

RELAY TAKE-OVER ZONE 1

TAKE-OVER ZONE UMPIRES POSITIONING

- 1 x Take-Over Zone Coordinator/ Chief Umpire
- 4 x Take-Over Zone Umpires
- 1 x Take-Over Zone Marshal
- 1 x Breakline Umpire (4x200m only)

Take-Over Zone Umpire

Duties:

- Assist in placement of cones on the track (marking the extremities of the take-over zone) before and after each event
- Be aware of the rules relating infringements and other rules specific to relays
- Observe for infringement of the rules
- Notify Take-Over Zone Coordinator/Chief Umpire of any infringement(s)

Take-Over Zone Umpire 1 = Watch incoming end of take-over zone for Lanes 1-4 for any infringements

e.g. running out of lane, changing baton before the take-over zone, athletes U11 & above starting outside the acceleration zone line

Take-Over Zone Umpire 2 = Watch outgoing end of take-over zone for Lanes 1-4 for any infringements

e.g. running out of lane, changing baton after the take-over zone.

Take-Over Zone Umpire 3 = Watch incoming end of take-over zone for Lanes 5-8 for any infringements

e.g. running out of lane, changing baton before the take-over zone, athletes U11 & above starting outside the acceleration zone line

Take-Over Zone Umpire 4 = Watch outgoing end of take-over zone for Lanes 5-8 for any infringements

e.g. running out of lane, changing baton after the take-over zone.

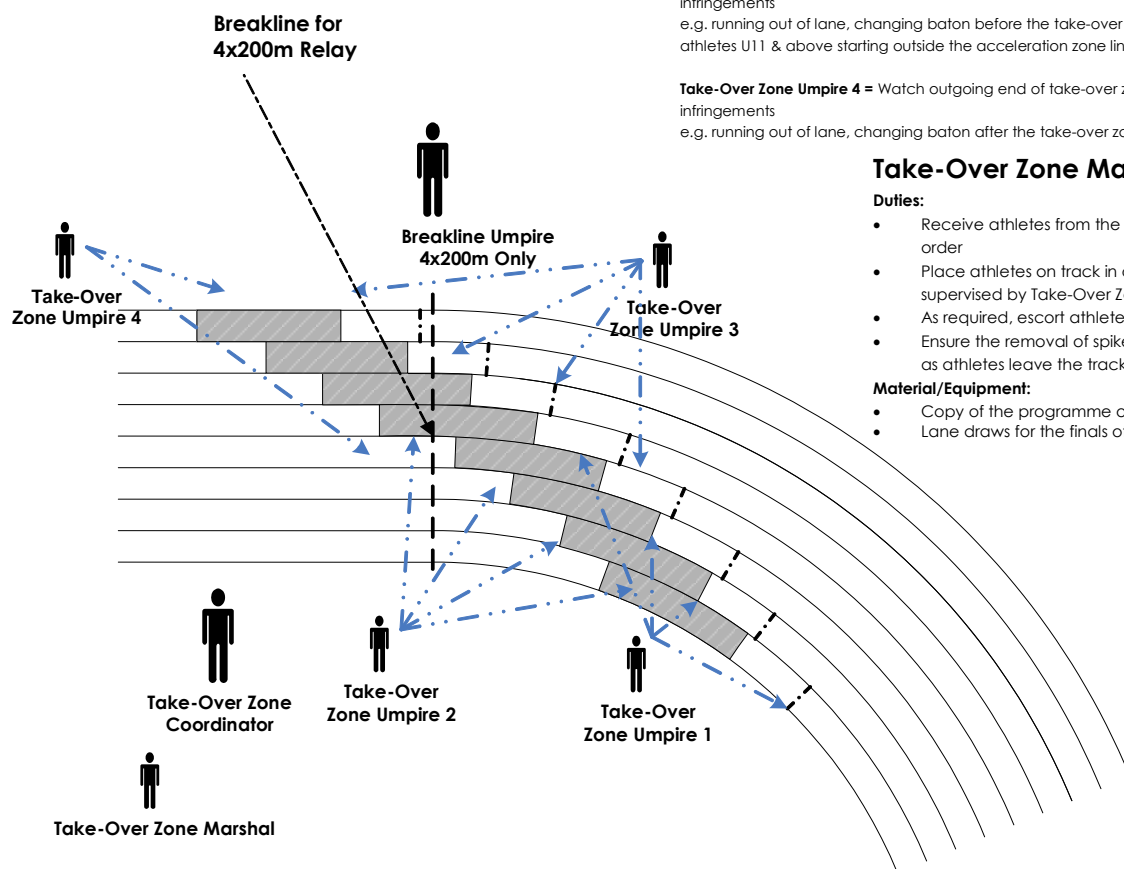
Take-Over Zone Marshal

Duties:

- Receive athletes from the Call Room in program and lane order
- Place athletes on track in order to commence next event supervised by Take-Over Zone Coordinator/Chief Umpire
- As required, escort athletes from track after each event
- Ensure the removal of spikes at completion of event as athletes leave the track

Material/Equipment:

- Copy of the programme of events
- Lane draws for the finals of those events having heats



Breakline Umpire

Duties:

- Ensure that breakline is clearly designated
- Be aware of the rules relating infringements and other rules specific to relays
- Observe for infringement of the rules
- Notify Central Umpire via a yellow (for an infringement) or white (no infringement) flag
- Liaise with the Referee regarding any infringement(s)

Material/Equipment:

- Copy of the programme of events
- A two-way communication device for contacting other Key Officials
- Incident Flags (Yellow & White)

Marking – Take-Over Zone 1

4 x 100 & Medley:

- The take-over zones are indicated by yellow lines. A tick mark on the inside of the lane indicates start of the zone. A tick mark on the outside of the lane indicates end of the zone.
- The acceleration zone is indicated by an orange line across the lane 10m before the start of the box.

4 x 200m breakline:

- The breakline for the 3rd leg of a 4 x 200m relay is indicated by a white line across the track at the 100m mark, a set of bunting flags above the track and a witches hat on the outside of each lane.

Take-Over Zone Coordinator/Chief Umpire

Duties:

- Ensure that Take-Over Zone Umpires understand the rules/duties and position them accordingly
- Control operation of the Take-Over Zone
- Manage placement of cones on the track (marking the extremities of the take-over zone) before and after each event
- Assemble athletes on the track in the correct lane
- When all athletes are correctly assembled, communicate readiness to Start Coordinator
- Clear athletes from track after baton changes
- Be aware of the rules relating infringements and other rules specific to relays
- Observe for infringement of the rules
- Refer infringement(s) to the Referee

Material/Equipment:

- Copy of the programme of events
- A two-way communication device for contacting other Key Officials
- Incident Flags (Yellow & White)
- Lane draws for the finals of those events having heats