

Marshalling Procedures

The marshalling area is for relevant swimmers (swimmers swimming in the upcoming heats/events) and the nominated marshals only. No parents, friends, siblings, etc. are allowed into the marshalling area. Coaches may go into the marshalling area if requested (e.g. to assist the marshals with relays).

All swimmers must report to a marshal immediately they arrive in the marshalling area.

Swimmers are to arrive in the marshalling area according to the following criteria

- Individual events (200m and under) – AT LEAST 6 races prior to the start of their race.
- Individual events (400m and over) – AT LEAST 4 races prior to the start of their race.
- Relays – at LEAST 2 races prior to their race.

Swimmers arriving late to the marshalling area may be reported to the referee who may in turn not permit that swimmer to participate. The definition of late is at the discretion of the marshals on duty.

If a new swimmer requires a “helper”, that helper may take the swimmer to the marshalling area, hand them over to the relevant marshal and then the helper should leave.

Swimmers must ensure that they have all their swimwear (e.g. cap and goggles) before they arrive at the marshalling area.

Once a swimmer has been ticked off on the marshals heat sheet, they should not leave the marshalling area, if a swimmer leaves they may not be allowed to swim.

Once a swimmer is seated they should not leave their seat until sent to the start (except when told to move to the next row).

There must be quiet in the Marshalling Area at all times.

Swimmers are to answer the marshals when their names are called and are required to listen to and follow the instructions of the marshals at all times.

It is the swimmer's responsibility to ensure that they are able to hear the instructions given by the marshals.

The marshals are not responsible for looking after swimmer's belongings within the marshalling area.

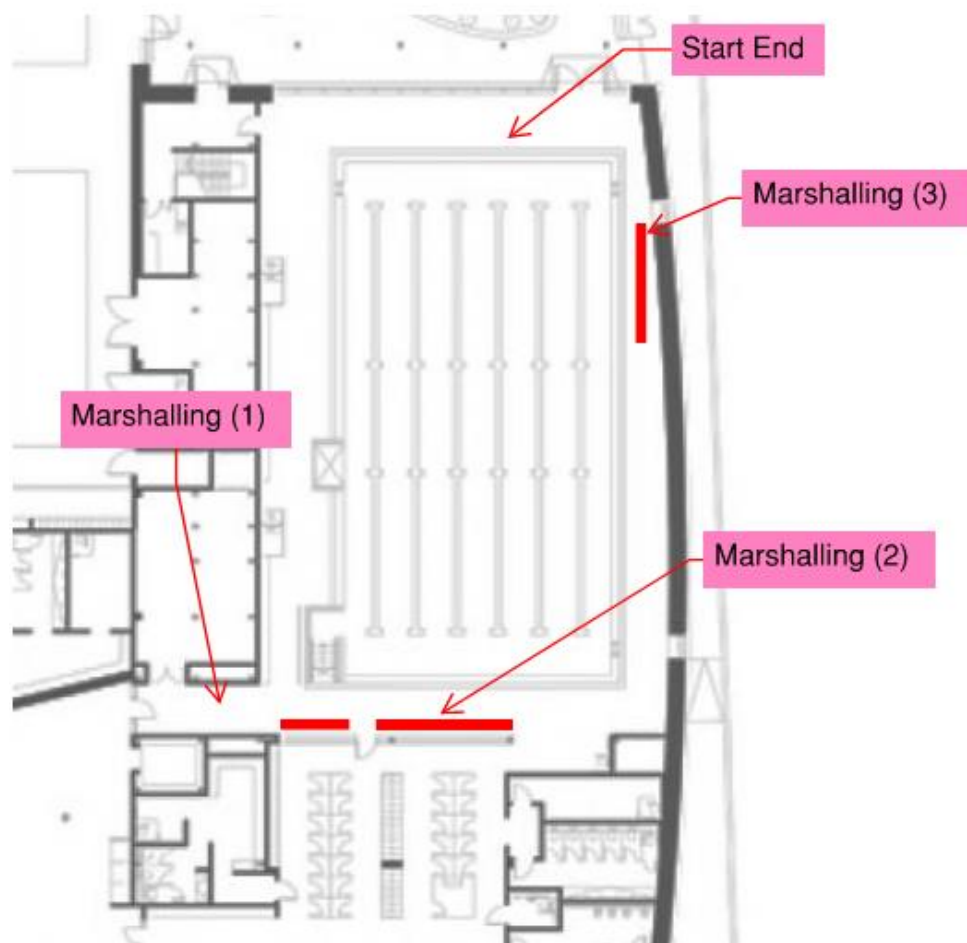
Rule of thumb for sending swimmers to start:

- For 1 length events – when the race immediately before is lined up behind their blocks, the next race can be sent to the start;
- For 2 length events – when the race immediately before is lined up behind the blocks, then the next race can be sent.
- For events of more than 2 lengths – when the race immediately before is in the water and the fastest swimmer has 2 lengths left to complete, then the next race can be sent.

Swimmers – whilst waiting by the starter or behind the turns judges/time keepers:

- Must be quiet at all times.
- Should have cap / goggles etc. on.

The Portal Irvine



Marshalling Process

Swimmers to report to marshalling (1) (recess area at side of pool) prior to their race (4 or 6 races depending upon race length).

At marshalling (1) swimmers will be checked in and told where to sit at marshalling (2) or asked to wait until space becomes available.

Marshalling (2) will have seats or benches with space for up to four races (6 lanes per race).

Seats or benches for each race to have laminated sheets (or other means) with lane numbers 1-6 noted on them.

Swimmers to stay in lane order as they move through each race areas at marshalling (2).

Once swimmers reach the end of marshalling (2) they will be directed to marshalling (3).

Marshalling (3) will have seats or benches with space for up to two races (6 lanes per race).

Seats or benches for each race to have laminated sheets (or other means) with lane numbers 1-6 noted on them.

Swimmers to stay in lane order as they move through the race areas at marshalling (3).

Once at the final marshalling area swimmers will be directed to go to the starting blocks and stand behind their block and report to the timekeeper for that lane at the appropriate time.