

14. LINE THROW (12.5M)

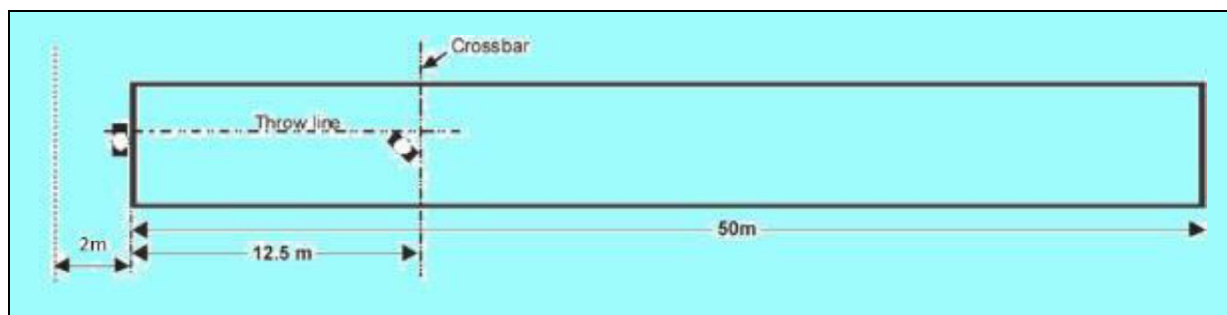


FIGURE 8: LINE THROW (12.5M).

14.1. Even description

In this 45-second event, the competitor throws an unweighted line from a throw zone on the edge of the pool to a fellow team member located in the water on the near side of a crossbar located 12.5m distant. The competitor pulls this “victim” back to the finish wall/edge of the pool.

- A. Throw zone: The throw zone is the area bounded by each team’s allotted lane. It extends from the vertical edge of the pool wall to the front of a team’s lane and is defined at the sides by an unmarked extended line in the middle of the lane ropes on each side of a team’s lane and to the edge of the pool deck or raised platform. The back line of the throw zone does not need to be marked but a minimum of 2.0m is required beyond the vertical edge of the pool wall to allow for an unimpeded throw and the haul in.

Note 1: For the purposes of judging competitors are still required to remain within their lane. However, the focus is not on the placement of feet on a line but, rather, not interfering with any other team in an event.

Note 2: While not a compulsory requirement, to ensure a clear area for the throw and the victim haul in, a line on the ground, or temporary rope or tape barrier may be placed approximately 2.0m behind the vertical edge of the pool wall. Backward movement by the competitor within this area would not be regarded as a disqualification.

- B. The start: On the first whistle, competitors (i.e., thrower and victim) prepare for the start. The “thrower” holds only one end of the throw line in one hand. The “victim” takes the other end of the line, enters the water, and proceeds to the crossbar. The line is then extended between the victim and the thrower. The surplus line can be left on either side of the cross bar and, if extended beyond the 12.5m crossbar mark, the surplus line may be passed either over or under the crossbar

No practice throws are permitted prior to the start.

At the second whistle, throwers take their positions for the start without undue delay. When all competitors have assumed their starting positions, the Starter shall give the command “Take your marks”. When all throwers and victims are stationary, the Starter gives the acoustic starting signal.

- C. Starting position: The thrower stands in the throw zone facing the victim, motionless with heels and/or knees together and arms straight down and beside the body. The end of the throw line is held in one hand.

The victim is located on the near side of the rigid crossbar in their allotted lane. The victim has contact with the throw line and grasps the crossbar with one or two hands.

- D. On an acoustic starting signal: The thrower shall retrieve the line, throw it back to the victim (who grasps it), and pull the victim through the water until the victim touches the finish wall/edge.

- E. Victims may only grasp the line if it is a “fair throw”. A fair throw is one that a victim is able to grasp the throw line with their hand but only within their designated lane either in front or behind the crossbar. The lane marker is not “within the lane”.

As long as victims remain entirely within their designated lane and they do not release their grasp on the crossbar, they may use their foot or other part of the body to manoeuvre the throw line within their lane to a position where they can grasp the line with their hand.

The victim can slide their hand anywhere along the crossbar but must be grasping the crossbar when touching the line with any part of their body and when grasping the line.

There is no penalty for pulling on the rigid crossbar while attempting to reach the throw line.

Note: The victim may release their contact with the crossbar after the starting signal without penalty, but they must be grasping the crossbar with their hand when using any part of their body to gather or to grasp the line with the other hand.

- F. Pull through the water: While being pulled to the edge, victims must be on their front grasping the throw line with both hands. Victims may not “climb” the throw line hand-over-hand. For safety reasons, victims may release the line with one hand for the sole purpose of touching the wall/edge. This will not result in disqualification.
Victims may wear swim goggles.
- G. Throwers who exit their throw zone while pulling the victim shall be disqualified. Throwers must not interfere with other teams or use the space allocated to an adjoining lane. This can be demonstrated by the thrower maintaining at least one foot wholly within the inside edge of their throw zone, either on the ground or in the air above their throw zone. Any part of the thrower's feet may cross over the front of the “pool edge” in their throw zone without penalty.
Note 1: The Line Thrower must haul in their victim using their arms and are not permitted to walk or run with the throw line grasped in their hands or held around any part of their body or to deliberately walk backwards while hauling in the victim to the finish wall.
Note 2: If there is a line on the ground, or a temporary rope or tape barrier placed approximately 2.0m behind the vertical edge of the pool wall, any backward movement by the competitor within this area would not be regarded as a disqualification.
- H. Throwers may reach to retrieve a line dropped outside the throw zone as long as there is no interference with another competitor (as defined above). Throwers who enter (or fall into) the water shall be disqualified.
- I. To avoid any possible interference with other lanes, the victim may not exit the water and is to remain in their lane. The team will be disqualified if they attempt to climb out of the water beyond their waist or sit on the pool edge or lane rope before the acoustic signal is given by the delegated official for the completion of the race.
Similarly, the thrower is not to interfere with any other teams in the event caused by not remaining within their allotted throw zone until the event completion signal is given by the delegated official for the completion of the race.
- J. Time limit: Throwers must make a fair throw and pull the victim to the finish wall/edge within 45 seconds.
Throwers who fail to get the victim to the finish wall/edge before the 45-second acoustic completion signal shall be designated as “Did Not Finish” (DNF).

14.2. Equipment

- A. Throw line: See Section 8. The throw line must be between 16.5m and 17.5m in length. Competitors must use the throw lines supplied by organisers.
- B. The rigid crossbar is positioned on the surface across each lane 12.5m from the starting end of the pool. A tolerance of plus 100mm and minus 0.00mm in each lane is allowed.

14.3. Disqualification

In addition to Section 2 and those rules outlined in S3-1 to 2, the following behaviour shall result in disqualification:

- A. Line Thrower executing practice throw(s) (DQ58).
- B. Victim not keeping a grasp on the crossbar with their hand when using any part of their body to gather or to grasp the line for the pull to the finish wall/edge. (DQ50).
- C. Victim grasping the throw line outside the lane (DQ54).
- D. Victim not on their front while being pulled to the finish wall/edge (DQ55).
- E. 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) (DQ56).
- F. Victim “climbing” the throw line hand-over-hand (DQ57).
- G. Line Thrower interfering with other teams in the event caused by not staying in their allotted throw zone after the start signal and before the 45-second acoustic completion signal (DQ51).
- H. Line Thrower not hauling in using their arms and walking or running with the line grasped in their hands or held around any part of their body to return the victim to the pool finish wall. (DQ52).
- I. Victim exiting the water before the 45-second acoustic completion signal (DQ53).
- J. Failure to touch the finish wall/edge (DQ15).