



HEAD TIMER

DESCRIPTION

- The HEAD TIMERS are solely responsible verification of the Swimmers' timing of the Event Heats.

REQUIREMENTS

- Two (2) HEAD TIMERS, one (1) per Team per half Meet, are required for each Dual Meet, Home and Away. A HEAD TIMER should not be changed unnecessarily during either half of the Meet.
- All HEAD TIMERS must attend a Swim Circuit's Official Clinic once every year for training and certification. At the end of the Circuit Training, all Meet Directors are provided with a list of certified HEAD TIMERS for the current year.
- The HEAD TIMER shall organize and thoroughly brief the LANE TIMERS on their duties (how to start, stop and reset the stop watch, when to start the stop watch, when to stop the stop watch, how to record the Swimmers' times, etc.) prior to the Meet.
 - ❖ The HEAD LANE TIMER shall be in-charge of the LANE TIMERS throughout the shift of the Meet with the authority to remove and replace any LANE TIMER with the approval of the Host MEET DIRECTOR.
 - ❖ The HEAD TIMER will run two (2) stop watches for use as backups during each Heat of each Event should a LANE TIMER's stop watch malfunction.
- The HEAD TIMER shall assign three (3) LANE TIMERS to each pool lane.
 - ❖ In assigning LANE TIMERS, the HEAD TIMER shall, whenever possible, avoid having all three (3) LANE TIMERS in any given lane associated with the same Team.

DUTIES

- HEAD TIMERS will raise their arm when they are ready before each and every Event Heat in response to the STARTER's question, "TIMERS Ready?"
 - ❖ HEAD TIMERS will listen carefully to the STARTER's instructions and press the stop watch 'start' button upon the sound of the STARTER's whistle or tone generator.
 - ❖ HEAD TIMERS will immediately verify that their stop watches have started.
 - ❖ In the event that a LANE TIMER's stop watch malfunctions or the LANE TIMER failed to start the stop watch accurately at the Starting Signal, the HEAD TIMER at notification from the LANE TIMER will give one (1) of the two (2) backup stop watches immediately, if available, to that LANE TIMER.
 - ❖ HEAD TIMERS will press the stop watch 'stop' button as the first Swimmer (or final Swimmer of the first Relay Swimmer) touches the wall or Starting Block. THE HEAD TIMER will press the stop watch 'stop' button as the last Swimmer (or final Swimmer of the last Relay Swimmer) touches the wall or Starting Block. The HEAD TIMER will stop the watch when any part of the Swimmer's body touches the wall above or below the water's surface. The STROKE JUDGE will determine if the touch is legal.
- HEAD TIMERS will clear (reset) their stop watches before each and every Event Heat.