

GYTOA

Local Rules Meeting

August 30, 2018

Boardman HS

Games Committee/Meet Director

- Length of course
 - Measurement rule
 - Limitations on length (1.5 to 3.1 miles/1.5 to 2.0 miles)
- Starting positions of teams
- Order of races, time schedule
- Facilities

Referee

- When should you be there?
- What should you bring?
- Pre-meet meeting with coaches and/or team captains – can be via written communication
 - Good sporting conduct
 - Get verbal or written confirmation from coaches regarding uniforms and equipment
 - Any special circumstances
- Makes all decisions regarding DQ's
 - Get appropriate info from official regarding possible DQ

Clerk

- When should you get there?
- What should you bring?
- Checking in athletes
- Placing on start line
- Uniform reminders
- Accurate count – report to finish line, scorer

Starter

- When should you get there?
- What should you bring?
- Pre-race meeting with athletes
 - Review starting commands
 - This acts as uniform warning
- Positioned “well in front of the runners”
- Starting commands
 - “On your marks” or long whistle blast
 - Fire gun and drop red flag when runners are set and motionless
- Re-call gun
 - Unfair start – runner falls due to contact in first 100 yards

Chute Director

- Supervise finish chute
- Assign stand-ins (fillers) for runners who can't continue through chute
- Assign gate controllers if more than one chute
- Assign marshals to keep chute area free of unauthorized individuals
- Be certain other chute personnel are in place as runners approach finish

Finish Judges

- Stand “on” the finish line (outside the chute)
- Call out order of finish – ID by school, jersey color, hair color, etc.
- Can only be overturned by referee
- Backup scoring systems

Chute Umpires

- Supervise competitors after they enter chute
- Keep in order, adjust as needed – listen to finish judges

Course Umpires

- Make sure competitors run proper course
- Report any infraction to referee
- How to properly ID competitor

Callers/Checkers

- Call number of each competitor in order
- Record accurately

Tag puller/stringer

- Take tear tag from each competitor's bib number
- Place on stringer in order

Timers

- A timer may be assigned to call out times at a designated place along the course
- Record time of each runner as they cross the finish line (torso)

Marshals

- Keep competitive area free from unauthorized individuals

Other Noteworthy Points

- “Cutting” the course
- Interference
- Pacing
- Medical forms for inhalers, etc.
- Weather decisions
- Uniforms – pages 5-8 of OHSAA Manual for Coaches and Officials

Other Noteworthy Points

- Uniforms – rules, situations
- Jewelry – no longer any restrictions
- Water on the course
- Holding hands
- Chips