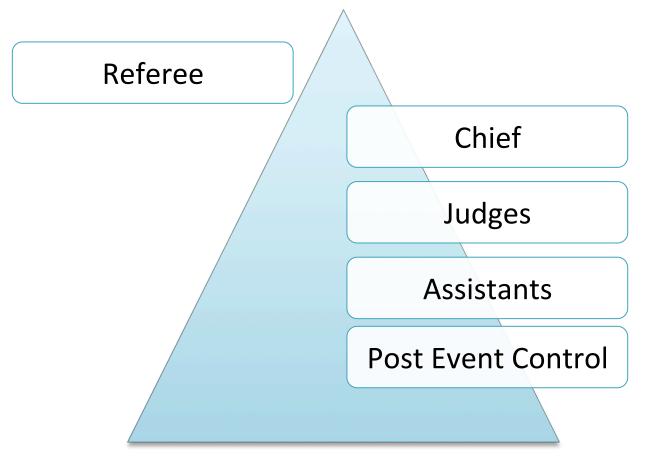
Roles & Responsibilities of the Starters Assistants and Starters

- Call Room/Athlete Control Centre (ACC)
- Starters Assistants
- Recall Starter
- Starter
- Start Coordinator
- Start Referee

- First point of contact;
- Sets the stage for athletes preparing for competition;
- Restricted and self-contained area;
- Transition area between the warm up area and the competition area;
- Athletes must leave the Call Room/ACC "Competition Ready!"

Athlete Control Centre (ACC) Call Room



Referee:

- Ensure that rules (and regulations) are observed;
- Ability to decide on matters which arise during competition for which provisions have not been made in the rules;
- Rules on oral protests.

Chief Judge:

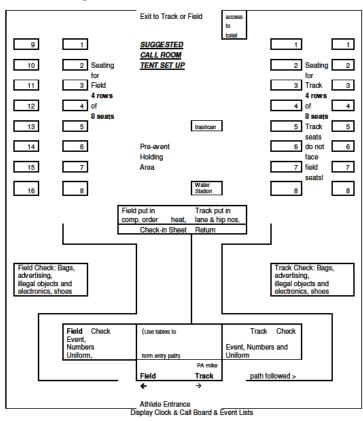
- Supervises the transition of athletes and ensures that athletes be present and ready infield for the scheduled start of their event;
- Responsible for final preparation of athletes before the enter the field of play;
- Arranges duties for the Call Room/ACC.

Call Room Judge:

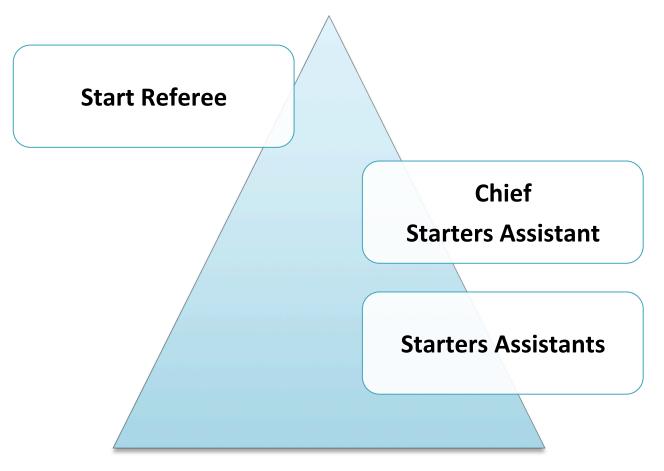
- Responsible for checking the athletes clothing and equipment and correct heat;
- Correct competition bib & attached;
- Tape unacceptable advertizing;
- Check spikes;
- Check for confiscated goods;
- Ensure competition sheets reach the appropriate officials.

Call Room/ ACC Diagram

Call Room Diagram:



Starters Assistants



Starters Assistants:

Starters Assistants play an important role in the management of the athletes, particularly in the preparation for the race. They must ensure that Rules 130 and 162.8 are fully implemented checking that:

- Athletes are in the correct heat and lane.
- Bib number and hip number identification are correct and correspond with the start list.
- The use of starting blocks* is legal as defined in Rule 161.
- Batons are ready for relay races.

Starters Assistants:

Furthermore, they must ensure that Rules 162.3 and 162.4 are observed:

- Athletes assemble correctly before the Starter takes control of the start.
- Correct warnings are given and that all athletes understand the condition under which
- subsequent starts will occur i.e. the recall did not warrant a warning (green card shown) or a disqualification has been made (red/black card shown) or a warning was for a specific conduct offence for one athlete in the race (yellow card shown by the Start Referee) or in the case of Combined Events, the next false start will accrue a disqualification (yellow card shown to all athletes).
- Any disqualified athlete immediately leaves the area of competition. If necessary, ensure the athlete is escorted from the area.

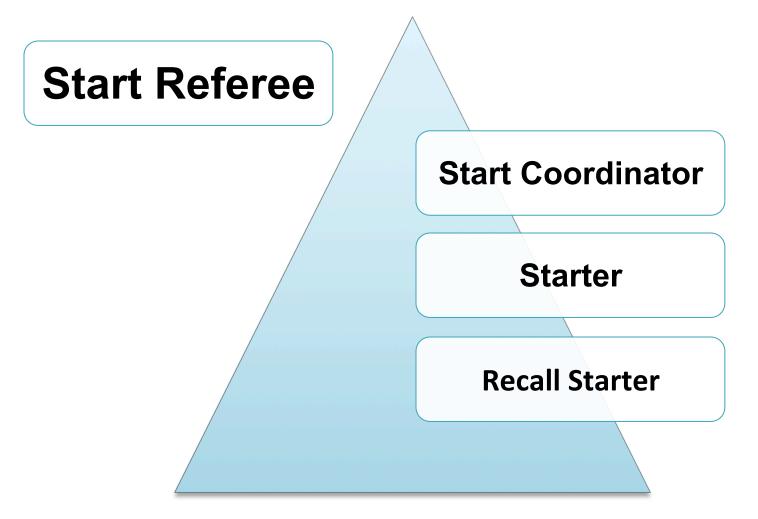
Starters Assistants: (Pre-Start Process)

- Ensure that athletes have sufficient warm-up time, blocks are properly adjusted, any issues are dealt with prior to Start;
- Inform the Starter of time left before start;
- Close track and ask runners to stand behind their blocks or 3m;
- Check to ensure that field events using the track are aware of the race about to start;
- Notify the finish line and photo timing;
- Move into position for 'Marksmen' duties;
- Check to see that the track is clear and there are no PA announcements;
- Turn the race over the Starter with a hand signal.

Starters Assistants: (Start Process)

- "On Your Marks" check that runners hands or toes are behind the line and in contact with blocks* and signal the Starter to proceed;
- "Set" visually check the hand positions without moving; if there is an issue that arises that may cause an unfair start, raise your hand over your head to let the Starter know, they should give the "Stand Up" command;
- False Starts* are recorded by the SA. After a race is recalled, reassemble the runners on the 3m line or behind their blocks then administer the appropriate card to the athlete(s) responsible for the false start. Again, turn the race over to the Starter.
- After a fair start, ready the next group of athletes. While the race is in progress, keep the start area clear for Umpires in all 100m & 110mH races.

Starter & Recall Starter



Start Referee:

The Starts Referee should be a specialist and experienced Starter who fulfills several obligations:

- Is not a member of the start team but rather works alongside the team.
- Does not interfere or comment on starts, except when issues need addressing.
- Is required to keep an accurate record of all starts.
- Ensures the Start Coordinator carries out an initial check of the false start equipment.
- Monitors the operation of false start equipment.
- Communicates with athletes only as a result of an official protest about a start or a warning / disqualification.
- Notifies athletes of a "disciplinary" warning.

Start Coordinator:

The duties of a Start Coordinator are to:

- Allocate duties to team members.
- Control and manage the start process.
- Plan the position and movements at the start area of the Starter, Recall Starters and Starters Assistants.
- Keep the competition to time by working efficiently with the team and all parties.
- Be the link to the providers of the false start equipment.
- Keep all relevant paperwork.
- Ensure Rule 162.8 is observed and followed. (FS SA)

Starter:

The Starter must ensure that all athletes have a fair start within the rules of the competition, specifically Rules 129.2, 129.3 and 129.6:

- He is the sole decision maker regarding false starts including occasions when an offence has been committed and the race is recalled by any member of the start team. Consultation between team members on such decisions is vital. Such consultation should be done as quickly as possible in order to start the race without undue delay.
- He is positioned so that he can see all athletes in a similar, narrow angle of vision.

Starter:

- His commands are heard simultaneously by all athletes.
- The false start equipment control module is positioned close to him.
- He personally consults the information produced by the false start equipment and use that to confirm a false start.

The Start

In events up to and including 400m, the Starters Assistant will signal the Starter to issue the first command:

- 1. "On your marks". When all athletes are clearly settled, legally positioned (as indicated by the Starter's Assistants) and still, the Starter will issue the second command;
- 2. "Set". When the athletes have all assumed their final set position, and are steady, the gun will be fired.

In events of 800m and over, once the athletes have all assumed their final position after the "On your marks" command, and are steady, the gun will be fired.

The Start

There is no perfect holding time in the set position. In reality, there must be a discernible hold to ensure all athletes are steady and in the correct starting position.

The Starter must stop a race if:

- An athlete, after assuming a full and final set position, commences his start before receiving the report of the gun (Rule 162.6).
- He receives a signal from the false start equipment.
- Any Recall Starter observes an irregularity with a start.

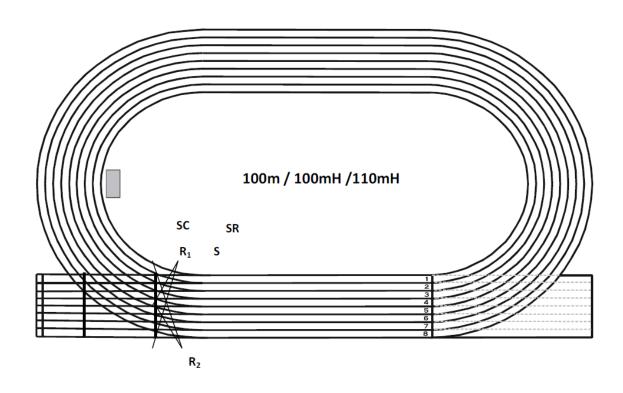
Recall Starters:

- are deployed to specific positions to give an alternative and enhanced view of a race start.
- support the starter and identify any offence or technical fault at a start that the Starter may not have observed.
- If there is any doubt about the legality or fairness of the start, the Recaller must recall the race.
- Discussions within the team will determine the subsequent action (if any). After due deliberation, the starter will decide if an offence has occurred.

Recall Starters:

As part of their meet duties they should also:

- Be familiar with the facility and study the colour codes for the start lines;
- Discuss with Start Team the process and signals to be used for the meet;
- Identify the positions the Starter wishes the Recall Starter to use;
- Assist at start line (dependant on meet level);
- During the start, never have pistol cocked or finger on the trigger;
- Be especially alert for such things as outside noises that could cause athletes to break or for block slippage.



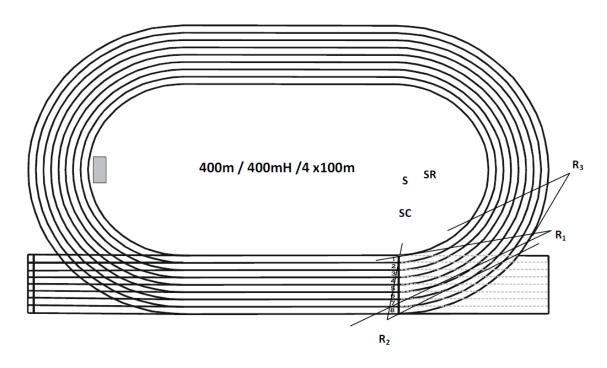
SR = Start Referee

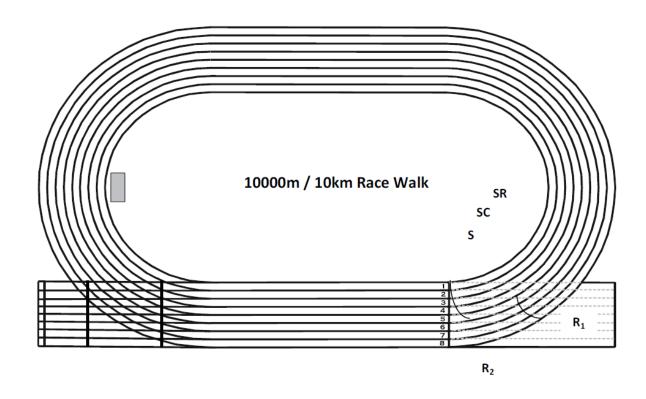
SC = Start Coordinator

S = Starter

 $R_{1,2,3}$ = Recall Starter

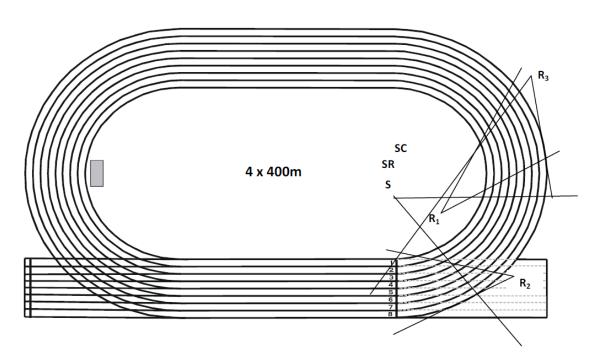
SR = Start Referee SC = Start Coordinator S = Starter R_{1,2,3} = Recall Starter

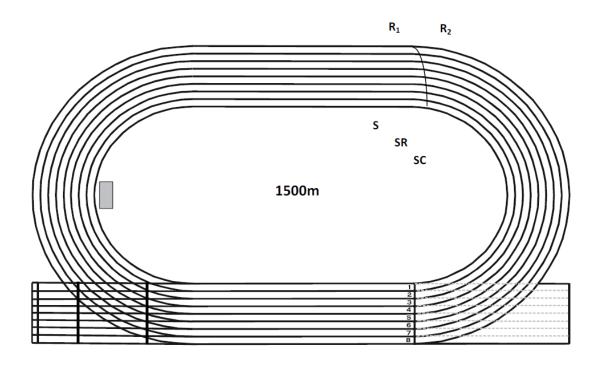




SR = Start Referee SC = Start Coordinator S = Starter R_{1,2,3} = Recall

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