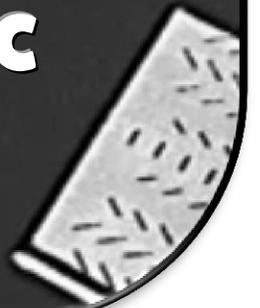


# **Greater Charlotte Diving League**



**Judges Training Clinic**

**May 2015**



# Table Contents

How to Become a Good Judge .....	3
What Am I Looking For When Judging Diving? .....	4
• Starting Position	
• Approach	
• Take-off	
• Height and Flight Through the Air	
• Grace	
• Entry	
Diving Silhouettes .....	6
Awarding and Deducting Points .....	8
Referee’s Obligation and Instructions with Regard to Judging .....	8
Summary of Judges Deductions.....	9
Dive Recognition.....	11
Degree of Difficulty Tables.....	12
Dive Requirements for Greater Charlotte Diving League (Rev. March 2014).....	14
<b>Greater Charlotte Dive League Bylaws (Rev. 2014)</b>	
<i>Excerpts Relevant to Judging and Scoring</i> .....	15

# How to Become a Good Judge

To become a well-qualified diving judge requires plenty of practice at judging all age groups and levels. It can be argued the judging of age group divers is much harder than judging more experienced divers because of the range of talent and ability within the same competition. Here are some guidelines on how to become a good judge:

- Read and understand the rules of competition so that you are familiar with the dive descriptions, degree of difficulty and the process used in the competition.
- Position yourself (with the referee's approval) such that you have a good sideways view of the dive.
- Listen as the dive is announced and form a mental picture of how the dive should be perfectly performed. Compare the dive performed to your mental picture.
- Do not converse with or listen to others while judging. Keep your attention on the divers, the announcer and referee.
- Always remember to recognize the level of competition.
- Judge all aspects of the dive and not just the entry. Aspects to be considered are the following:
  - Starting Position
  - Approach
  - Take-off
  - Height and Flight Through the Air
  - Grace
  - Entry
- Do not judge what the diver does before assuming the start position or below the water. From a judging view point, the dive is complete when the entire body has passed the water's surface.
- Judge the dive, not the person. Be fair to each contestant by disregarding personal prejudices or impressions.
- Do not be influenced by the response of the spectators.
- Make a fast decision and select your score immediately. Do not look at the other judges' scores before selecting your own. Once you have made your decision, do not allow anything to change your decision.
- Give the diver what you believe the dive is honestly worth. Do not be influenced by the other judges. If your scores are higher than those of other judges, do not feel that you should bring your scores down to the level of theirs.
- Have the courage to use the full range of marks and give the diver what you honestly believe their dive is worth. If a dive is perfect, then give it a 10. If a dive is very poorly performed or failed, then give it a 0. Be fair to all contestants by rewarding good divers and not being scared to penalize a poor dive.
- Judge with confidence. On the given signal, immediately hold your mark up for the world to see! If you make a mistake, do not perpetuate the mistake by compensating or marking low for the rest of the round. Adopt the attitude that you made a mistake, forget about it and concentrate on the next dive.

## What am I Looking for When Judging Diving?

**Starting Position:** The starting position for a forward approach is assumed when the diver is ready to take the first step. For standing dives (forward and backward) the starting position is assumed when the diver stands on the front end of the springboard. The body should be straight, head erect, and arms straight and in the position of the diver's choice.

**Approach:** Forward approach shall be smooth, straight and forceful, and it shall comprise not less than 3 steps before the hurdle. The take-off for the hurdle shall be from one foot only. Both feet shall contact the end of the springboard simultaneously following the hurdle. In the hurdle step; look for a high knee lift, overhead arm reach and a straight trailing leg. Straight arms at the top and bottom of the arm-swing are also desirable.

**Take-off:** The take-off shall be forceful, reasonably confident and shall proceed without undue delay. A forward dive take-off can be performed either standing or running. The judge should mark a standing dive bearing in mind the height and standards of execution which might be expected from the same dive with a forward approach. In running dives, and back and standing front take-offs, the take-off from the springboard must be from both feet simultaneously. On back and standing front take-offs the diver is entitled to his own method of arm-swing but must not lift their feet from the board, bounce on the board or rock the board excessively before the take-off.

**Height and Flight through the Air:** The higher the dive above the board, generally the more spectacular it is. Look for balance, control and technique, whilst considering the reasonable expectations for the age group and level of competition. During the passage through the air, the body can be carried straight, with a pike or with a tuck (see the following descriptions of positions and "Diving Silhouettes"). If any diver touches the end of the board or dives to the side of the direct line of flight, this indicates that they were too close to the end of the board for proper execution. In dives with twists, the twisting must not be done directly from the board. In somersaults in the tuck position (other than flying somersaults), the turn must commence as soon as the diver leaves the board. In flying somersault dives, there must be a well-defined straight position for at least half a somersault.

**Grace:** Look for feet and knees together, pointed toes, good stretch, good body-line, clear demonstration of intended position and full control at all times.

**Straight Position:** The body should be straight with no bending at the waist or knees.

**Pike Position:** The body should be bent at the hips, and the pike position should be as compact as possible.

**Tuck Position:** The body should be bent at the knees and hips; and the tuck position should be as compact as possible; and the knees should also be together.

**Free Position:** The free position can only be used in twisting dives as listed in the degree of difficulty tables. The tuck position may be used only in the following dives: 5152, 5221, 5231, 5321 and 5331.

**Entry:** A long controlled drop of entry at a distance of approximately 3 feet from the end of the board is often indicative of good technique and mechanics.

Remember that the entry is only one of the aspects on which to judge the dive. It is, however, what you see last, and thus, be careful not to let it over influence your overall impression. A clean vertical entry (“rip”) is however often indicative of good technique and mechanics. The entry into the water must be vertical, or nearly so, with the body straight and toes pointed.

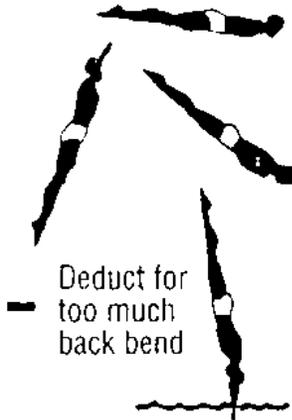
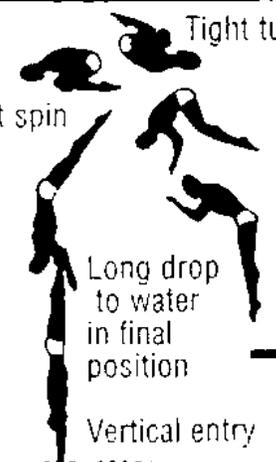
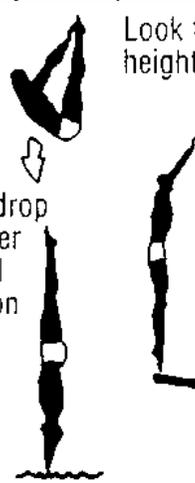
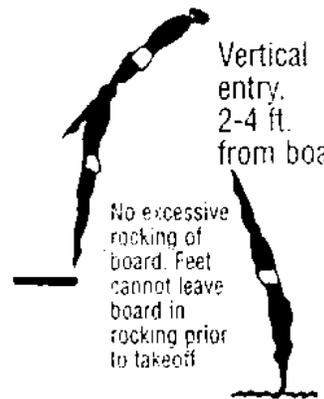
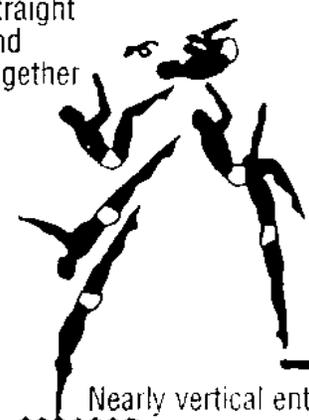
**Head First Entry:** Arms must be stretched beyond the head and in a line with the body with hands close together. If any part of the body below the waist enters the water before the hands, the referee will declare the dive to be a failed dive. Or if the referee does not declare the dive failed, but the judge believes the dive to be failed, the judge should award a 0.

**Feet First Entry:** Arms must be close to the body with no bending of the elbow. Divers performing backward or forward pencil jumps may hold the arms close to body or motionless extended above the head.

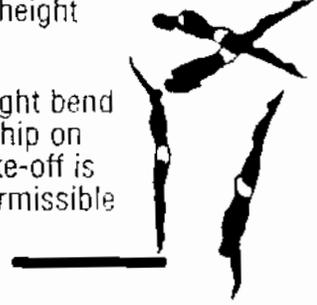
Where a dive relative to vertical is over or under rotated, the judges should penalize according to the extent of over or under rotation.

All twists must be within 90 degrees ( $\frac{1}{4}$  of a full twist) of completion by the time of first contact with water and at all times during the entry.

Twister dives may require using hands and arms to twist, so hands are allowed at shoulder level upon entry for twister dives.

<b>DIVE SILHOUETTES</b>		
<p>The higher, the better</p>  <p><b>101. Forward Dive Pike</b></p>	<p>Good arm position</p>  <p>Deduct for too much back bend</p> <p><b>101. Forward Dive Straight</b></p>	<p>Tight tuck</p> <p>Fast spin</p>  <p>Long drop to water in final position</p> <p>Vertical entry</p> <p><b>103. Forward 1 1/2 SS Tuck</b></p>
<p>Tight, early tuck</p>  <p>Judge entry on smoothness and vertical entry</p> <p><b>104. Forward 2 SS Tuck</b></p>	<p>Look for height</p>  <p>Long drop to water in final position</p> <p><b>201. Back Dive Pike</b></p>	<p>Vertical entry, 2-4 ft. from board</p>  <p>No excessive rocking of board. Feet cannot leave board in rocking prior to takeoff</p> <p><b>201. Back Dive Straight</b></p>
<p>Legs Straight and together</p>  <p>Nearly vertical entry</p> <p><b>203. Back 1 1/2 SS Tuck</b></p>	<p>Look for height</p>  <p>Long drop to water in final position</p> <p><b>301. Reverse Dive Pike</b></p>	<p>Good height</p>  <p>Legs straight on way up</p> <p>Vertical entry</p> <p><b>301. Reverse Dive Straight</b></p>

## DIVE SILHOUETTES

<p>Tight tuck</p>  <p>Dive must be directly in front of the board, NOT pulled to either side</p> <p><b>303. Reverse 1 1/2 SS Tuck</b></p>	<p>Look for height</p>  <p>Long drop to water in final, vertical position</p> <p><b>401. Inward Dive — Pike</b></p>	<p>Straight position must be reached before peak of height</p>  <p>Slight bend of hip on take-off is permissible</p> <p><b>401. Inward Dive Straight</b></p>
<p>Dive must be directly toward board, NOT pulled to either side</p> <p>Tight tuck</p>  <p>The longer the drop to the water in vertical position the better</p> <p><b>403. Inward 1 1/2 SS Tuck</b></p>	<p>Smooth, easy motion — not jerky</p>  <p><b>5111. Forward Dive, 1/2 Twist Straight</b></p>	 <p>Deduct for entry — "coming around the corner"</p> <p><b>5132. Forward 1 1/2 SS, 1 Twist — Free</b></p>
<p>In judging this dive, keep in mind "the twisting must not manifestly be done directly from the board." The diver MUST leave the board in the back dive position</p>  <p><b>5211. Back dive, 1/2 Twist Straight</b></p>	 <p>Vertical entry</p> <p><b>5233. Back dive 1 1/2 SS 1 1/2 Twist, Free</b></p>	

## Awarding and Deducting Points

Very Good . . . . .	8.5 - 10 Points
Good . . . . .	6.5 – 8 Points
Satisfactory . . . . .	5 – 6 Points
Deficient . . . . .	2.5 – 4.5 Points
Unsatisfactory . . . . .	0.5 – 2 Points
Completely Failed . . . . .	0 Points

## Referee's Obligations and Instructions Regarding Judging

**Incorrect Approach or Balk Declared:** The referee will determine whether a diver has made an incorrect approach (too few steps) or a restart on a dive. After completion of the dive in the case of an incorrect approach or after the second attempt in the case of a restart, the referee will instruct the announcer to deduct 2 points from each judge's score. The judges score the dive as usual, and the points will then be deducted at the table.

**Failed Dive:** The referee will declare a dive failed in any of the following cases:

- A diver takes longer than 3 minutes.
- A diver balks twice on the same dive.
- A diver does not assume the starting position or performs a dive requiring a forward approach from the standing position.

*Exceptions: For Summer League exceptions can be made depending on the age-group and at the referee's discretion.*

- A diver falls into the water.
- The amount of twist is greater or less than the announced amount of twist by 90 degrees ( $\frac{1}{4}$  of a full twist).
- A diver performs an incorrect dive.
- Assistance has been given to the diver during the execution of the dive.

*Exceptions: For summer league we can make an exception for 8 and under divers, and they can score a maximum of 2 points.*

- A diver refuses to perform a dive.
- A diver bounces the board in a standing dive.
- A diver takes off with one foot from the springboard.
- A diver doing a flying somersault does not hold the straight position from the board for at least 90 degrees of rotation ( $\frac{1}{4}$  of a full rotation).
- Any part of the body below the waist enters the water before the hands when the diver does a head-first dive.

**Wrong Position:** The referee instructs judges to award not more than 2 points (unsatisfactory) if a dive has clearly been performed in a position other than that which was announced.

### **Referee Orders 2.0 Point Deduction:**

- For a violation of the forward approach which includes too few steps and/or leaving the board immediately following the hurdle step without both feet taking off simultaneously.
- In a running dive, if the diver makes more than one jump in the same spot.
- For a balk determined by the referee, after completion of the second attempt.

**Second Attempts:** The referee can allow and instruct the judges to score a repeat dive where execution of the first attempt has been influenced by exceptional circumstances. The request for such repetition must be made by the diver immediately after the execution of the spoiled dive. In extreme wind conditions, the referee may give special instructions with regard to balks and how they will be judged.

## **Summary of Judges Deductions**

**Judges to Award 0 Points (Completely Failed):** The judge can award 0 points for a dive if he considers it to be failed for any of the reasons previously detailed for the referee, even if the referee has not declared the dive failed.

### **Judges to Award Only 2.0 Points (Unsatisfactory) Maximum:**

- The judge should award only 2 points maximum if the dive was clearly performed in another position and the referee has instructed accordingly.
- A diver hits the diving board.
- For a start to the hurdle step from both feet.

**Judges to Award Only 4.0 Points (Deficient) Maximum:** The judges are to award no more than 4.0 points for a dive in which one or both hands are above the shoulders in a feet-first entry, or a dive in which one or both hands enter the water after the shoulders in a head-first entry. (Please note-- this is the standard for Summer League, whereas high schools and some other leagues allow only a 2.0 point maximum for this error.) There are 2 exceptions to this guideline:

- Twister dives may require using hands and arms to twist, so hands are allowed at shoulder level upon entry for twister dives.
- Divers performing pencil jumps are allowed to hold arms close to their side or extended above their head upon entry.

**Judges to Deduct between 0.5 to 2.0 Points:** At the judges' discretion, between 0.5 to 2.0 points can be deducted in the following cases:

- Excessive oscillation.
- Feet leaving the board prior to a backward or inward takeoff.
- Not holding the straight position on flying somersaults until the body is horizontal to the water.
- Leaving the board immediately following the hurdle step without both feet taking off simultaneously.
- Opening the knees in the tuck position.
- Entering to the side of the board.
- Twisting manifestly from the board.

**Judges to Exercise Their Own Opinion:** The judge can exercise their own opinion as to the deduction to be made in the following cases:

- Knees are bent in the straight position.
- Entry is not vertical.

**Judges to Award No More Than 4.5 Points (Deficient):** The judge should award no more than 4.5 points in the following cases:

- Using a tuck position in any twisting dive except 5152, 5154, 5221, 5231, 5251, 5321, 5331 and 5351.
- Any circumstance in which a dive is considered deficient for any circumstance.
- A dive that is performed partially in a position other than that which was announced (deficient).

# Dive Recognition

Each dive has a number comprising 3 or 4 numerals and a letter. The dive numbers for the twisting group all have 4 numerals, while all of the other dive group numbers have 3 numerals. Going from left to right, here is what each digit indicates. See the following Degree of Difficulty Tables for examples.

**1<sup>st</sup> Digit (from left) of All Dive Numbers:** Indicates the group to which the dive belongs—1=front (100's), 2=back (200's), 3=reverse (300's), 4=inward (400's), 5=twist (5000's).

**Next Digits from Left:** What the next digit indicates varies according to the dive group.

**Front, Back, Reverse and Inward Groups:** Dive numbers for all these groups have 3 numerals (100's, 200's, 300's and 400's).

**2<sup>nd</sup> Digit from Left:** A "1" indicates that the dive has a flying action. A "0" indicates there is no flying action.

**3<sup>rd</sup> Digit from Left:** Indicates the number of ½ somersaults being performed—1=½ somersault, 2=1 full somersault, 3=1½ somersaults, etc.

**Twisting Group:** Dive numbers for the twisting group have 4 numerals and begin with 5 (5000's).

**2<sup>nd</sup> Digit from Left:** Indicates that dive group with twisting (1=front (5100's), 2=back (5200's), 3=reverse (5300's), 4=inward (5400's).

**3<sup>rd</sup> Digit from Left:** Indicates the number of ½ somersaults being performed—1=½ somersault, 2=1 full somersault, 3=1½ somersaults, etc.

**4<sup>th</sup> Digit from Left:** Indicates the number of ½ twists being performed—1=½ twist, 2=1 full twist, 3=1½ twists, etc.

**Letters at the End of Dive Number:** Indicates the position in which the dive is performed—A=straight, B=pike, C=tuck, D=free (which means any combination of the other positions done during twisting dives).

## FINA DEGREE OF DIFFICULTY TABLE – Springboard

\*(GCDL) = Revised for Greater Charlotte Diving League / Revised May 2015

#	NAME / GROUP	One Meter			Three Meter		
		Straight	Pike	Tuck	Straight	Pike	Tuck
	<b>FORWARD</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>A</b>	<b>B</b>	<b>C</b>
001	Forward Entry Dive (w/o approach)	1.0					
100	Forward Pencil Jump	1.0	-	-	-	-	-
101	Forward Dive	1.4	1.3	1.2	1.6	1.5	1.4
102	Forward Somersault	1.6	1.5	1.4	1.7	1.6	1.5
103	Forward 1 ½ Somersault	2.0	1.7	1.6	1.9	1.6	1.5
104	Forward Double Somersault	2.6	2.3	2.2	2.4	2.1	2.0
105	Forward 2 ½ Somersault	-	2.6	2.4	2.8	2.4	2.2
106	Forward Triple Somersault	-	3.2	2.9	-	2.8	2.5
107	Forward 3 ½ Somersault	-	3.3	3.0	-	3.1	2.8
109	Forward 4 ½ Somersault	-	-	-	-	-	3.5
112	Forward Flying Somersault	-	1.7	1.6	-	1.8	1.7
113	Forward Flying 1 ½ Somersault	-	1.9	1.8	-	1.8	1.7
115	Forward Flying 2 ½ Somersault	-	-	-	-	2.7	2.5
	<b>BACK</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>A</b>	<b>B</b>	<b>C</b>
200	Back Pencil Jump	1.0	-	-	-	-	-
201	Back Dive	1.7	1.6	1.5	1.9	1.8	1.7
202	Back Somersault	1.7	1.6	1.5	1.8	1.7	1.6
203	Back 1 ½ Somersault	2.5	2.3	2.0	2.4	2.2	1.9
204	Back Double Somersault	2.6	2.5	2.2	2.5	2.3	2.0
205	Back 2 ½ Somersault	-	3.2	3.0	-	3.0	2.8
206	Back Triple Somersault	-	3.2	2.9	-	2.8	2.5
207	Back 3 ½ Somersault	-	-	-	-	3.7	3.4
212	Back Flying Somersault	-	1.7	1.6	-	1.8	1.7
213	Back Flying 1 ½ Somersault	-	-	-	-		2.1
215	Back Flying 2 ½ Somersault	-	-	-	-	3.3	3.1
	<b>REVERSE</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>A</b>	<b>B</b>	<b>C</b>
301	Reverse Dive	1.8	1.7	1.6	2.0	1.9	1.8
302	Reverse Somersault	1.8	1.7	1.6	1.9	1.8	1.7
303	Reverse 1 ½ Somersault	2.7	2.4	2.1	2.6	2.3	2.0
304	Reverse Double Somersault	2.9	2.6	2.3	2.7	2.4	2.1
305	Reverse 2 ½ Somersault	-	3.2	3.0	3.4	3.0	2.8
306	Reverse Triple Somersault	-	3.3	3.0	-	2.9	2.6
307	Reverse 3 ½ Somersault	-	-	-	-	3.8	3.5
312	Reverse Flying Somersault	-	1.8	1.7	-	1.9	1.8
313	Reverse Flying 1 ½ Somersault	-	2.6	2.3	-	2.5	2.2
	<b>INWARD</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>A</b>	<b>B</b>	<b>C</b>
401	Inward Dive	1.8	1.5	1.4	1.7	1.4	1.3
402	Inward Somersault	2.0	1.7	1.6	1.8	1.5	1.4
403	Inward 1 ½ Somersault		2.4	2.2		2.1	1.9
404	Inward Double Somersault		3.0	2.8		2.6	2.4
405	Inward 2 ½ Somersault	-	3.4	3.1		3.0	2.7
407	Inward 3 ½ Somersault	-	-	-	-		3.4
412	Inward Flying Somersault	-	2.1	2.0	-	1.9	1.8
413	Inward Flying 1 ½ Somersault	-	2.9	2.7	-	2.6	2.4

## FINA DEGREE OF DIFFICULTY TABLE – Springboard

\*(GCDL) = Revised for Greater Charlotte Diving League / Revised May 2015

#	NAME / GROUP	One Meter				Three Meter			
		Straight	Pike	Tuck	Free	Straight	Pike	Tuck	Free
	<b>TWISTING GROUP--FORWARD</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
5111	Forward Dive ½ Twist	1.8	1.7	1.6	-	2.0	1.9		
5112	Forward Dive 1 Twist	2.0	1.9	-	-	2.2	2.1		
5121	Forward Somersault ½ Twist	-	-	-	1.7	-	-	-	1.8
5122	Forward Somersault 1 Twist	-	-	-	1.9	-	-	-	2.0
5124	Forward Somersault 2 Twists	-	-	-	2.3	-	-	-	2.4
5126	Forward Somersault 3 Twists	-	-	-	2.7	-	-	-	2.8
5131	Forward 1 ½ Somersault ½ Twists	-	-	-	2.0	-	-	-	1.9
5132	Forward 1 ½ Somersault 1 Twists	-	-	-	2.2	-	-	-	2.1
5134	Forward 1 ½ Somersault 2 Twists	-	-	-	2.6	-	-	-	2.5
5136	Forward 1 ½ Somersault 3 Twists	-	-	-	3.0	-	-	-	2.9
5138	Forward 1 ½ Somersault 4 Twists	-	-	-	3.4	-	-	-	3.3
5151	Forward 2 ½ Somersault ½ Twist	-	3.0	2.8	-	-	2.8	2.6	-
5152	Forward 2 ½ Somersault 1 Twist	-	3.2	3.0	-	-	3.0	2.8	-
5154	Forward 2 ½ Somersault 2 Twists	-	3.6	3.4	-	-	3.4	3.2	-
5172	Forward 3½ Somersault 3 Twists	-	-	-	-	-	3.7	3.4	-
	<b>TWISTING GROUP-BACKWARD</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
5211	Back Dive ½ Twist	1.8	1.7	1.6	-	2.0	1.9	1.8	
5211≤12	Back Dive ½ Twist—Age 12&Under *(GCDL)	1.5	1.4	1.3		n/a	n/a	n/a	
5212	Back Dive 1 Twist	2.0	-	-	-	2.2	-	-	-
5221	Back Somersault ½ Twist	-	-	-	1.7	-	-	-	1.8
5222	Back Somersault 1 Twist	-	-	-	1.9	-	-	-	2.0
5223	Back Somersault 1 ½ Twists	-	-	-	2.3	-	-	-	2.4
5225	Back Somersault 2 ½ Twists	-	-	-	2.7	-	-	-	2.8
5227	Back Somersault 3 ½ Twists	-	-	-	3.1	-	-	-	3.2
5231	Back 1 ½ Somersault ½ Twists	-	-	-	2.1	-	-	-	2.0
5233	Back 1 ½ Somersault 1 ½ Twists	-	-	-	2.5	-	-	-	2.4
5235	Back 1 ½ Somersault 2 ½ Twists	-	-	-	2.9	-	-	-	2.8
5237	Back 1 ½ Somersault 3 ½ Twists	-	-	-	-	-	-	-	-
5239	Back 1 ½ Somersault 4 ½ Twists	-	-	-	-	-	-	-	-
5251	Back 2 ½ Somersault ½ Twist	-	2.9	2.7	-	-	2.7	2.5	-
5253	Back 2 ½ Somersault 1 ½ Twists	-	-	-	-	-	3.5	3.3	-
	<b>TWISTING GROUP-REVERSE</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
5311	Reverse Dive ½ Twist	1.9	1.8	1.7	-	2.1	2.0	1.9	
5312	Reverse Dive 1 Twist	2.1	-	-	-	2.3	-	-	
5321	Reverse Somersault ½ Twist	-	-	-	1.8	-	-	-	1.9
5322	Reverse Somersault 1 Twist	-	-	-	2.0	-	-	-	2.1
5323	Reverse Somersault 1 ½ Twists	-	-	-	2.4	-	-	-	2.5
5325	Reverse Somersault 2 ½ Twists	-	-	-	2.8	-	-	-	2.9
5331	Reverse 1 ½ Somersault ½ Twist	-	-	-	2.2	-	-	-	2.1
5333	Reverse 1 ½ Somersault 1 ½ Twists	-	-	-	2.6	-	-	-	2.4
5335	Reverse 1 ½ Somersault 2 ½ Twists	-	-	-	3.0	-	-	-	2.9
5337	Reverse 1 ½ Somersault 3 ½ Twists	-	-	-	3.4	-	-	-	3.3
5339	Reverse 1 ½ Somersault 4 ½ Twists	-	-	-	-	-	-	-	3.7
5351	Reverse 2 ½ Somersault ½ Twist	-	2.9	2.7	-	-	2.7	2.5	-
5353	Reverse 2 ½ Somersault 1 ½ Twists	-	-	3.5	-	-	3.5	3.3	-
5371	Reverse 2 ½ Somersault 2 ½ Twists	-	-	-	-	-	3.4	3.1	-
	<b>TWISTING GROUP - INWARD</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
5411	Inward Dive ½ Twist	2.0	1.7	1.6	-	1.9	1.6	1.5	
5412	Inward S Dive 1 Twist	2.2	1.9	1.8	-	2.1	1.8	1.7	
5421	Inward Somersault ½ Twist	-	-	-	1.9	-	-	-	1.7
5422	Inward D Somersault 1 Twist	-	-	-	2.1	-	-	-	1.9
5432	Inward 1 ½ Somersault 1 Twist	-	-	-	2.7	-	-	-	2.4
5434	Inward 1 ½ Somersault 2 Twists	-	-	-	3.1	-	-	-	2.8
5436	Inward 1 ½ Somersault 3 Twists	-	-	-	-	-	-	-	3.4

## Dive Requirements for Great Charlotte Diving League -- Revised May 2015

Regular Season		All-Stars	
<b>Age Group</b> 8 & Under	<b>Dive Requirements</b> Forward Pencil or Back Pencil Jump Any 2 dives from 2 different groups <i>* 2 pencil jumps, a forward and back, are permitted.</i>	<b>Age Group</b> 8 & Under	<b>Dive Requirements</b> Forward Pencil Jump or Forward Dive Any 2 dives from 2 different groups <i>* 2 pencil jumps, a forward and back, are permitted.</i>
9 & 10	Back pencil jump or <u>Forward Dive (101)</u> Any 2 dives from 2 different groups <i>* Only 1 pencil jump is permitted.</i>	9 & 10	Back pencil jump or <u>Forward Dive (101)</u> Any 3 dives from 2 different groups <i>* Only 1 pencil jump is permitted.</i>
11 & 12	Forward Dive (101) Any 3 dives from 3 different Groups	11 & 12	Forward Dive (101) Any 3 dives from 3 different Groups
13 & 14	Forward Dive (101) Any 3 dives from 3 different Groups	13 & 14	Forward Dive (101) Any 3 dives from 3 different Groups
15 - 18	1 Required <u>Forward Dive (101 or 103)</u> Any 4 dives from 3 different Groups	15 - 18	1 Required <u>Forward Dive (101 or 103)</u> Any 4 dives from 3 different Groups

**Novice Divers:**

- > May perform as many dives as they can without repeating dives but may not score points for team or place.
- > Any assistance to a diver, regardless of age group, will determine that they will be in the novice category.
- > 11 & ups may only do pencil jumps as novice divers.

**Back Dive, 1/2 Twist for Ages 12 & Under, # 5211≤12:** GCDL adopted a league specific DD for back dive, 1/2 twist, for ages 12 & under.  
**5211≤12 DD's = Straight 'A'=1.5 | Pike 'B'=1.4 | Tuck 'C'=1.3 (GCDL Specific)**

**Forward Entry Dive Alternative:** A forward entry dive is a front dive from a standing position without an approach. It is permitted as an alternative to the 101 front dive, but not in addition to it. **Front Entry Dive, # 001 | Degree of Difficulty = 1.0**

**Dive Groups:**

- >Front Pencil (10 & Under or Novice Only)      >Forward or Forward Entry Dive      >Inward Dive      >Twister Dive
- >Back Pencil (10 & Under or Novice Only)      >Back Dive      >Reverse Dive

**Dive Sheet for Novice and Exhibition Divers:** In the placement box and grand total box note the diver's status to prevent placement. Use "Nov" for Novice (doesn't have required dives) and use "Exh" for Exhibition (non club member or aged out).

**Dive Sheet Team Color Codes:** Charlotte Swim & Racquet = White / Foxcroft East = Green / Sardis = Yellow / Windyrush = Blue  
 / Weddington = Pink or Coral      **\*\* Please use only pastel colors for easy reading. \*\***

# GREATER CHARLOTTE DIVE LEAGUE BYLAWS (Rev. 2014)

## *Excerpts Relevant to Judging and Scoring*

### III. DIVER ELIGIBILITY AND AGE GROUPS

#### **A. Age**

To be eligible for the current season, divers must be 18 years or younger on the May 31 that falls during, or immediately prior to the start of, the current season.

An exception shall be permitted for a Diver who is 19 years old on the May 31 that falls during, or immediately prior to the start of the current season, if the diver is a high school student.

#### **B. Club Membership**

Divers must be in good standing with their member clubs. This includes full paying annual membership families or in some cases, full paying summer membership families. It is the decision of the club to allow out-of-town Divers staying with a family in that club to be a member of the team. There will be no guards or coaches diving on the team who has received a free membership as part of his/her employment. No bonus shall be given to any diver or family to offset the cost of dues. Memberships under any circumstances other than those described above must be reviewed by the GCDL Executive Board prior to the start of the season (first meet) to confirm diver eligibility.

#### **C. Coaches and Non-Members**

Coaches may dive exhibition. Members of other clubs may also dive exhibition. The team exhibition with the exhibition divers must inform the opposing team which divers are exhibition and their score sheet must also identify the exhibition status.

#### **D. Age Groups**

The age level of each diver for the current season shall be determined by the diver's age on or before the May 31 that falls either during, or immediately prior to the start of, the current season. Each diver shall dive in his/her age level for the entire season. However, a diver may elect to dive in the next higher age group for the entire season. This choice must be made before the start of the season (first meet), must be indicated on the roster, and once made, may not be reversed at a later date.

For GCDL competition events, age groups are defined as follows:

<b>AGE GROUP</b>	<b>DEFINITION</b>
8 & Under	Eligible divers who are eight years old, or any age less than eight years old, on the May 31 that falls during, or immediately prior to the start of, the current season.
9-10	Eligible divers who are nine years old or ten years old on the May 31 that falls during, or immediately prior to the start of, the current season.
11-12	Eligible divers who are eleven years old or twelve years old on the May 31 that falls during, or immediately prior to the start of, the current season.
13-14	Eligible divers who are thirteen years old or fourteen years old on the May 31 that falls during, or immediately prior to the start of, the current season.
15-18	Eligible divers who are fifteen years old, sixteen years old, seventeen years old, or eighteen years old on the May 31 that falls during, or immediately prior to the start of, the current season, or eligible divers who are more than eighteen years old and are either high school students, or high school graduates who have graduated from high school either during, or immediately prior to the start of the current season.

It is the responsibility of each team to understand the Competition Events (Section IV), and these Age Group Definitions to ensure divers are entered in events appropriately.

### ***All-Star Meet Eligibility***

For a diver to be eligible to dive in the All-Star Meet at the end of the current season (Section VII), that diver must have competed in at least two (2) dual meets during the current season.

## **IV. COMPETITION EVENTS**

- 8-U Boys and Girls
- 9-10 Boys and Girls
- 11-12 Boys and Girls
- 13-14 Boys and Girls
- 15-18 Boys and Girls

## **V. RULES OF COMPETITION**

### ***A. Governing Rules***

The Greater Charlotte Dive League generally uses U.S. Diving Rules as guidelines concerning issues relating to the elements of diving.

...*“Dive Requirements for Greater Charlotte Diving League” (page 14) and the “Dive Scoring Guidelines”, (summary of pages 8-10) of the Greater Charlotte Diving League Judges Training Clinic manual, are also referenced in the bylaws as guidelines used by GCDL.*

### ***B. Meet Officials***

Directives to, judgments of and disqualifications of diver relating to incorrect dive, maximum score, etc. is the responsibility Head Judge/Referee.

### ***C. Judges***

If possible, judges will not judge their own children. Any questionable diver disqualifications should be appealed to, and resolved by the Team Representatives. If agreement cannot be reached, the disqualification will stand as expressed by the referee.

### ***D. 8 & Under Exception***

8 & under divers will only be disqualified for dive infractions during dual meets if those infractions are blatant. Blatant is defined as an obvious infraction in which a diver gains an advantage. If the decision is made that the dive should be disqualified, the diver may re-dive the same dive for a maximum score of 2.0 per judge.

### ***E. Special Exceptions***

It is the coach's responsibility to notify the opposing Team Representative prior to the meet of any diver who may be diving with a disability that would otherwise cause that diver to be disqualified in an event.

## **VI. DUAL MEETS**

***A. Schedule...****not relevant to judging and scoring*

***B. Start Times...****not relevant to judging and scoring*

***C. Facilities...****not relevant to judging and scoring*

***D. Meet Materials...****not relevant to judging and scoring*

***E. Meet Documentation...****not relevant to judging and scoring*

#### ***F. Diver Entries***

Exhibition divers are encouraged but will not score points for the teams. All exhibition divers are to be identified to the team representative and coach of the opposing team prior to the start of the meet. The exhibition diver's score sheet will be labeled as exhibition diver. Each visitor diver will be identified by their home club name. Maximum of 5 exhibition divers are allowed per team.

If a team does not have an eligible diver in the designated age group that team may age up one or two younger, eligible diver(s) to the age group one above their current age group.

Diver entries must also comply with the rules for diver eligibility in Section III.

#### ***G. Meet Officials and Workers...not relevant to judging and scoring***

#### ***H. Scoring***

**TEAM POINTS FOR INDIVIDUAL EVENTS:** First Place–5 points, Second Place–3 points, Third Place–2 points.

No points will be scored for Novice divers.

If there is a tie for first place in an individual event, both divers receive four (4) points and there will be no 2nd place. If there is a tie for second place, both divers receive two and one-half (2.5) points and there will be no third place. If there is a tie for third place, both Divers receive one (1) point. (Total points for each individual event cannot exceed ten (10) points).

#### ***I. Awards***

**DUAL MEET RIBBONS:** Ribbons shall be awarded in all individual events, including 6 & under, to the First Place through Sixth Place finishers. Additional ribbons shall be awarded as follows: Participant ribbons shall be awarded to all divers not in the top six winners in, 8 & under individual events, and 9-10 individual events.

**DUAL MEET CHAMPIONS:** A Dual Meet Champion trophy shall rotate to the Dual Meet Champion at the end of each season based on each team's dual meet record. In the event of a tie in dual meet results, the season "head-to-head" meet between the two teams will be used as the tie-breaker. As a last resort, total dual meet points for the previous season may be considered. The Dual Meet Champion trophy shall be presented to the current season Dual Meet Champion at the conclusion the All-Star Meet, and shall remain with the Dual Meet Champion until the following season All-Star Meet. To this end, previous season Dual Meet Champions shall bring the rotating trophy to the All-Star Meet so it may be presented to the current season Dual Meet Champion.

A plaque will be awarded to the First Place Dual Meet finisher. This plaque is a permanent award specific to the current season and will stay with the awarded team.

#### ***J. Postponed Meets...not relevant to judging and scoring***

#### ***K. Disputes***

The Team Representatives should work out any disputes at the time of the dispute. If they are unable to resolve an issue, either or both Team Representatives may request a special meeting of the GCDL Executive Board to review "written protests" the unresolved disputed matter. The written protests should be sent to the GCDL President.

### **VII. ALL-STAR CHAMPIONSHIP MEETS**

#### ***A. Schedule...not relevant to judging and scoring***

#### ***B. Facilities...not relevant to judging and scoring***

**C. Meet Materials...***not relevant to judging and scoring*

**D. Meet Documentation...***not relevant to judging and scoring*

**E. Diver Eligibility...**See Section III: Divers must dive with the age group in which they are competing.

**F. Diver Entries**

In the All-Star Meets, each team is limited to two eligible divers in each individual event.

One eligible alternate diver is allowed for each event; however, the eligible alternate divers must be listed as such prior to the meet.

Divers may be aged up one age group to an open position after all other eligible divers in that age group are placed on the All-star team. No diver may be moved up to accommodate additional divers.

Diver entries must also comply with the rules for Diver Eligibility in Section III.

**G. Meet Officials and Workers...***not relevant to judging and scoring*

**H. Scoring**

**TEAM POINTS FOR INDIVIDUAL EVENTS:** (First Place through Fifth Place): 7:5:3:2:1

If there is a tie, the tying teams will share the total points for the tied place, plus the points for the next place, equally, and no team will finish in the next place. For example: a tie for first place in an individual event will result in both tying divers finishing first, and each diver shall receive  $(7 + 5)/2$  points = 6 points for each diver, and there will be no second place finisher in the event.

**I. Awards**

**ALL-STAR MEET MEDALS AND RIBBONS:** Medals shall be awarded in all individual events to the First Place through Third Place finishers. Ribbons shall be awarded in all individual events to the Fourth Place through Sixth Place finishers.

**ALL-STAR MEET CHAMPIONS:** An All-Star Meet Champion trophy shall rotate to the All-Star Meet Champion of each division. The All-Star Meet Champion trophy shall be presented to the current season All-Star Meet Champion at the conclusion the All-Star Meet, and shall remain with the All-Star Meet Champion until the following season All-Star Meet. To this end, previous season All-Star Meet Champions shall bring the rotating trophy to the All-Star Meet so it may be presented to the current season All-Star Meet Champion.

A plaque will be awarded to the First Place All-Star Meet finisher in each division. This plaque is a permanent award specific to the current season All-Star Meet results and will stay with the awarded team.

**J. Disputes**

The Team Representatives should work out any disputes during the All-Star Meet at the time of the dispute. If they are unable to resolve an issue, a Team Representative of an affected team may request a special meeting between the President and affected Team Representatives to resolve the dispute during the All-Star Meet. Should any disputes pertaining to the All-Star Meet arise after the completion of the All-Star Meet, any affected Team Representative may request a special meeting of the GCDL Executive Board to resolve "written protests" of the disputed matter. Written protests should be sent to the GCDL President within 48 hours of the conclusion of the All-Star Meet

# Notes

# Notes