

TRACK EVENT OFFICIATING

STARTING

Equipment

- Starting equipment (Electronic start equipment, amplifier, etc)
- White flag to indicate readiness to start.
- Programme of events.
- Cones.

Officials & the Duties

The Starter

- The Starter should be in a position beside the track and easily visible to the Referee and Timekeepers. (may be the same at centres)
- It is important that the Starter can see all the runners, especially on staggered starts.
- The Starter has control of the athletes on their marks and is the sole judge of any fact connected with the start of the race.

The Starters Assistant/Start Marshalls

At Centre level, this task may be done by the parent age group coordinator if a dedicated start marshal is not assigned.

- Place competitors in their lanes, in line approximately 3m behind the starting line.
- Signal the Starter that all is ready.
- Assemble the competitors again when a fresh start is ordered

Starting procedure:

- Take up position
- Receiving an "All Clear" from the referee/chief timekeeper; waving of a white flag is the preferred method of indication.
- Blow a whistle so athletes and officials are aware a race is about to start. Athletes should remain a few metres back from the line until they are called to their mark.
- For events up to and including, 400m and all relay events:
 - Call "On your marks", - the athletes should walk up to the line and take their preferred position (standing for up to under 11, older athletes can stand or use crouch. Allow time for athletes to settle.
 - When all movement has ceased, raise gun and give the order, "Set", (NOT "get set")
 - When all athletes are steady, "fire" the gun or starting device.
- For events longer than 400m
 - Call "On your marks", - Allow time for athletes to settle.
 - When all athletes are steady, "fire" the gun or starting device.
- If the Starter is not satisfied that all athletes are ready for the start to proceed, in either the "on your marks" or "set" position, the Starter shall order all athletes to stand up and the start procedure shall recommence.
- The pause between the command "Set" and the firing of the gun is necessary to allow the Starter time to be sure all movement has ceased and to also allow athletes to reach full concentration. There is no set time; however athletes must be still.
- If athletes are not steady on the "Set" command, they should be stood up again and moved back to the assembly line.

Basic Rules

- Athletes must start from behind the line (not touching it)
- If an athlete "breaks" before the gun is fired, the starter declares a false start.
- In the case of a false start the gun is fired a second time
- A crouch Start may only be used by U11 – U17 athletes for all track events up to and including the 400m event. However a three point crouch is not allowed

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REFEREE ,TIMEKEEPER, PLACE JUDGES RECORDER

Equipment

- Computer and Timing Solutions trigger and hub device.
- Multi printer stop watch. As a backup.
- White painted finish posts
- Red and white flags
- Numbered discs for place judges

Officials & the Duties

Referee

At TGLA the referee is likely to also be the Chief Judge. Responsibilities of the Referee include:

- Ensure all necessary equipment is ready and operational, including a recorder/timekeeper with knowledge of the computer system.
- Ensure all places have been assigned a place judge (acknowledging that they may be the same person.)
- Before the start of each race, check that Chief Judge (which may be you) and recorder/timekeeper is ready and signal to the Starter with a white flag that all is ready to start the race.
- Adjudicate on all placing to assist the place judges.

Place Judges

- Place judges determine the finishing order of the athletes at the completion of a race in accordance with the rules. (Place Judges are assigned a place – not a lane)
- All judges should be on the same side of the track (ideally the inside) and in line with the finish line and on a raised platform if possible
- A **Chief Judge** should be assigned. Their responsibilities are:
 - Judges first place position (and possibly others)
 - Allocate Place Judges for each place – ideally one judge for each athlete in the race; but that is not likely so judges have more than one place.
 - When all Place Judges are ready to start the race, advise the referee.
 - Instructs all Place Judges if a false start occurs.
 - Has sole responsibility for deciding the final placings.

Recorder/Timekeeper.

The recorder uses the computer system to trigger completion times for each athlete. So knowledge of setting up and using the equipment is required.

- Set up the computer wireless hub in line with the finish line so that you can see all athletes as they cross the line.
- Test the system with the starter before the 1st race to ensure all equipment is functioning.
- Using the RaceHQ software (there is a more detailed guide as part of the training):
 - Use the “Pack” start for all races
 - Enter the type of race (e.g. 100m)
 - Notify the referee when the system is ready
 - The timer will start automatically by the starter’s gun
 - Press the trigger separately for each athlete
 - Enter the registration numbers in placing order as provided by the place judge
 - When all athletes’ times have been included, check and save the race

Timekeeper–

At TGLA the computer operator is both the recorder and timekeeper