

VSI Marshal Job Description and Guidelines

Thank you for serving as a Marshal in this swim meet. USA Swimming and Virginia Swimming, Inc., hold the safety of their swimmers as a top priority at any swim meet. You, as Marshal, are the primary enforcer of safety rules in the swimming pool area. You should report to the Meet Referee or Meet Director any safety concerns that are not quickly resolved by talking to a swimmer, coach, or parent. Your presence on deck, as Marshal, helps the host swim club maintain the protection of USA Swimming insurance within the meet venue for the duration of the meet. Furthermore, your presence on deck will help readily identify any potential or actual safety issues, call attention to the swimmer, parent, or coaching staff who may be engaging in unsafe behavior in the pool area, and minimize the likelihood of an injury during the swim meet.

Guidelines for the role of Marshal:

1. The VSI Meet Safety Procedures outline the warm-up guidelines and address many safety items.
2. Arrive at the swim meet at least 15 minutes before warm-ups start. Report to the Meet Director or the Meet Referee. They will issue you a colored vest or other identifying attire, for the purpose of official designation for spectators and swimmers. Please wear this attire throughout your Marshal duty at the swim meet.

The Virginia Swimming Policy (Section P) on Marshals, states that "a minimum of two Marshals will be present at VSI sanctioned meets. They will be responsible to the Meet Referee(s) and the Meet Director and perform duties as outlined in USA Swimming Rules and Regulations. Marshals must be current, registered non-athlete members in good standing of USA Swimming. The minimum acceptable age for Marshals will be 18 years of age." **NOTE:** *USA Swimming Rules and Regulations no longer require that the Marshal be a member of USA Swimming; the VSI Policy Manual has not yet been revised to reflect this change, but this requirement will no longer be enforced.*

3. During all warm-ups swimmers should enter the pool at the starting end only. Entry at the turn end is prohibited.
4. During general warm-ups, ensure that:
 - a. Swimmers enter the pool feet first.
 - b. Diving is not permitted from the blocks or off the edge of the pool.
 - c. No sprinting or pace work is permitted during general warm-ups.
 - d. Only circle swimming (e.g. down pool in right part of lane, turn at end, then swim back in right side of lane) is permitted.
5. For specific warm-ups:
 - a. Pace lanes: Push off for one or two lengths of pool from starting end, with circle swimming only. Racing or diving starts are not permitted.
 - b. Sprint lanes: Forward racing starts may be done off the blocks, with coach supervision. Backstroke starts may be done in the water, but no swimmer is permitted on the block until the backstroker has left the starting area. Swimming is in one direction only, and the swimmer must exit at the turn end of the pool.
6. During the meet, observe the pool deck and the area around the starting blocks. Keep the area clear where the swimmers and the officials need to walk. Typical areas to keep clear are the deck space between the clerk of the course and the blocks, the sides of the pool between the