim) must leave from the turn wall. The victim must be in contact with the rescue tube before passing the 5 m line. The line of the rescue tube must be fully extended beyond the 10 m line.
- The event is complete when the fourth competitor touches the finish wall of the pool with the victim in contact with the tube.
- The victim may kick while being towed, but no other assistance is permitted.
- The victim must grip the main body of the rescue tube – not the rope or clip.
- The victim must hold onto the rescue tube with both hands while being towed, but may reposition his or her

hands on the tube during the tow without disqualification.

- f) While the fourth competitor must have at least one hand on the turn wall or starting block when the third competitor touches the edge, the fourth competitor may push off the wall with hand, arm, or feet. The fourth competitor may not touch any part of the rescue tube, its harness or line, until after the third competitor has touched the turn wall.
- g) 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.

13.19.2. **Equipment**

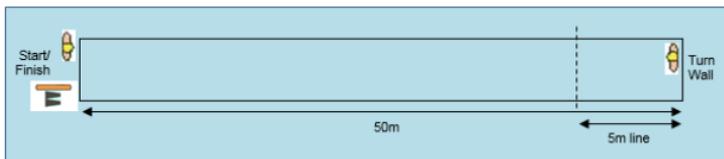
- a) Rescue tube, swim fins: Competitors must use the rescue tubes supplied by organisers.
- b) Starts with rescue tubes: For the third competitor's start, the rescue tube and rescue tube line may be positioned at the competitor's discretion, but within the competitor's allotted lane. Competitors should 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 victim: Competitors must tow the victim with the line of the rescue tube fully extended.
- 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.

13.19.3. Disqualification: In addition to the *General Rules* in Section 13.3, the following behaviour shall result in disqualification:

- a) Leaving the start before the previous competitor has touched the wall (DQ41).
- b) The fourth competitor touching the rescue tube harness, line or any part of the rescue tube before the third competitor touches the turn wall (DQ44).
- c) The competitor clipping the rescue tube into the ring (DQ45).
- d) The victim holding the rescue tube by the rope or clip (DQ46).
- e) The victim helping with arm movements, or not holding the rescue tube with both hands (DQ47).
- f) The victim losing the rescue tube after passing the 5 m line (DQ48).
- g) The fourth competitor towing the victim without the line of the rescue tube fully extended beyond the 10 m line (DQ49).
- h) One competitor completing two or more legs of the event (excludes third competitor acting as victim) (DQ40)
- i) Failure to touch the finish wall (DQ15).
- j) A competitor re-entering the water after completing his or her leg of the relay (DQ50).



13.20. PATIENTS TOW WITH FINS (100 m)



13.20.1. 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 5 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.

13.20.2. Equipment:

- Fins, rescue tube: Refer to Section 12, Equipment Specification Manual.
- 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.
- 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 manikin or during the manikin tow.
- Securing the patient: After first touching the turn wall, the competitor then secures the manikin correctly with the rescue tube around the body and under both arms of the patient, and clipped to an O-ring, within the 5 m pick-up zone.
- Competitors must complete the 50 m freestyle swim by touching the pool edge before touching the patient.
- Towing the patient: Competitors must tow – not carry –

the patient. Beyond the 5 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.

- g) Competitors must do nothing to delay or inhibit the line of the rescue tube becoming fully extended at the earliest possible moment.
- h) 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.
- i) As long as the patient has not become separated from the rescue tube, and the patient remains face up at the surface, a competitor may stop to re-secure the rescue tube correctly around the patient without disqualification.
- j) 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.
- k) 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.

13.20.3. Disqualification: In addition to the *General Rules* in Section 13.3 3, the following behaviour shall result in disqualification:

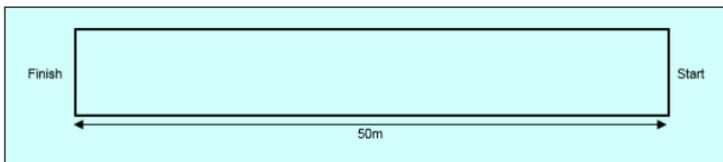
- a) Taking assistance from any pool fitting (e.g., lane rope, steps, underwater hockey fittings) when fixing the rescue tube around the patient (DQ24).
- b) Competitor clipping the rescue tube into the ring before touching the turn wall. (DQ30)
- c) At 50 m, not touching the pool wall before touching 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).



13.21. SWIM WITH FINS (50 m)



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

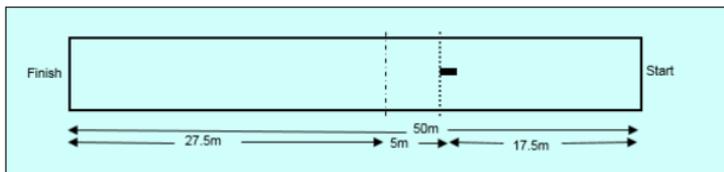
- a) "Freestyle" means that in any event so designated the swimmer may swim any style including form strokes and underwater.
- b) Following the dive entry the competitor may swim underwater the entire 50m.
- c) There is no requirement to surface but the competitors must finish at a depth that allows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

13.21.2. Equipment: Fins: See Section 12 – Equipment Specification Manual. Under 14 competitors must use rubber fins as specified in Section 7.4. 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.

13.21.3. Disqualification: In addition to the *General Rules* in Section 13.3, the following behaviour shall result in disqualification:

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

13.22. RESCUE MEDLEY (50 m)



13.22.1. Event description: With a dive start on an acoustic signal, the competitor, swims underwater to a submerged brick located at 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.

13.22.2. Equipment: Fins & Bricks Section 12 – Equipment Specification Manual. The rubber brick shall weigh 3.5kg. Competitors must use the bricks supplied by organisers. Fins shall be as per SLSNZ specification.

- Fibreglass fins are not permitted.
- 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:** The brick is not classified as a living object and therefore may be carried above or below the surface of the water.
- The brick must be carried, not pushed. Pushing means the brick is carried forward of the competitors head.
- Competitors must have surfaced with the brick before the competitors head passes the 5m line.
- The brick may be carried with one or two hands.

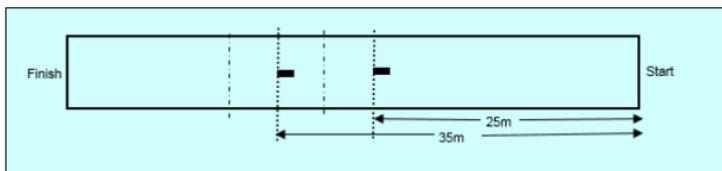
13.22.3. Disqualification: In addition to the General Rules in Section 13.3, the following behaviour shall result in disqualification:

- Surfacing after the 5m line (DQ61).
- 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 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).

13.23. BRICK CARRY (50 m)



13.23.1. Event description: With a dive start on an acoustic signal, the competitor swims 25 m (U13/U14yrs only) or 35m (U11/U12yrs only) freestyle 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.

13.23.2. Equipment: Bricks: See Section 12 – Equipment Specification Manual.

- a) The rubber brick is 3.5kg.
- b) Competitors must use the bricks supplied by organisers.
- c) 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.
- d) Surfacing the brick: Competitors must have the brick in the correct carrying position before the competitors head passes the 5 m line.

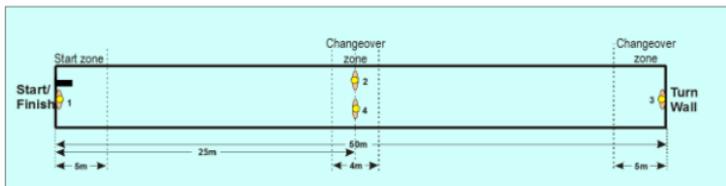
13.23.3. Disqualification: In addition to the *General Rules* in

Section 13.3, the following behaviour shall result in disqualification:

- g) 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).
- h) Not having the brick in the correct carrying position before the top of the competitors head passes the 5 m line (DQ18).
- i) Using an incorrect carrying technique as described in 3.3 Manikins (DQ19).
- j) Releasing the brick before touching the finish wall (DQ21).
- k) Failure to touch the finish wall (DQ15)



13.24. BRICK RELAY (4 x 25 m)



13.24.1. Event description: Four competitors in turn carry a brick approximately 25 m each.

- 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 4 m changeover zone situated between the 23 m and 27 m mark.
- 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.
- The third competitor carries the brick and passes it to the fourth competitor in the changeover zone between the 73 m and 77 m mark.
- The fourth competitor completes the event by carrying the brick to touch the finish wall with any part of the competitor's body.
- Competitors must remain in the water at the surface in their lanes until the completion of the event has been signalled.
- 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.
- 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).
- 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 23 m and 27 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.

13.24.2. Equipment: Bricks: Section 12 – Equipment Specification Manual. The rubber brick weighs 3.5kg. Competitors must use the bricks supplied by organisers.

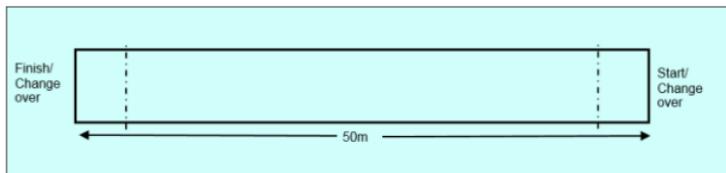
13.24.3. Disqualification: In addition to the General Rules in Section 13.3, the following behaviour shall result in disqualification:

- 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.



13.25. MEGA RELAY (6 x 50 m)



13.25.1. 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.

- The first competitor with a dive entry on an acoustic signal, the first competitor swims 50m freestyle without fins, and touches the turning edge.
- The second competitor dives into the water and swims 50m freestyle with fins, and touches the start/finish edge.
- The third competitor dives into the water and swims 50m freestyle without fins, and touches the turning edge.
- The fourth competitor dives into the water and swims 50m freestyle with fins, and touches the start/finish edge.
- The fifth competitor dives into the water and swims 50m freestyle without fins, and touches the turning edge.
- The sixth (last) competitor dives into the water and swims 50m freestyle with fins, and touches the finish edge.
- Note 1: Following the dive entry the competitor may swim underwater the entire 50m.
- Note 2: There is no requirement to surface but the competitors must finish at a depth that allows the electronic timing to be activated.

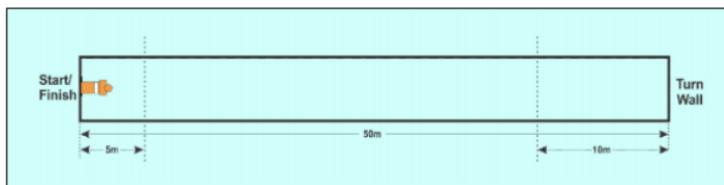
13.25.2. Equipment: Fins: Section 12 – Equipment Specification Manual. Retrieving lost fins: Competitors may retrieve fins lost after the start and continue without disqualification as long as the rules are not violated. Competitors are not permitted to start again in another heat.

13.25.3. Disqualification: In addition to the General Rules in Section 13.3, the following behaviour shall result in disqualification:

- a) A false start. (DQ10)
- b) Failing to surface following the dive entry. (DQ59)
- c) Following surfacing failing to swim with some part of their body out of the water for the remainder of their swim leg. (DQ60)
- d) The second, third, fourth, fifth and sixth swimmer's starting before first; second, third, fourth, and fifth swimmer respectively touches the turning edge. (DQ41)
- e) One competitor completing two or more legs of the event. (DQ40)
- f) Failure to touch the finish edge. (DQ15)
- g) A competitor re-entering the water after completing his or her leg of the relay. (DQ50)



13.26. POOL LIFESAVER RELAY (4 x 50 m)



13.26.1. Event description:

- a) The first competitor: With a dive start on an acoustic signal, the first competitor swims 50 m freestyle without fins. The second competitor: With a dive start after the first competitor touches the wall, the second competitor swims 50 m with fins and dives to retrieve a submerged manikin.
- b) The second competitor does not need to touch the turning edge before passing the manikin to the third competitor. 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 turn wall or starting block with at least one hand. The third competitor takes the manikin from the second competitor after the manikin breaks the surface of the water. The third competitor then carries the manikin 50 metres and touches the wall before passing the manikin to the fourth competitor.
- d) Note: Manikins are to be placed on the pool bottom to a maximum depth of 3.0 metres. In pools deeper than 3.0 m, "platforms" may be used to hold manikins at the 3.0 metre depth (see Section 8.1.11 d).
- e) The fourth competitor: The fourth competitor (with fins) is holding the turning edge with at least one hand until taking the manikin. The fourth competitor then carries the manikin to touch the finish wall with any part of the competitor's body.
- f) 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.

- g) Flags shall indicate the changeover zones for the manikin carry legs:
 - (i) At the 2nd to 3rd competitor changeover - 5 m from the pool wall.
 - (ii) At the 3rd to 4th competitor changeover – 10 m 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 (defined in 3.3) within the changeover zones. Carrying the manikin criteria do apply within the finish zone at the end of the relay.
- j) Retrieving lost fins: The second and fourth 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.
- k) The third and fourth competitors may push off the wall with hand, arm, or feet after taking the manikin for their respective legs.
- l) The event is complete when the fourth competitor touches the finish wall of the pool while still correctly carrying the manikin.
- m) 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.
- n) For Life Saving World Championships the Pool Lifesaver Relay will be conducted as a mixed gender event. There shall be two males and two females in each team. The Event Management Committee shall undertake a draw to determine the male and female legs of the race.

13.26.2. Equipment: Manikin, Swim Fins: See Section 12 – Equipment Specification Manual. The manikin is completely filled with water and sealed. Competitors must use the manikins supplied by organisers.

13.26.3. Disqualification: In addition to the General Rules in Section 13.3, the following behaviour shall result in disqualification:

- a) Using incorrect manikin carry technique as described in 3.3 Manikins (DQ19).
- b) Carrying the manikin face down (see 3.3 Manikins) (DQ20).
- c) Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) – not including the bottom of the pool (DQ17).
- d) The third competitor releasing contact with the pool wall before touching the manikin (DQ59).
- e) The manikin changing hands (DQ60):
 - (i) before the second competitor has surfaced the manikin
 - (ii) before the third competitor touches the pool wall
- f) Assistance from a third competitor during the exchange between the incoming and outgoing competitors (DQ39).
- g) Releasing the manikin before the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the manikin) (DQ43).
- h) Failure to touch the finish wall (DQ15).
- i) One competitor completing two or more legs of the event (DQ40).
- j) Not competing in the correct drawn male and female legs of the race (DQ61)
- k) Leaving the turning wall before the previous competitor has touched the wall (DQ41).
- l) A competitor re-entering the water after completing his or her leg of the relay (DQ50).
- m) Note: Once the top of the manikin's head has entered the changeover zone, competitors are not judged on "carrying the manikin" criteria. Once the top of the manikin's head has left the changeover zone, "carrying the manikin" criteria applies.
- n) After the second competitor has surfaced with the manikin, 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 manikin in the correct carrying position when the top of the manikin's head passes the 5 m line.

- o) After the third competitor has touched the turn wall, he or she may assist in the exchange with the fourth competitor anywhere within the 10 m changeover zone. The fourth competitor must have the manikin in the correct carrying position when the top of the manikin's head passes the 10 m line.



13.27. DISQUALIFICATION CODES FOR POOL RESCUE EVENTS

Code and Disqualification	Events
1. Not completing the event in accordance with the event description or general rules.	All events
2. A competitor or team may be disqualified if a competitor, team or handler is deemed to have competed unfairly. Examples of "competing unfairly" include: <ul style="list-style-type: none"> a) committing a doping or doping-related infraction b) impersonating another competitor c) attempting to defeat the ballot or draw for events or positions d) competing twice in the same individual event e) competing twice in the same event in different teams f) purposely interfering with a course to gain advantage g) jostling or obstructing another competitor handler so as to impede his or her progress h) receiving physical or material outside assistance (other than verbal or other direction) 	All events
3. Competitors may not be permitted to start in an event if they are late reporting to the marshalling area.	All events
4. A competitor or team absent from the start of an event shall be disqualified except for the A- or B-final.	All events
5. 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.	All events

Code and Disqualification	Events
6. Abuse of officials may result in disqualification from the competition.	All events
7. 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.	All events
8. Taking assistance from the pool bottom except where specifically allowed (e.g., Obstacle Swim, 4 x 25 m Manikin Relay).	All events
9. Leaving the water after an event before permission is given by the official.	All events
10. Commencing a starting motion before the starting signal has been given.	All events
11. Passing over an obstacle without immediately returning over or under that obstacle and then passing under it.	Obstacle Swim, Obstacle Relay
12. Failure to surface after the dive entry or after a turn before passing under an obstacle.	Obstacle Swim, Obstacle Relay
13. Failure to surface after each obstacle.	Obstacle Swim, Obstacle Relay
14. Failure to touch the wall during the turn.	Obstacle Swim
15. Failure to touch the finish wall.	All events
16. Not surfacing before diving to the manikin.	Manikin Carry
17. 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.	Manikin Carry, Manikin Carry with Fins, Manikin Relay Rescue Medley, Super Lifesaver Lifesaver Relay
18. Not having the manikin in a correct carrying position before the top of the manikin's head passes the 5 m line.	Manikin Carry, Rescue Medley, Super Lifesaver
19. Using an incorrect carrying technique (as described in 3.3 Manikins).	Manikin Carry, Manikin Carry with Fins, Manikin Relay Rescue Medley, Super Lifesaver

	Lifesaver Relay
Code and Disqualification	Events
20. Carrying or towing the manikin face down (13.5 Manikins).	Manikin Carry, Manikin Carry with Fins, Manikin Tow with Fins, Manikin Relay Rescue Medley, Super Lifesaver, Lifesaver Relay
21. Releasing the manikin before touching the finish wall or the turn wall (Super Lifesaver).	Manikin Carry, Manikin Carry with Fins, Rescue Medley, Super Lifesaver
22. Surfacing after turning and before lifting the manikin.	Rescue Medley
23. Not having the manikin in the correct carrying position before the top of the manikin's head passes the 10 m line.	Manikin Carry with Fins
24. Taking assistance from any pool fitting (e.g., lane rope, steps, underwater hockey fittings) when fixing the rescue tube around the manikin.	Manikin Tow with Fins, Super Lifesaver
25. Manikin handler positioning the manikin incorrectly or making contact with the manikin after the competitor has touched the turn wall.	Manikin Tow with Fins, Super Lifesaver
26. At 50 m / 150 m, not touching the pool wall before touching manikin.	Manikin Tow with Fins, Super Lifesaver
27. Manikin handler not releasing the manikin immediately after the competitor has touched the turn wall.	Manikin Tow with Fins, Super Lifesaver
28. Manikin handler pushing the manikin towards the competitor or the finish wall.	Manikin Tow with Fins, Super Lifesaver
29. 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.	Manikin Tow with Fins, Super Lifesaver

Code and Disqualification	Events
30. Competitor clipping the rescue tube into the ring before touching the turn wall.	Manikin Tow with Fins, Super Lifesaver
31. Incorrect securing of the rescue tube around the manikin (i.e., not around body and under both arms and clipped to an O-ring).	Manikin Tow with Fins, Super Lifesaver
32. Not securing the rescue tube around the manikin within the 5 m pick-up zone (judged at the top of the manikin's head).	Manikin Tow with Fins, Super Lifesaver
33. Pushing or carrying, instead of towing the manikin.	Manikin Tow with Fins, Super Lifesaver
34. The line of the rescue tube not becoming fully extended before the top of the manikin's head passes the 10 m line.	Manikin Tow with Fins, Super Lifesaver
35. Not towing the manikin with the line of the rescue tube fully extended beyond the 10 m line (unless the competitor has stopped to re-secure the manikin).	Manikin Tow with Fins, Super Lifesaver
36. The rescue tube and manikin become separated after the rescue tube has been secured correctly around the manikin.	Manikin Tow with Fins, Super Lifesaver
37. Touching the finish wall without the rescue tube and manikin in place.	Manikin Tow with Fins, Super Lifesaver
38. Releasing the manikin before touching the turn wall or finish wall.	Manikin Relay, Manikin Carry with Fins, Super Lifesaver
39. Assistance from a third competitor during the exchange between the incoming and outgoing competitors.	Manikin Relay, Lifesaver Relay
40. One competitor repeating two or more legs of the event.	Obstacle Relay, Manikin Relay, Medley Relay, Mega Relay, Lifesaver Relay

Code and Disqualification	Events
41. Leaving the turning wall before the previous competitor has touched the wall.	Obstacle Relay, Manikin Relay, Medley Relay, Mega Relay Lifesaver Relay
42. The manikin changing hands: before or beyond the designated changeover zone and before the second competitor touches the pool wall	Manikin Relay Lifesaver Relay
43. Releasing the manikin before the next competitor has grasped it (i.e., one had of each competitor must be in contact with the manikin).	Manikin Relay Lifesaver Relay
44. The fourth competitor touching the rescue tube harness, line or any part of the rescue tube before the third competitor touches the turn wall.	Medley Relay
45. The competitor clipping the rescue tube into the ring.	Medley Relay
46. The victim holding the rescue tube by the rope or clip.	Medley Relay
47. The victim helping with arm movements, or not holding the rescue tube with both hands.	Medley Relay
48. The victim losing the rescue tube after crossing the 5 m line.	Medley Relay
49. The fourth competitor towing the victim without the line of the rescue tube fully extended beyond the 10 m line.	Medley Relay
50. A competitor re-entering the water after completing his or her leg of the relay.	Obstacle Relay, Medley Relay, Manikin Relay, Mega Relay Lifesaver Relay
51. The victim moving his or her hand from the crossbar before touching the throw line.	Line Throw
52. Line thrower exiting the throw zone (as judged by both feet) at any time after the start and before the 45-second acoustic completion signal.	Line Throw

Code and Disqualification	Events
53. Victim exiting the water before the 45-second acoustic completion signal.	Line Throw
54. Victim grasping the throw line outside his or her lane.	Line Throw
55. Victim not on his or her front while being pulled to the finish wall.	Line Throw
56. Victim not holding the throw line with both hands while being pulled to the finish wall (victim may release the line with one hand for the sole purpose of touching the wall).	Line Throw
57. Victim "climbing" the throw line hand-over-hand.	Line Throw
58. Line thrower executing practice throws. <i>Failure to get the victim to the finish wall before the 45-second acoustic completion signal shall be designated DNF, not a DQ.</i>	Line Throw
59. Failure to surface after the dive entry and before completing their swim leg of the race.	Mega Relay
60. Failure to remain surfaced	Mega Relay
61. Failure to surface before the 5m line	Rescue Medley
62. The third competitor releasing contact with the pool wall before touching the manikin.	Lifesaver Relay
63. Not competing in the correct drawn male and female legs of the race.	Lifesaver Relay

13.28. MANIKIN CARRY AND TOW CLARIFICATIONS

This Annexure is designed to further assist competitors, coaches and technical officials with understanding the rule and disqualification changes and clarifications relating to Manikin Carry and Tows.

Generally, it is expected that carrying and towing techniques will be similar to those used in competition under the previous editions of the ILS Competition Rule Book.

The following provides some examples of the different types of carries. Carries that do not meet the requirements of the rule have a red line through them:

13.28.1. Correct carrying techniques with a short explanation.

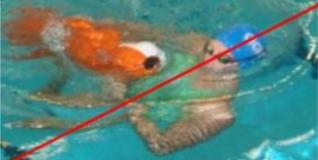
<p>Illustration 1: Both competitor and manikin are at or above the surface and the manikin is face-up.</p>	
<p>Illustration 2: Competitor is at or above the surface with water over the manikin's face.</p>	
<p>Illustration 3: Manikin is face-up at or above the surface; the competitor whose elbow breaks the surface is deemed to be "at or above the surface".</p>	

13.28.2. Incorrect carrying techniques that would result in a disqualification.

<p>Illustration 4: Both competitor and manikin are at or above the surface, but the manikin is face-down. [DQ 20]</p>	
<p>Illustration 5: Both competitor and manikin are below the surface. [DQ19]</p>	
<p>Illustration 6: Competitor is at or above the surface but the manikin is underneath the competitor. [DQ19].</p>	

13.28.3. Cross-chest carry.

- Competitors swim on their backs and may use any kick or stroke.
- Competitors grip the manikin with one hand and arm around the torso, maintaining the manikin at the water surface.
- The manikin must be carried face-up. It may be carried on an angle, but not more than 90 degrees from the horizontal plane of the surface.
- The manikin may not be pushed, gripped by the throat, mouth, nose or eyes.

<p>Photo 1: Both competitor and manikin are at or above the surface but the manikin is face-up.</p>	
<p>Photo 2: Competitor is at or above the surface but the manikin angled more than 90 degrees from the horizontal plane of the surface. [DQ20]</p>	
<p>Photo 3: Competitor is at or above the surface but the manikin is underneath the competitor. [DQ19]</p>	

13.28.4. Double-hand head or chin carry.

- Competitors swim on their backs and may use any kick or stroke.
- Competitors grip the manikin with two hands on either side of the head, maintaining the manikin at the surface.
- The manikin must be carried face-up. It may be carried on an angle, but not more than 90 degrees from the horizontal plane of the surface.
- The manikin may not be pushed, gripped by the throat, mouth, nose or eyes.

<p>Photo 4: Both competitor and manikin are at or above the surface and the manikin is face-up.</p>	
<p>Photo 5: Gripping the manikin's throat, mouth, nose or eyes. [DQ19].</p>	

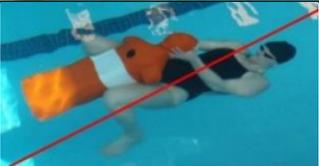
13.28.5. Single-hand chin carry

- a) Competitors swim on their back or side and may use any kick or stroke.
- b) Competitors grip the manikin with one hand using the fingers to grasp the chin maintaining the manikin at the surface.
- c) The manikin must be carried face-up. It may be carried on an angle, but not more than 90 degrees from the horizontal plane of the surface.
- d) The manikin may not be pushed, gripped by the throat, mouth, nose or eyes.

<p>Photo 6: Both competitor and manikin are at or above the surface and the manikin is face-up.</p>	
<p>Photo 7: Gripping the manikin's throat, mouth, nose or eyes. [DQ19]</p>	
<p>Photo 8: Pushing the manikin. [DQ19]</p>	

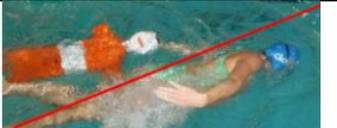
13.28.6. Double-hand underarm carry

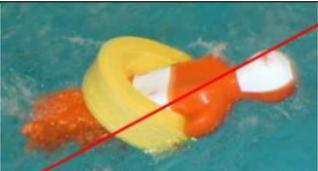
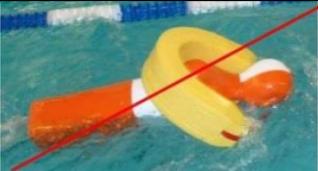
- a) Competitors swim on their backs and may use any kick or stroke.
- b) Competitors grip the manikin with two hands on either side of the torso beneath the arm buds, maintaining the manikin at the surface.
- c) The manikin must be carried face-up. It may be carried on an angle, but not more than 90 degrees from the horizontal plane of the surface.
- d) The manikin may not be pushed, gripped by the throat, mouth, nose or eyes, or carried below the surface.

<p>Photo 9: Both competitor and manikin are at or above the surface and the manikin is face-up.</p>	
<p>Photo 10: Both the manikin and the competitor are below the surface beyond the designated 5/10m line. [DQ19]</p>	

13.28.7. Back-of-head/neck carry

- a) Competitors swim on their back, side or front and may use any kick or stroke.
- b) Competitors grip the manikin at the back of the neck, maintaining the manikin at the surface.
- c) The manikin must be carried face-up. It may be carried on an angle, but not more than 90 degrees from the horizontal plane of the surface.
- d) The manikin may not be pushed, gripped by the throat, mouth, nose or eyes.

<p>Photo 11: Both competitor and manikin are at or above the surface and the manikin is face-up.</p>	
<p>Photo 12: Both competitor and manikin are at or above the surface and the manikin is face-up.</p>	
<p>Photo 13: Both competitor and manikin are at or above the surface and the manikin is face-up.</p>	
<p>Photo 14: Both competitor and manikin are at or above the surface and the manikin is face-up.</p>	
<p>Photo 15: Both competitor and manikin are at or above the surface and the manikin is face-up.</p>	
<p>Photo 16: Competitor and manikin are both above the surface; the manikin is face-down. [DQ20]</p>	
<p>Photo 17: Both competitor and manikin are at or above the surface and the manikin is being carried face down. [DQ20]</p>	
<p>Photo 18: The rescue tube is secure around the body and under both arms of the manikin which is positioned face-up.</p>	

<p>Photo 19: The manikin's face is angled more than 90 degrees from the horizontal plane of the surface and towing the manikin face down. [DQ20]</p>	
<p>Photo 20: The manikin is face up, not more than 90 degrees, and the rescue tube was correctly secured under both arms of the manikin at the 5m line. Competitors shall not be disqualified if the rescue tube slips during the tow so that the manikin is secured only one arm, provide that the rescue tube was "secured correctly" originally, and the manikin is towed face-up at the surface.</p>	
<p>Photo 21: The manikin's face is angled more than 90 degrees from the horizontal plane of the surface and both arms are not "secured correctly". [DQ20 & DQ31]</p>	

13.29. POOL EVENT LOCATIONS/DISTANCES

