



Official Times

GPSA Wiki Documentation

Greater Peninsula Swimming Association

wiki.gpsaswimming.org

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What makes a swim time **official** in a GPSA dual meet, how backup timing works, and what to do when a swim has **no valid time**. This is the shared reference behind the role guides — the [referee](#) verifies times, the [scorekeeper](#) records them — and it explains the concepts both rely on. For the binding rules, see the [GPSA Rulebook – Time Recording](#).

Times don't score — places do

GPSA dual meets are scored by **place (sweeps), not by time**. The order of finish on the initialed Place Judge Form determines team points and ribbons; the clock does not. Times are still recorded for every swim, but they are **informational** — they feed:

- seeding for future meets,
- team and pool records,
- City Meet (Championship) qualifying standards, and
- time-drop recognition.

Because of this, a missing or garbled time **never changes the score or a swimmer's place**. That is exactly what makes it safe to clear a bad time rather than guess at one. See [Scoring](#) and the referee's [Verifying Times](#).

How a time is recorded

A swim time reaches the scorekeeper through one of the recording methods GPSA allows, and is entered into **Meet Maestro**:

Method	What it is
Electronic timing (Time Drops)	Times captured at the wall and sent to Meet Maestro. See Time Drops .
Lane slips	Written cards with the swimmer, lane, event, and time.
Lane timer sheets	Multi-heat timing forms — used in place of lane slips, or as a written backup alongside an electronic system.

Times are recorded to hundredths of a second; a runner delivers them to the scorekeeper, who enters them into Meet Maestro. For the authoritative procedure, see [GPSA Rulebook – Time Recording](#).

Backups and which time is official

Manual stopwatches are recommended as a backup **even when an electronic system is running** — but not every meet runs both, so a backup time is not always available.

A backup (manual) time is official only when the electronic system fails. When the timing system captured the swim, that time stands; the watch is a fallback, not an override. For how a specific system evaluates and reports its times, see the [Time Drops](#) page.

When there's no valid time

Sometimes a timing issue — a missed button, a failed watch, a start that wasn't captured — leaves a swimmer, or a whole heat, with **no usable time and no backup to fall back on**. The swim still happened and still placed, so this is **not** a no-show, scratch, or DQ.

In that case the time is **cleared**: the [referee](#) directs it, and the [scorekeeper](#) blanks the time in Meet Maestro.

- **Do not fabricate a time, and do not fall back to the swimmer's seed time.** Both publish a swim that never happened and corrupt the swimmer's record and time-drop history.
- There is no "NT" code to type in Meet Maestro — you **clear (blank) the time field**. A cleared time is published as **NT (No Time)** in the results.
- Because scoring is by place, the swimmer keeps their **Heat Place** and points exactly as they finished. A cleared time changes nothing in the standings.

! Clear it — never guess

When a time can't be salvaged and there's no backup, the only correct action is to clear it and let it publish as **NT**. A fabricated or seed-substituted time is worse than no time: it looks real, misrepresents the swim, and pollutes records and time-drop tracking. The place — set by the sweeps — is what counts.

This is a practice standard; the rulebook does not yet address a missing time directly. When the cause of a blank time is unclear, or a swim can't be reconstructed, the referee makes the call — in consultation with both [GPSA Representatives](#) when needed.

Who does what

Role	Responsibility for times
Timers	Capture each swim (button and/or stopwatch) and report any timing issue immediately.
Timing operator (if using Time Drops)	Runs the timing system and confirms each race is saved so times can be loaded.
Scorekeeper	Enters times into Meet Maestro, flags discrepancies to the referee early, and clears a time when the referee directs it.
Referee	Verifies times as an independent check on the sweeps, rules on discrepancies, and directs when a time is cleared.

Spotting time problems

Times are an independent record of the same races, so they are a useful check on the order of finish. Obvious outliers — a time that doesn't fit the event, a big unexplained drop from seed, or an order of finish that fights the times — should be **raised early**, while the heat is fresh. The scorekeeper flags them live; the referee verifies and rules. Neither re-ranks by time: a drastic mismatch triggers a *check*, not a re-rank. See the referee's [Verifying Times](#) for the full method.

Related Resources

- [Referee Guide](#) - Verifying times and directing a cleared time
- [Scorekeeper Guide](#) - Entering times and clearing a no-time in Meet Maestro
- [Time Drops Timing System](#) - The electronic system used by most GPSA teams
- [Meet Preparation Guide](#) - Timing setup and the forms times flow through

Rulebook References

- [Conduct of Meets – Time Recording](#) - Recording methods and procedure
 - [Scoring](#) - Why place, not time, decides the meet
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Questions?

Contact the GPSA Rules Committee for guidance on timing procedures or rules interpretations.