



UMPIRE MANUAL

Who are Umpires? RULE CR 20

- **CR 20.1** Umpires are assistants to the Track Referee, without authority to make final decisions.
- **CR 20.2** The Umpires shall be placed by the Referee in such a position that they may observe the competition closely and, in the case of a failure or violation of the Rules (other than Rule 54.2 of the Technical Rules) by an athlete or other person, make an immediate written report of the incident to the Referee.
- **CR 20.3** Any such breach of the Rules should be communicated to the relevant Referee by the raising of a yellow flag or any other reliable means approved by the Technical Delegate(s).
- **CR 20.4** A sufficient number of Umpires shall also be appointed to supervise the take-over zones in relay races.

Note (i) when an Umpire observes that an athlete has run in a different lane other from their own, they should immediately mark on the track with suitable material the place where the infringement took place or make a similar notation on paper or by electronic means)

Note (ii) The Umpire(s) shall report to the Referee any breach of the Rules, even if the athlete (or team, for Relay Races) does not finish the race.

Duties of the Umpires

In all races

- Watch for runners out of their lane (particularly round any bends) or running off the track. The right hand lane marking is included in a competitor's lane; running on the inside line on a bend may be cause for disqualification;
- Jostling, impeding, or obstruction should be watched for especially in races not run in lanes. This occurs frequently on the bends or when competitors are cutting in;
- Competitors should not receive any assistance whatsoever during the progress of an event. Assistance includes conveying advice or information to an athlete. Any athlete giving or receiving assistance from within the competition area during an event must be cautioned by the Referee and warned that any repetition will result in disqualification from that event; and,
- All infringements of the rules should be reported on the umpire's report form. The number of any competitor dropping out of a race and the lap number, where applicable, should be noted and passed on to the Chief Umpire or Referee.

Relay Races

- The Umpire shall ensure that the baton exchanges are made within the take-over zone. ***The position of the baton***, not the competitor's hand, is the decisive factor. The baton has to be in the exchange zone, not the runner. The pass is completed only when the baton is in the hand of the receiving runner;
- If the baton is dropped, it must be picked up *by the runner who dropped it*. The pass must still be completed within the take-over zone;
- Runners must stay in their lanes after passing the baton until all runners have passed;
- Assistance by pushing-off or by any other method should be reported;
- In the **4 x 400 metre relay**, runners are allowed to move to an inner position for the second and third take-over in the same order as their respective team members complete 200 metres of their leg. Watch for unfair jostling and/or obstruction; and
- Checkmarks may be made on the track for races run in lanes, within their own lanes. Material supplied by the organizers should be used to mark the track; alternate materials may be used at the discretion of the Referee. The marks cannot be confused with permanent markings.
- In the **4X100 relay**, each takeover zone shall be **30m long**, of which the scratch line is 20m from the start of the zone.

Note: Umpires should remove all marking made by the athletes immediately after each race.

Hurdle Races

- **RULE TR 22.6.1** their foot or leg is, at the instant of clearance, beside the hurdle (on either side), below the horizontal plane of the top of any hurdle; or
- **RULE TR 22.6.2** they knock down or displace any hurdle by hand, body or the upper side of the lead leg; or
- **RULE TR 22.6.3** they directly or indirectly knock down or displace a hurdle in their or in another lane in such a manner that there is effect or obstruction upon any other athlete(s) in the race, and/or another Rule is also infringed.
- **RULE TR 22.7** except as provided in Rules 22.6.1 and 22.6.2 of the Technical Rules, the knocking down of hurdles shall not result in disqualification nor prevent a Record being made.

Steeplechase Races

- Each competitor may go over the obstacles in any way they choose, or go through the water at the water jump. Each competitor must pass completely over the obstacles; and,
- Trailing legs must come over the horizontal plane of the top of the hurdle, not alongside it.

Lap Scoring (RULE CR 24)

- **CR 24.1** Lap scorers shall keep a record of the laps completed by all athletes in races longer than 1500m. specifically, for races of 5000m and longer, and for Race Walking events, a number of lap scorers under the direction of the Referee shall be appointed and provided with lap scoring cards on which they shall record the times over each lap (as given to them by an official Timekeeper) of the athletes for whom they are responsible. When such a system is used, no lap scorer should record more than four athletes (six for Race Walking events). Instead of manual lap scoring, a computerized system, which may involve a transponder carried or worn by each athlete, may be used.
- **CR 24.2** One lap scorer shall be responsible for maintaining, at the finish line, a display of the laps remaining. The display shall be changed each lap when the leader enters the finish straight. In addition, manual indication shall be given, when appropriate, to athletes who have been, or are about to be, lapped. The final lap shall be signalled to each athlete, usually by ringing a bell.

Organization at a Major Meet

CHIEF UMPIRE DUTIES (See RULE CR20 for complete description)

The **Chief Umpire** shall:

- determine the numbers of umpires he/she has available and assign them duties and position (numbers) accordingly. He/she should also appoint the Assistant Chief Umpire and the section heads.
- Pre-arrange Signals (flags, colored cards, radios, etc.) to indicate the occurrence or absence of infractions. During and immediately after each event the Chief Umpire should watch for these signals indicating infractions. Results should be withheld until the reports of any infractions are received and the matter dealt with.
- Distribute umpire folders and meet schedules to all umpires, and collect them at the conclusion of the meet.

Duties of Section Heads

- Check your team for signals after every lap as soon as the runners are out of range;
- In the one-lap races you should get an immediate signal;
- Bring the written reports to your Chief/Assistant Chief, or to the Referee if he/she is closer;
- Signal your chief or assistant at the conclusion of each race; in the 4x400 metre races, supply the athletes with the tape for their markings. When ready, signal "white" to your Chief; and; Tell your section to leave the track when appropriate.

Equipment Needed:

- Umpire Manual (often included in Umpire Competition Folders);
- Scrap Paper;
- Clipboard or folder (sometimes handed out at major meets);
- **Current World Athletics Competition** rule book;
- Athletic or masking tape;
- Pens and pencils; and,
- Umpire reports (in case they are not supplied by the Chief Umpire or Referee).

Umpire Do's:

- Do report any observed discrepancies to your Chief Umpire or Section Head.
- Do report with the agreed signal system and fill out a report form;
- Do take notes on *unusual* events which are not infractions (eg. spectator interference)
- Do have tape for relays;
- Do make sure only approved markings are allowed on or off the track;
- Do let the Chief Umpire or Section Heads answer the questions asked at relays;
- Do straighten the hurdles after the last warm-up;
- Do pick up hurdles that were knocked down;
- Do take a crouched position to observe the hurdle events. Use the sound of the gun as your signal;
- Do report coaching or assistance to the athletes; and,
- Do verify correct positioning of the hurdles after the hurdles crew has placed them, and the cut-in markings.

Assembly Protocol: (When to assemble as a team)

- At the officials quarters, 40 minutes before the events;
- At the track entrance, 20 minutes before the events, and
- At the track position, 10 minutes before the events.

Entrance Protocol (where applicable):

All events, except the 100 and 110 metre hurdles:

- Form two files and proceed along the exterior of the track Umpires working the inside or interior positions cross at a signal from the Chief Umpire. Sit when the Chief Umpire or Section Head sits down.

For the 100 and 110 metre hurdles:

- Form two files, one file walking along the interior and the other along the exterior of the track. The teams working the end positions enter according to local arrangements.

Note: No umpire crosses the finish line on the track at any time. (go around if you must)

Positions:

- Umpires shall **stand** for all events except the 5 kilometre and 10 kilometre races. When possible, they sit until the announcer calls the event, then they all rise. After the race is completed, Umpires as a group sit down, except those Umpires who witnessed an infraction.
- The track positions have been approved by the Referee. Do not modify the position without consulting the Referee or Chief Umpire. Determine your exact position by locating your number of the event-track diagram for each event. Minor adjustments are okay.

Reporting Infractions:

- Signal your Section Head by giving the *colored signal* (or other prearranged signal);
- All Umpires report an infraction verbally to a Section head and start filling the umpire report;
- Mark the track. If more than one umpire witnesses the same infraction, let one umpire do all the markings. Assist only when the markings are insufficient or incorrect.
- Return to your position as soon as possible. Remember that three is a crowd and that the Section Head or the Chief Umpire and sometimes the Referee will gather around an Umpire to gather information; and,
- Report *drop-outs* by indicating athlete number and lap number.

Note: don't try to mark an infraction during a race. Take notes.

Legend:

TR: track referee
CU: chief umpire
ATR: assistant track referee
ACU: assistant chief umpire
SEC: section head

UMPIRE REPORT "DICTIONARY" (terminology commonly used when filling out reports)

- Bend: there are two on a track. The first bend extends from the finish line to the cut-in line, and the second bend, from the 200 metre start to the end of the last 4 x 400 metre exchange.
- Enter first bend: about 30 metres going in.
- In first bend: the 40 metres in the middle.
- Exit first bend: the last 30 metres of the bend.
- Step on line: stepping on the left-hand line.
- Out of lane: stepping over the left-hand line, or inside line, but the runner returns to his/her lane. You may indicate the number of strides taken by the athlete. On the report form, the distance of the infraction is measured by the Umpire, counting his/her paces.

Colour Codes on or in binders (different in some provinces)

Green Card - No infractions
Yellow Card - Infraction observed (signal to CU or Section Head)

Green / Yellow; (flip back and forth) - Athlete has dropped out of race

Baton color lane assignments (4x100) - to be determined prior to the start of the meet.

24.6.1 A baton shall be used for all Relay Races held in the Stadium and shall be carried by hand throughout the race. At least for competitions conducted under paragraphs 1.1, 1.2, 1.3 and 1.6 of the International Competition definition, each baton shall be numbered and of a different colour and may include a timing transponder.

Note: If possible, the allocation of the colour to each lane or starting order position should be shown on the start list.

suggested: Blue Red Green Gold Silver Black Orange Purple

       