

DISQUALIFICATION CODES FOR POOL 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"> • committing a doping or doping-related infraction • impersonating another competitor • attempting to defeat the ballot or draw for events or positions • competing twice in the same individual event • competing twice in the same event in different teams • purposely interfering with a course to gain advantage • jostling or obstructing another competitor handler so as to impede his or her progress • 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
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/edge during the turn.	Obstacle Swim
15. Failure to touch the finish wall/edge.	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	Obstacle Swim, Obstacle Relay,

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manikin (as applicable for the event) – not including the bottom of the pool.	Manikin Carry, Manikin Carry with Fins, Manikin Relay, Rescue Medley, Super Lifesaver, Pool 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 (for carries without fins).	Manikin Carry, Rescue Medley, Super Lifesaver
19. Using an incorrect carrying technique (as described in 3.3 <i>Manikins</i>).	Manikin Carry, Manikin Carry with Fins, Manikin Relay, Rescue Medley, Super Lifesaver, Pool Lifesaver Relay
20. Towing the manikin with the face below the surface.	Manikin Tow with Fins, Super Lifesaver
21. Releasing the manikin before touching the finish wall/edge or the turn wall/edge	Manikin Carry, Manikin Carry with Fins, Rescue Medley, Super Lifesaver, Manikin Relay, Lifesaver Relay
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 (for carries with fins).	Manikin Carry with Fins, Pool Lifesaver Relay
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/edge.	Manikin Tow with Fins, Super Lifesaver
26. At 50 m / 150 m, not touching the pool wall/edge before intentionally touching manikin.	Manikin Tow with Fins, Super Lifesaver
27. Manikin handler not releasing the manikin immediately after the competitor has touched the turn wall/edge.	Manikin Tow with Fins, Super Lifesaver
28. Manikin handler pushing the manikin towards the competitor or the finish wall/edge.	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
30. Competitor clipping the rescue tube into the ring before touching the turn wall/edge.	Manikin Tow with Fins, Super Lifesaver

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31. Incorrect securing of the rescue tube around the manikin (i.e., not around body and under both arms and not clipped to an O-ring).	Manikin Tow with Fins, Super Lifesaver
32. Not securing the rescue tube around the manikin within the 10 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.	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/edge without the rescue tube and manikin in place.	Manikin Tow with Fins, Super Lifesaver
38. Releasing the manikin before touching the turn wall/edge or finish wall/edge. This DQ point no longer applies.	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, Pool Lifesaver Relay
40. One competitor repeating two or more legs of the event.	Obstacle Relay, Manikin Relay, Medley Relay, Pool Lifesaver Relay
41. Leaving the start before the previous competitor has touched the wall/edge.	Obstacle Relay, Manikin Relay, Medley Relay, Pool Lifesaver Relay
42. The manikin changing hands: <ul style="list-style-type: none"> • before or beyond the designated changeover zone • before the second competitor touches the pool wall/edge 	Manikin Relay
43. Releasing the manikin before the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the manikin).	Manikin Relay, Pool 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/edge.	Medley Relay
45. The competitor clipping the rescue tube into the ring.	Medley Relay
46. The victim holding the rescue tube by the rope.	Medley Relay
47. The victim helping with arm movements, or not holding the rescue tube and/or clip with both hands.	Medley Relay
48. The victim losing the rescue tube after passing the 10 m line.	Medley Relay

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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, Pool Lifesaver Relay
51. Victim not keeping a grasp on the crossbar from the starting signal and until grasping the line for the pull to the finish wall/edge. (DQ51).	Line Throw
52. Line thrower exiting the throw zone at any time after the start and before the 45-second acoustic completion signal.	Line Throw
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/edge.	Line Throw
56. Victim not holding the throw line with both hands while being pulled to the finish wall/edge (victim may release the line with one hand for the sole purpose of touching the wall/edge).	Line Throw
57. Victim “climbing” the throw line hand-over-hand.	Line Throw
58. Line thrower executing practice throws.	Line Throw
59. The third competitor releasing contact with the wall/edge or grasping the manikin before the head of the manikin breaks the surface of the water.	Pool Lifesaver Relay
60. The fourth competitor grasping the manikin before the third competitor touching the pool wall/edge.	Pool Lifesaver Relay
61. A competitor in the Manikin Relay leaving the water after completing his or her leg of the relay and before the all clear signal is given	Manikin Relay
<p>Note: In the Line Throw event failure to get the victim to the finish wall/edge before the 45-second acoustic completion signal shall be designated DNF, not a DQ.</p>	