SC High School League

Timers' Briefing

Watch and button times are frequently used to establish or confirm official times because electronic timing equipment frequently malfunctions and/or swimmers sometimes do not trigger touch pads. Your help is very important and appreciated. Thank You!

Head Timer

- Start two watches at the beginning of each race.
- Be on alert to replace watch with Lane Timer when Lane Timer requests new watch.
- Collect or make sure all clipboards and timer sheets are returned to the home team at the conclusion of the meet.
- Manage Lane Timers and allow for timer breaks if able.

Timer Instructions

- Check the full name for correct swimmer of each race. Also check names on relay cards and those swimmers are listed in the order they will swim. Notify the referee of any deviations from the heat sheet. Do not prohibit a swimmer from swimming an event. The deck ref will manage any issues.
- Record all watch times on the provided heat sheet and on relay cards. Record the time to the hundredth position.
- Sit in timer's chair for the start. Keep all swimmers, except the starting swimmer, behind your chairs until after the start (including relay team members). This helps maintain quiet with no movement for the start. After the start allow only the swimmer in the next heat in front of you. This is to help keep the area clear for the timers and officials.
- Start watch on strobe light flash (start watch at the sound of the horn if the strobe is not visible).
- Check watch after the start to make sure it is functioning.
- If watch malfunctions raise a hand or otherwise get the attention of the Head Timer. They will replace your watch with another started for the race.
- Count the lengths swum in each race so you know when the race will be finishing. (Record scoreboard or watch splits, if requested.)
- For backstroke events, after the start, ensure the backstroke wedge has been placed under the starting block (after the start of 100 backstroke & Medley Relay events)

At The End of the Race

- At the finish, STAND directly at the finish end of your lane to get a full view of the swimmer and end wall.
- At the finish, push the electronic timing button and stop the watch immediately (do not anticipate) when any part of the swimmer touches any part of the pad or wall. Using your index finger to push your finish button produces the most accurate backup results.
- Avoid placing watches, buttons, pencils, and clipboards on the steps or blocks, and keep the chords from being in the way of swimmers.
- Return to chair to record watch time. If you suspect that a watch time or a button time is not accurate, please note that on your heat sheet.
- Please ask the swimmer to clear the pool and move behind the starting block before you respond to a request for times. This helps the next swimmer prepare for his/her race.
- Clear watch after time is recorded and checked. Record the time to the nearest hundredth position.

Important Items to Note

- Notify the Head Timer if a break is needed.
- Cell phones should not be used while working on deck. This is a SafeSport violation to have recording devices on deck behind the blocks.

Safe Sport Reminders

- In order to protect the athletes and yourself:
    - Make sure all interactions with athletes are observable and interruptible.
    - Deck changing is prohibited. Report instances of deck changing to the meet referee/meet director.
    - There is a separate locker room/restroom for athletes and all other adults. Make sure that you are only using the facility marked for you.