**Disqualifications**

Many swimmers and parents are often confused at internal galas and open meets, when viewing a disqualification on the result sheets and they are confronted by a series of letters which in isolation mean nothing to them. Please find below the disqualification codes used by the SPORTSYSTEMS meet software, which is the software used by the club and at county championships.

If you are unsure of why you/ your swimmer has been disqualified please consult your coach for a more detailed explanation, preferably with the DQ code to hand, as quite often the coaches are unaware during a meat that a swimmer has been disqualified.

**Commonly occurring codes**

ST A false start – starting before the starting signal

SA Arms not clearing the water in butterfly or not simultaneous Arms not simultaneous on breaststroke or elbows coming out of the water Arms being taken back beyond the hips in breaststroke apart from the underwater section at the start and after each turn.

SL Alternating legs on butterfly None simultaneous leg action on breaststroke (A screw kick)

T Hands not touching simultaneously on butterfly & breaststroke A non-continuous turning action on backstroke (gliding/kicking in on the breast) Not touching the wall on Freestyle or backstroke

FI Hands not touching simultaneously on butterfly & breaststroke Finishing a Freestyle or backstroke race submerged

**Disqualification Codes**

N.B. length no. 1 given when length not known

SPORTSYSTEMS Meet Organisation system incorporates, as part of the Results Reporting module, the set of standard abbreviations defining reason for disqualification which have been adopted by the European Swimming Writers. Whenever a competitor is disqualified the reason is reported against the swimmers name using the following set of codes, followed by the length number the infraction was observed.

Turn T

Finish FI

Stroke S -----> Arms A

Head Position H

Legs L

Start ST

Takeover ---- O Early Start

Stroke Change M

Fouling FO - Wrong lane L - Misconduct M - Equipment E