

RELAY TAKE-OVER ZONE 4

TAKE-OVER ZONE UMPIRES POSITIONING

- 1 x Start Coordinator/Chief Umpire
- 4 x Take-Over Zone Umpires
- 1 x Take-Over Zone Marshal

Take-Over Zone Umpires

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 Start 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.

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.

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.

Note: For Medley Relays umpires will be required to watch either the incoming or outgoing unlaned take-over zone. Two umpires will be placed at the incoming end of the take-over zone and two judges will be placed at the outgoing end of the take-over zone.

Start Coordinator/Chief Umpire

Duties:

- Control operation of the event
- Endeavour to ensure start times of events are in accordance with the timetable
- Acknowledge notification of readiness from take-over zones
- Ascertain readiness of timekeepers and place judges
- Indicates event readiness to starter
- Ensure that Take-Over Zone Umpires understand the rules/duties and position them accordingly
- 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 Starter
- 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
- Lane draws for the finals of those events having heats
- Incident Flags (Yellow & White)

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 Start 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

Marking – Take-Over Zone 4

Medley:

- The take-over zone is indicated by 2 blue lines across the track. The incoming line is located 10m before the finish line and the outgoing line is located 10m after the finish line.

The order of athletes onto the track for the 4th leg is based on the positioning of the 3rd runners at the Breakline.

4 x 200:

- The take-over zones are indicated by blue lines across each lane. A tick mark on the inside of the lane indicates the start of the take-over zone. A tick mark on the outside of the lane indicates the end of the take-over zone.
- The acceleration zone is indicated by an orange line across the lane 10m before the start of the box.
- On the 3rd unlaned change, the take-over zone is indicated by a blue line across the track, at the same place as the Lane 1 take-over zone.

Please note: At Lakeside Stadium, due to the blue track, the 'blue line' is marked as a red line

