



British Universities
Lifesaving Clubs' Association

Summary of Disqualification and Penalty Codes 2023-2024

This document contains a summary of all the disqualification and penalty codes that are applicable throughout the BULSCA competitions separated by event.

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1. Preliminary Information

Code Classifications:

The codes are split into sections and the series of disqualification (DQ), and penalty (P) codes as described below:

- DQ001 to 099 are those found in the RLSS UK Speeds Rules (001 to 007 shall apply to all events and elements of the Competition).
- DQ100 to 199 are those that apply to all aspects of a BULSCA Competition.
- DQ200 to 299 are additional codes for general relay events.
- DQ300 to 399 are those that relate to disqualifications in the Simulated Emergency Response Competition (SERC).
- DQ400 to 499 are those that relate to disqualifications in the 4 x 12 m Line Throw Relay.
- DQ500 to 599 are those that relate to disqualifications in the 4 x 50 m Swim and 50 m Tow Relay.
- DQ600 to 699 are additional codes that relate events with descriptions for long-course swimming pools that are to take place in a short-course swimming pool.
- P700 to 799 relate to penalties in the Simulated Emergency Response Competition (SERC).
- P800 to 899 relate to penalties in the 4 x 12 m Line Throw Relay.
- P900 to 999 relate to penalties in the in the 4 x 50 m Swim and 50 m Tow Relay.

2. List of All Disqualification & Penalty Codes

Code	Description
DQ001	Not completing the event in accordance with the event description or general rules.
DQ002	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).
DQ003	Competitors may not be permitted to start in an event if they are late reporting to the marshalling area.
DQ004	A competitor or team absent from the start of an event shall be disqualified
DQ005	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.
DQ006	Abuse of officials may result in disqualification from the competition.
DQ007	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 off the bottom of the pool.
DQ008	Competitors shall not take assistance from the pool bottom except where specifically allowed
DQ009	Leaving the water after an event before permission is given by the official.
DQ010	All competitors who start (i.e., commence a starting motion) before the starting signal has been given shall be disqualified.
DQ011	Passing over an obstacle without immediately returning over or under that obstacle and then passing under it.
DQ012	Failure to surface after the dive entry or after a turn.
DQ013	Failure to surface after each obstacle.
DQ014	Failure to touch the wall during the turn.
DQ015	Failure to touch the finish wall.
DQ017	Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool.
DQ019	Using an incorrect carrying technique.
DQ020	Not having the manikin in the correct position before the top of the manikin’s head passes the 5m line.
DQ021	Releasing the manikin before touching the turn wall or finish wall.
DQ039	Assistance from a third competitor during the exchange between the incoming and outgoing competitors.
DQ040	One competitor repeating two or more legs of the event.
DQ041	Leaving the starting block/releasing contact with the turning wall/edge/starting block before the previous competitor has touched the wall/edge.
DQ042	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.
DQ043	Releasing the manikin before the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the manikin).

Code	Description
DQ045	The competitor clipping the rescue tube into the ring.
DQ046	The victim holding the rescue tube by the rope.
DQ047	The victim helping with arm movements or not holding the rescue tube with both hands.
DQ048	The victim losing the rescue tube after crossing the 10 m line.
DQ049	The fourth competitor towing the victim without the line of the rescue tube fully extended beyond the 10 m line
DQ050	A competitor re-entering the water after completing his or her leg of the relay.
DQ053	Final victim exiting the water before the 2 minutes 30 second completion signal.
DQ058	Executing a practice throw.
DQ059	The third competitor releasing contact with the wall/edge before the head of the manikin breaks the surface of the water
DQ060	The third competitor not having the manikin in a correct carrying position before the top of the manikin's head passes the 5m line
DQ061	The fourth competitor not having the manikin in a correct carrying position before the top of the manikin's head passes the 10m line
DQ101	Swimwear must conform to FINA standards.
DQ102	All teams shall be made up of four individuals, comprising of at least one male and at least one female.
DQ103	Failure of a competitor to wear an appropriate swimming hat may result in disqualification.
DQ104	Failure of a competitor to remove jewellery that may pose a risk to any competitors, spectators, actors, or officials
DQ105	Failing to follow the instruction of a Marshall or Official may result in disqualification.
DQ106	Delaying the start, for wilfully disobeying an instruction, or for any other misconduct taking place at the start.
DQ201	Not finishing or completing the event in the same lane in which he or she started.
DQ202	Obstructing another Team or Competitor.
DQ203	Entering the water during a heat for which they are not entered.
DQ205	Pace-making, providing feedback on positions of other teams, attempting to influence or coach an athlete during the race.
DQ206	Relay Team is not the same Competitors who took part in the SERC.
DQ301	Performing cardiopulmonary resuscitation, abdominal thrusts, back blows and/or expired air ventilation on a human actor.
DQ302	Corrective goggles or masks are not permitted in either SERC.
DQ303	Receiving outside assistance, direction, or advice.
DQ304	Taking any telecommunication device into the security area (applies to all teams from each club)
DQ305	Using any equipment not provided as part of the competition.
DQ306	Competitors who verbally or physically abuse a victim.
DQ401	Wilful and deliberate pulling on a semi-rigid or non-rigid crossline.
DQ402	Deliberately interfering with another team's rope.
DQ403	Casualty swimming to reach the throw line or to reach the finishing edge.
DQ501	More than five penalties from the 900 Series codes in a single event, excluding DQ900.
DQ502	Tumble turn preformed whilst towing the casualty.

Code	Description
DQ503	Rescuer pulling casualty towards the wall in a dangerous manner.
DQ601	The fourth competitor tumble turns at the turning edge whilst towing the victim.
P701	Communication from “dead” team members and the team may result in a penalty to be decided by the Head SERC Official.
P702	Entering/exiting through an ‘out of bounds’ section
P801	Victims releasing the crossline before grasping the throw line with the other hand.
P802	Victim grasping the throw line outside the lane.
P803	Victim not on his or her front while being pulled to the finish edge.
P804	Victim not holding the throw line with both hands while being pulled to the finish edge (victim may release the line with one hand for the sole purpose of touching the wall).
P805	Victim kicking legs whilst being pulled in.
P806	Victims head not being clear of the water during pull in.
P807	Victim “climbing” the throw line hand-over-hand.
P808	Thrower exiting the throw zone (as judged by both feet) at any time after the start and before the completion of their throw and rescue.
P809	Pulling on a semi-rigid or non-rigid crossline.
P810	Entering the water and not re-coiling and re-throwing the rope prior to completing the rescue.
P811	Casualty not in contact with the crossline and throw line at the start.
DQ900	Time was more than 10% outside the submitted time, for every additional 15 seconds past the 10% results in a further penalty.
DQ901	Walking or pushing off the bottom after standing on the bottom.
DQ902	Not surfacing before 15 m off the start or turn.
DQ903	Failure of casualty to have elbows or shoulders below the water upon pickup.
DQ904	Failure of casualty to be holding the wall on pickup.
DQ905	Failure of casualty to be vertical in the water on pickup.
DQ906	Tumble turn preformed either on pick up or transition between competitors.
DQ907	Casualty not being towed headfirst through the water.
DQ908	Casualty not being towed by the chin.
DQ909	Towing technique contained overarm recovery.
DQ910	During the tow either Casualty or Rescuer rotated more than 90 degrees from the horizontal plane of the surface.
DQ911	Casualty’s face was not clear of the water.
DQ912	Casualty was being pushed rather than towed, i.e., the casualty head has passed that of the competitors.
DQ913	Casualty provided assistance to the rescuer other than those exceptions listed in the rules.
DQ914	Casualty raised arm outside of the last five metres of the tow, as judged by the casualty head.
DQ915	Rescuer not immediately releasing the casualty upon touching the finish edge at the end of their 50 m tow.

3. List of Disqualification / Penalty Codes Relevant to SERC

Code	Description
DQ001	Not completing the event in accordance with the event description or general rules.
DQ002	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).
DQ003	Competitors may not be permitted to start in an event if they are late reporting to the marshalling area.
DQ004	A competitor or team absent from the start of an event shall be disqualified.
DQ005	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.
DQ006	Abuse of officials may result in disqualification from the competition.
DQ007	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 off the bottom of the pool.
DQ101	Swimwear must conform to FINA standards.
DQ102	All teams shall be made up of four individuals, comprising of at least one male and at least one female.
DQ103	Failure of a competitor to wear an appropriate swimming hat may result in disqualification.
DQ104	Failure of a competitor to remove jewellery that may pose a risk to any competitors, spectators, actors, or officials.
DQ105	Failing to follow the instruction of a Marshall or Official may result in disqualification.
DQ106	Delaying the start, for wilfully disobeying an instruction, or for any other misconduct taking place at the start.
DQ301	Performing cardiopulmonary resuscitation, abdominal thrusts, back blows and/or expired air ventilation on a human actor.
DQ302	Corrective goggles or masks are not permitted in either SERC.
DQ303	Receiving outside assistance, direction, or advice.
DQ304	Taking any telecommunication device into the security area (applies to all teams from each club).
DQ305	Using any equipment not provided as part of the competition.
DQ306	Competitors who verbally or physically abuse a victim.
P701	Communication from “dead” team members and the team may result in a penalty to be decided by the Head SERC Official.
P702	Entering/exiting through an ‘out of bounds’ section.

4. List of Disqualification / Penalty Codes Relevant to 4 x 50 m Swim and 50 m Tow Relay

Code	Description
DQ001	Not completing the event in accordance with the event description or general rules.
DQ002	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).
DQ003	Competitors may not be permitted to start in an event if they are late reporting to the marshalling area.
DQ004	A competitor or team absent from the start of an event shall be disqualified.
DQ005	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.
DQ006	Abuse of officials may result in disqualification from the competition.
DQ007	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 off the bottom of the pool.
DQ008	Competitors shall not take assistance from the pool bottom except where specifically allowed
DQ009	Leaving the water after an event before permission is given by the official.
DQ010	All competitors who start (i.e., commence a starting motion) before the starting signal has been given shall be disqualified.
DQ014	Failure to touch the wall during the turn.
DQ015	Failure to touch the finish wall.
DQ017	Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool.
DQ040	One competitor repeating two or more legs of the event.
DQ041	Leaving the starting block/releasing contact with the turning wall/edge/starting block before the previous competitor has touched the wall/edge.
DQ050	A competitor re-entering the water after completing his or her leg of the relay.
DQ101	Swimwear must conform to FINA standards.
DQ102	All teams shall be made up of four individuals, comprising of at least one male and at least one female.
DQ103	Failure of a competitor to wear an appropriate swimming hat may result in disqualification.
DQ104	Failure of a competitor to remove jewellery that may pose a risk to any competitors, spectators, actors, or officials.
DQ105	Failing to follow the instruction of a Marshall or Official may result in disqualification.
DQ106	Delaying the start, for wilfully disobeying an instruction, or for any other misconduct taking place at the start.
DQ201	Not finishing or completing the event in the same lane in which he or she started.
DQ202	Obstructing another Team or Competitor.
DQ203	Entering the water during a heat for which they are not entered.



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Code	Description
DQ205	Pace-making, providing feedback on positions of other teams, attempting to influence or coach an athlete during the race.
DQ206	Relay Team is not the same Competitors who took part in the SERC.
DQ501	More than five penalties from the 900 Series codes in a single event, excluding DQ900.
DQ502	Tumble turn preformed whilst towing the casualty.
DQ503	Rescuer pulling casualty towards the wall in a dangerous manner.
P900	Time was more than 10% outside the submitted time, for every additional 15 seconds past the 10% results in a further penalty.
P901	Walking or pushing off the bottom after standing on the bottom.
P902	Not surfacing before 15 m off the start or turn.
P903	Failure of casualty to have elbows or shoulders below the water upon pickup.
P904	Failure of casualty to be holding the wall on pickup.
P905	Failure of casualty to be vertical in the water on pickup.
P906	Tumble turn preformed either on pick up or transition between competitors.
P907	Casualty not being towed headfirst through the water.
P908	Casualty not being towed by the chin.
P909	Towing technique contained overarm recovery.
P910	During the tow either Casualty or Rescuer rotated more than 90 degrees from the horizontal plane of the surface.
P911	Casualty's face was not clear of the water.
P912	Casualty was being pushed rather than towed, i.e., the casualty head has passed that of the competitors.
P913	Casualty provided assistance to the rescuer other than those exceptions listed in the rules.
P914	Casualty raised arm outside of the last five metres of the tow, as judged by the casualty head
P915	Rescuer not immediately releasing the casualty upon touching the finish edge at the end of their 50 m tow.

5. List of Disqualification / Penalty Codes Relevant to 4 x 12 m Line Throw Relay

Code	Description
DQ001	Not completing the event in accordance with the event description or general rules.
DQ002	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).
DQ003	Competitors may not be permitted to start in an event if they are late reporting to the marshalling area.
DQ004	A competitor or team absent from the start of an event shall be disqualified.
DQ005	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.
DQ006	Abuse of officials may result in disqualification from the competition.
DQ007	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 off the bottom of the pool.
DQ008	Competitors shall not take assistance from the pool bottom except where specifically allowed
DQ009	Leaving the water after an event before permission is given by the official.
DQ010	All competitors who start (i.e., commence a starting motion) before the starting signal has been given shall be disqualified.
DQ015	Failure to touch the finish wall.
DQ017	Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool.
DQ040	One competitor repeating two or more legs of the event.
DQ041	Leaving the starting block/releasing contact with the turning wall/edge/starting block before the previous competitor has touched the wall/edge.
DQ050	A competitor re-entering the water after completing his or her leg of the relay.
DQ053	Final victim exiting the water before the 2 minutes 30 second completion signal.
DQ058	Executing a practice throw.
DQ101	Swimwear must conform to FINA standards.
DQ102	All teams shall be made up of four individuals, comprising of at least one male and at least one female.
DQ103	Failure of a competitor to wear an appropriate swimming hat may result in disqualification.
DQ104	Failure of a competitor to remove jewellery that may pose a risk to any competitors, spectators, actors, or officials.
DQ105	Failing to follow the instruction of a Marshall or Official may result in disqualification.
DQ106	Delaying the start, for wilfully disobeying an instruction, or for any other misconduct taking place at the start.
DQ201	Not finishing or completing the event in the same lane in which he or she started.
DQ202	Obstructing another Team or Competitor.
DQ203	Entering the water during a heat for which they are not entered.



Summary of Disqualification and Penalty Codes 2023-2024

Code	Description
DQ205	Pace-making, providing feedback on positions of other teams, attempting to influence or coach an athlete during the race.
DQ206	Relay Team is not the same Competitors who took part in the SERC.
DQ401	Wilful and deliberate pulling on a semi-rigid or non-rigid crossline.
DQ402	Deliberately interfering with another team's rope.
DQ403	Casualty swimming to reach the throw line or to reach the finishing edge.
P801	Victims releasing the crossline before grasping the throw line with the other hand.
P802	Victim grasping the throw line outside the lane.
P803	Victim not on his or her front while being pulled to the finish edge.
P804	Victim not holding the throw line with both hands while being pulled to the finish edge (victim may release the line with one hand for the sole purpose of touching the wall).
P805	Victim kicking legs whilst being pulled in.
P806	Victims head not being clear of the water during pull in.
P807	Victim "climbing" the throw line hand-over-hand.
P808	Thrower exiting the throw zone (as judged by both feet) at any time after the start and before the completion of their throw and rescue.
P809	Pulling on a semi-rigid or non-rigid crossline.
P810	Entering the water and not re-coiling and re-throwing the rope prior to completing the rescue.
P811	Casualty not in contact with the crossline and throw line at the start.

6. List of Disqualification / Penalty Codes Relevant to 4 x 50 m Medley Relay

Code	Description
DQ001	Not completing the event in accordance with the event description or general rules.
DQ002	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).
DQ003	Competitors may not be permitted to start in an event if they are late reporting to the marshalling area.
DQ004	A competitor or team absent from the start of an event shall be disqualified.
DQ005	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.
DQ006	Abuse of officials may result in disqualification from the competition.
DQ007	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 off the bottom of the pool.
DQ008	Competitors shall not take assistance from the pool bottom except where specifically allowed
DQ009	Leaving the water after an event before permission is given by the official.
DQ010	All competitors who start (i.e., commence a starting motion) before the starting signal has been given shall be disqualified.
DQ014	Failure to touch the wall during the turn.
DQ015	Failure to touch the finish wall.
DQ017	Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool.
DQ040	One competitor repeating two or more legs of the event.
DQ041	Leaving the starting block/releasing contact with the turning wall/edge/starting block before the previous competitor has touched the wall/edge.
DQ045	The competitor clipping the rescue tube into the ring.
DQ046	The victim holding the rescue tube by the rope.
DQ047	The victim helping with arm movements or not holding the rescue tube and/or clip with both hands.
DQ048	The victim losing the rescue tube after crossing the 10 m line.
DQ049	The fourth competitor towing the victim without the line of the rescue tube fully extended beyond the 10 m line.
DQ050	A competitor re-entering the water after completing his or her leg of the relay.
DQ101	Swimwear must conform to FINA standards.
DQ102	All teams shall be made up of four individuals, comprising of at least one male and at least one female.
DQ103	Failure of a competitor to wear an appropriate swimming hat may result in disqualification.
DQ104	Failure of a competitor to remove jewellery that may pose a risk to any competitors, spectators, actors, or officials.
DQ105	Failing to follow the instruction of a Marshall or Official may result in disqualification.



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Code	Description
DQ106	Delaying the start, for wilfully disobeying an instruction, or for any other misconduct taking place at the start.
DQ201	Not finishing or completing the event in the same lane in which he or she started.
DQ202	Obstructing another Team or Competitor.
DQ203	Entering the water during a heat for which they are not entered.
DQ205	Pace-making, providing feedback on positions of other teams, attempting to influence or coach an athlete during the race.
DQ206	Relay Team is not the same Competitors who took part in the SERC.
DQ601	The fourth competitor tumble turns at the turning edge whilst towing the victim.

7. List of Disqualification / Penalty Codes Relevant to 4 x 25 m Manikin Carry Relay

Code	Description
DQ001	Not completing the event in accordance with the event description or general rules.
DQ002	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).
DQ003	Competitors may not be permitted to start in an event if they are late reporting to the marshalling area.
DQ004	A competitor or team absent from the start of an event shall be disqualified.
DQ005	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.
DQ006	Abuse of officials may result in disqualification from the competition.
DQ007	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 off the bottom of the pool.
DQ008	Competitors shall not take assistance from the pool bottom except where specifically allowed
DQ009	Leaving the water after an event before permission is given by the official.
DQ010	All competitors who start (i.e., commence a starting motion) before the starting signal has been given shall be disqualified.
DQ014	Failure to touch the wall during the turn.
DQ015	Failure to touch the finish wall/edge.
DQ017	Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool.
DQ019	Using an incorrect carrying technique.
DQ020	Not having the manikin in the correct position before the top of the manikin’s head passes the 5m line.
DQ021	Releasing the manikin before touching the turn wall/edge or finish wall/edge.
DQ039	Assistance from a third competitor during the exchange between the incoming and outgoing competitors.
DQ040	One competitor repeating two or more legs of the event.
DQ041	Leaving the starting block/releasing contact with the turning wall/edge/starting block before the previous competitor has touched the wall/edge.
DQ042	The manikin changing hands: • before or beyond the designated changeover zone • before the incoming competitor touches the pool wall.
DQ043	Releasing the manikin before the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the manikin).
DQ050	A competitor re-entering the water after completing his or her leg of the relay.
DQ101	Swimwear must conform to FINA standards.
DQ102	All teams shall be made up of four individuals, comprising of at least one male and at least one female.
DQ103	Failure of a competitor to wear an appropriate swimming hat may result in disqualification.



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Code	Description
DQ104	Failure of a competitor to remove jewellery that may pose a risk to any competitors, spectators, actors, or officials
DQ105	Failing to follow the instruction of a Marshall or Official may result in disqualification.
DQ106	Delaying the start, for wilfully disobeying an instruction, or for any other misconduct taking place at the start.
DQ201	Not finishing or completing the event in the same lane in which he or she started.
DQ202	Obstructing another Team or Competitor.
DQ203	Entering the water during a heat for which they are not entered.
DQ205	Pace-making, providing feedback on positions of other teams, attempting to influence or coach an athlete during the race.
DQ206	Relay Team is not the same Competitors who took part in the SERC.

8. List of Disqualification / Penalty Codes Relevant to 4 x 50 m Obstacle Relay

Code	Description
DQ001	Not completing the event in accordance with the event description or general rules.
DQ002	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).
DQ003	Competitors may not be permitted to start in an event if they are late reporting to the marshalling area.
DQ004	A competitor or team absent from the start of an event shall be disqualified
DQ005	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.
DQ006	Abuse of officials may result in disqualification from the competition.
DQ007	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 off the bottom of the pool.
DQ008	Competitors shall not take assistance from the pool bottom except where specifically allowed
DQ009	Leaving the water after an event before permission is given by the official.
DQ010	All competitors who start (i.e., commence a starting motion) before the starting signal has been given shall be disqualified.
DQ011	Passing over an obstacle without immediately returning over or under that obstacle and then passing under it.
DQ012	Failure to surface after the dive entry or after a turn.
DQ013	Failure to surface after each obstacle.
DQ014	Failure to touch the wall during the turn.
DQ015	Failure to touch the finish wall.
DQ017	Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool.
DQ040	One competitor repeating two or more legs of the event.
DQ041	Leaving the starting block/releasing contact with the turning wall/edge/starting block before the previous competitor has touched the wall/edge.
DQ050	A competitor re-entering the water after completing his or her leg of the relay.
DQ101	Swimwear must conform to FINA standards.
DQ102	All teams shall be made up of four individuals, comprising of at least one male and at least one female.
DQ103	Failure of a competitor to wear an appropriate swimming hat may result in disqualification.
DQ104	Failure of a competitor to remove jewellery that may pose a risk to any competitors, spectators, actors, or officials.
DQ105	Failing to follow the instruction of a Marshall or Official may result in disqualification.
DQ106	Delaying the start, for wilfully disobeying an instruction, or for any other misconduct taking place at the start.



Summary of Disqualification and Penalty Codes 2023-2024

DQ201	Not finishing or completing the event in the same lane in which he or she started.
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Summary of Disqualification and Penalty Codes 2023-2024

Code	Description
DQ202	Obstructing another Team or Competitor.
DQ203	Entering the water during a heat for which they are not entered.
DQ205	Pace-making, providing feedback on positions of other teams, attempting to influence or coach an athlete during the race.
DQ206	Relay Team is not the same Competitors who took part in the SERC.

9. List of Disqualification / Penalty Codes Relevant to 4 x 50 m Pool Lifesaver Relay

Code	Description
DQ001	Not completing the event in accordance with the event description or general rules.
DQ002	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).
DQ003	Competitors may not be permitted to start in an event if they are late reporting to the marshalling area.
DQ004	A competitor or team absent from the start of an event shall be disqualified
DQ005	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.
DQ006	Abuse of officials may result in disqualification from the competition.
DQ007	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 off the bottom of the pool.
DQ008	Competitors shall not take assistance from the pool bottom except where specifically allowed
DQ009	Leaving the water after an event before permission is given by the official.
DQ010	All competitors who start (i.e., commence a starting motion) before the starting signal has been given shall be disqualified.
DQ015	Failure to touch the finish wall.
DQ017	Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) when surfacing with the manikin – not including the bottom of the pool.
DQ019	Using an incorrect carrying technique.
DQ039	Assistance from a third competitor during the exchange between the incoming and outgoing competitors.
DQ040	One competitor repeating two or more legs of the event.
DQ041	Leaving the starting block/releasing contact with the turning wall/edge/starting block before the previous competitor has touched the wall/edge.
DQ043	Releasing the manikin before the next competitor has grasped it (i.e., one hand of each competitor must be in contact with the manikin).
DQ050	A competitor re-entering the water after completing his or her leg of the relay.
DQ059	The third competitor releasing contact with the wall/edge before the head of the manikin breaks the surface of the water
DQ060	The third competitor not having the manikin in a correct carrying position before the top of the manikin’s head passes the 5m line
DQ061	The fourth competitor not having the manikin in a correct carrying position before the top of the manikin’s head passes the 10m line
DQ101	Swimwear must conform to FINA standards.
DQ102	All teams shall be made up of four individuals, comprising of at least one male and at least one female.
DQ103	Failure of a competitor to wear an appropriate swimming hat may result in disqualification.



Summary of Disqualification and Penalty Codes 2023-2024

Code	Description
DQ104	Failure of a competitor to remove jewellery that may pose a risk to any competitors, spectators, actors, or officials.
DQ105	Failing to follow the instruction of a Marshall or Official may result in disqualification.
DQ106	Delaying the start, for wilfully disobeying an instruction, or for any other misconduct taking place at the start.
DQ201	Not finishing or completing the event in the same lane in which he or she started.
DQ202	Obstructing another Team or Competitor.
DQ203	Entering the water during a heat for which they are not entered.
DQ205	Pace-making, providing feedback on positions of other teams, attempting to influence or coach an athlete during the race.
DQ206	Relay Team is not the same Competitors who took part in the SERC.
DQ602	The third or fourth competitor tumble turns at the turning edge whilst towing the manikin.