Motion 2504ADM01 - Meet Referee Rule for Pacific Swimming Meet Announcements

The Administrative Review Board recommends the following be added to Pacific Swimming Rules & Regulations as Section 4.A.3:

g. "The Meet Referee shall oversee the entire swim meet and shall ensure that all rules and regulations are followed. The Meet Referee shall make the final decisions on any procedure, modification, dispute, or protest for a fair and equitable competition"

(Re-letter subsequent bullets as appropriate)

Effective upon approval for all Pacific Swimming issued Meet Announcements.

**Purpose**: To include the above rule in all Pacific Swimming issued Meet Announcements. It shall be included in the "Rules" section of a Meet Announcement.

**Background:** The Administrative Review Board (ARB) heard a complaint regarding a Meet Director accepting late entries to a swim meet without notifying the Meet Referee. Upon discovering the late entries, the Meet Referee rejected these late entries and asked for these entries to be removed. The meet host failed to comply with the Meet Referee's decision.

This proposed rule, consistent with existing USA-S rules, explicitly identifies that the Meet Referee has the final decisions on any procedure, modification, dispute, or protest for the entire swim meet.

The rule is derived from the 2025 USA Swimming Rules and Regulations ("Rulebook"), Glossary:

**MEET REFEREE (POOL COMPETITION)** — an experienced referee who oversees the entire swim meet and ensures that all rules and regulations are followed by making final decisions on any procedure, modification, dispute, or protest for a fair and equitable competition.

Furthermore, the ARB identifies that the "entire swim meet" includes the entry and registration process, for which the Administrative Official is responsible to the Referee (USA-S Article 102.14.1A).

Therefore, the Meet Referee shall make the final decisions on the procedure, modification, dispute, or protest to the entry and registration process for that swim meet.