



# TRACK AND FIELD / ROAD RUNNING CROSS COUNTRY

## MTFOA OFFICIATING INFORMATION SHEETS

Athletes Control Center / Marshalling Area

( 1 or 2 Officials plus 6 to 8 Volunteers / Assistants )

### A. Chief Starters Assistants/Chief of Athletes Control Centre and/or Marshalling Area

All competitors are checked for:

- wearing the meet assigned bib and number on the approved team/school/country uniform
- correct size of shoe sole and the correct number of spikes per shoe and that each spike does not exceed the designated length for the surface they are competing on

Table of Prescribed Spike lengths.

SPIKE LENGTH	INDOOR	OUTDOOR
track	7mm	9mm
pole vault	7mm	9mm
javelin	n/a	12mm
high jump	9mm	12mm

- for races, check that all athletes are present; relay runners know their running order; inform athletes what heat and lane they have been assigned or in the case of field events their throwing or jumping order.
- provincial/national/international meets ACC/marshalling areas also check for the following items:
  - electronics (e.g. CD players/walkmans, cell phones, watches/heart monitors)
  - advertising and advertising logo sizes
  - medication/drugs

In most cases it is the responsibility of the Chief of ACC / Call Room Manager along with the Meet Director to draw up a schedule for the ACC which includes first, second and final call times to the ACC, time allotted in the ACC and departure time to arrive at the event. These times are specific to each individual meet as they are set out in the Technical Package for that meet. She/He oversees the ACC/Marshalling area.

NOTE: It is very important the schedule of the Track and Field Meet be adhered to (keep on time.)

### B. Starters Assistants/Marshalling Assistants

These individuals assist the Chief Starters Assistant by:

- assisting with check-ins and inspections of bags and equipment
- escorting all competitors to their competition area
- re-check bib numbers, hip numbers and lane assignment
- for relay races escorting relay each runner to the appropriate exchange zone
- check blocks, turn track over to the starter when all is ready, ensure athletes are ready after the "on your marks" command