



Vancouver Island Athletic Association



TRACK UMPIRE

Purpose

- To act as the Track Referee's "eyes and ears", observing competition and reporting any violations of rules by competitors to the Referee.
- Contribute to athlete's positive experience at event. Be consistent with each athlete throughout event— treat everyone the same.

Before the meet:

1. Check meet schedule for venue location, parking, washroom locations etc.
2. Check start times for the meet.
3. Dress in the appropriate Umpire uniform – White polo shirt, Navy pants / skirt, name tag.
4. Be sure to carry appropriate sun screen, hat, rain poncho etc. for unpredictable weather.
5. Bring a water bottle in case the meet does not provide water.

During the day's events:

1. Ensure you receive your assignment from the Chief Umpire (if there is one) or Track Referee. They will place you in the appropriate location for each race.
2. After each event, signal your Section head with the signalling method used at the meet. e.g. Coloured cards, or flags or electronic devices, or as directed by Chief Umpire or Referee
3. Report any infractions to the Referee, with a note of which lane and the competitors number, also the type of infraction, and what advantage if any and how much was gained, mark the track immediately and signal to your section head, then complete umpire report form. Also take notes of and observed discrepancies or unusual events which are not infractions. It is important to make a note of anything that can help you identify which athlete committed the infraction, eg. Uniform colours, team, etc.
4. Do not discuss any infraction with anyone other than the Chief Umpire or Referee.
5. Report to the Track Referee any observed coaching or assistance to the athletes.
6. Duties for all Races, watch for runners
 - i. Out of lane (especially on corners, on the athlete's inside line)
 - ii. Stepping Off Track (voluntary or involuntary)
 - iii. Cutting in front of, Jostling or impeding other runners in the process
 - v. Receiving aid from coaches, other athletes, or personal devices

Additional tips:

a) Relay Duties

1. Position of baton, not athlete's hand or foot is decisive factor in determining out of zone infractions.
2. If baton is dropped, must be picked up by the runner who dropped it
3. Runners must stay in lanes after passing the baton until all other runners have passed. The exception would be in the distance relay where runners should try to avoid impeding other athletes after the baton is exchanged.
4. For 4x100 Outdoors, runners must receive the baton inside of the 30m exchange zone in accordance with rule TR24.3
5. Remove all markings (tape etc.) made by athletes after the race.

b) Hurdle Duties

1. Ensure Trail leg goes over the “plane” of hurdle not around it – especially on “outer” hurdles, or on the curves in the 400 hurdles.
2. Ensure competitor clears hurdle in their own lane. Interpretive exceptions: **Rule TR22.6**
3. Watch for interference or contact with another competitor while clearing a hurdle.
4. Take a crouched position if possible for better perspective.
5. Pick up any knocked down hurdles if possible or in the absence of hurdles crew.

c) Steeplechase Duties

1. Watch for steps on inside line coming into or out of water jump.
2. Watch that athletes go over the barriers, not around or under barriers.