

Track Officials

Event equipment

- ✓ Field Referee folder
- ✓ Vest
- ✓ Radio

Track Referee

- Attends the Key and Chief Officials briefing prior to the start of the competition.
- Checks the competition area and track to ensure all the necessary equipment is in place prior to the start of the competition and the track is clear of obstructions and hazards.
- Oversees the Zero Test with Photo finish prior to competition commencing.
- Ensures all track events are conducted fairly and according to the rules.
- Decides on any track matters arising during the competition. Deals with disputes related to track events and rules on any protests or objection related to track events.
- Allocates Track Umpire positions.
- Indicates readiness of the Timekeepers, Place Judges or Photo Finish to the Chief Starter (either by radio or with a white flag). If all is not ready for a start they raise a yellow flag. If a Competition Director is in place they may instead give the call to Start the Race once the all clear is given.
- Watches the entire event in case of obstruction, infringement or interference by any athlete. They should not act as a Track Umpire but observes and acts if an infringement is missed.

- Investigates all reported incidents by the Track Umpires.
- Is the only person permitted to take any action, make a final decision or disqualify an athlete. Warns or excludes from competition any athlete guilty of improper conduct.
- Checks the hurdles are placed correctly and set at the correct height.
- Communicates with the Chief Walk Judge to advise of any athletes disqualified for violating track rules, but has no jurisdiction over matters within the responsibilities of the Chief Walk Judge.
- May declare any track event void and the event re-run at a suitable time.



Track Umpire

- Preparation – Check all of the track is clear of hazards and obstructions.
- Position – as determined by the Track Referee but being able to observe from directly down the track for any lane infringements or interference with other athletes.

- What is Required:
 - To observe all track events and report any incident or infringement of the rules to the Track Referee
 - When all athletes have passed and no infringements have occurred, raise a white flag to give the 'All Clear' signal
 - When all athletes have passed and an infringement has occurred, raise a yellow flag to give the infringement signal and keep the flag raised until the Track Referee acknowledges.
 - Act independently, do not consult with other Track Umpires regarding the decision.
- Infringements to report – if an athlete:
 - receives assistance in the form of pacing, pushing off or any other method
 - interferes with or impedes another athlete
 - runs on or over the inside line of the allocated lane
 - runs out of the allocated lane before reaching the break line
 - voluntarily leaves the track
 - acts in an unsportsmanlike manner
- Do not be afraid to report any infringement. The Track Referee will determine if disqualification or warning is required.



Track Officials

Start Marshall

- What is required:
 - to place athletes in lanes/heats
 - Check appropriate shoe type is worn – see information on spikes below
 - indicate to the Starter when ready to proceed and assemble athletes again if the race is recalled
 - May be required to radio to photo finish which age group and how many heats are required before the race commences
- Start sheets should be provided but some starts are generally as follows:
 - Individual lanes are allocated for events up to and including 400m
 - 800m events are in lanes but two athletes can run from the same lane. Hip numbers are used
 - 1500m and Race Walking events start on the curved line, a pack start
- Spikes Rules:
 - Only athletes U11 and above may wear spikes. If wearing spikes, blocks must be used for events up to and including the 400m
 - U11-U12: may only wear spikes for individual track events up to and including 400m and relays
 - U13 and above: all track events except race walks.

Check Starter

- Assists the starter to check all athletes are positioned correctly behind the line for the start.
- Signaling, by firing their gun, a false start if they believe it has occurred. The check starter then reports the infringement to the Starter. The Starter determines if a false start occurred (see below for further information on False Starts).

Starter

- Safety: Hearing protection must be worn.
- Where to stand:
 - For straight events: In front of the athletes, on the inside of track, far enough back to see all athletes in a narrow angle of vision
 - 200m: behind athletes, far enough back to see all lanes in a narrow angle of vision, on the inside of track
 - 400m: behind athletes, far enough back to see all lanes in narrow angle of vision, on the outside of track
 - 800m: behind athletes, far enough back to see all lanes in narrow angle of vision, on the outside of track
 - 1500: on the infield, in front of the athletes, so you can see all feet on the start line
- False Start:
 - If an athlete, after assuming a full and final starting position and before the report of the gun commences their start and does not stop.

- If after the 'On Your Marks' command, an athlete disturbs any other athlete through sound or otherwise
- If the Starter believes the athlete overbalanced rather than commenced their start, they may signal an unsteady start and no athlete is penalised. The start is reset
- At Little Athletics events athletes are allowed one false start before disqualification. In combined events and relays they are allowed two false starts before disqualification



Track Officials

- Starting A Race:
 - Athletes must not touch the start line or ground in front of the start line with their hands or feet
 - Wait for the Track Referee, Competition Director or Photo finish to indicate they are ready. This may be done by waving a white flag or the “Start the Race” instruction
 - Ensure the track is clear before the start of the race
 - In races up to and including 400m, the command is “On your marks... Set” – gun
 - In races over 400m, the command is “On your marks” – gun
 - The length of time between commands is not set but should allow all athletes to be settled and still
 - The gun should not be fired until all athletes have assumed their final starting position and are still. If an athlete is taking too long to settle in their starting position, the Starter should ask all the athletes to stand up and begin the commands again



*Officials Information Sheet: Track Officials,
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Finish Marshall

- Ensures the athletes remain in the finishing order until all athletes have finished the track event and released by the Track Referee.

