

FINISH LINE : TIMERS - JUDGES

HEAD TIMER

Has the general jurisdiction over the assistant timers. He is responsible for determining the winning time for each running event and recording times for all place winners. The head timer or a designated assistant timer shall announce the lap counter in distance races.

The head timer will consult with operator, and confirm the official winning time, times or places, based on the times from the assistant timers.

ASSISTANT TIMERS (often double as finish judges)

Will be assigned places with three (3) being recommended for each place. If fully automatic timing is used, the timers must remember they are used as a back-up timer in case the system malfunctions. When a FAT system used, it is recommend that 2 timers are on each place.

When a FAT system and finish judges are both used, FAT will take precedence over watches.

PRE-MEET PROCEDURE

- a. Review the rules.
- b. Familiarize yourself with the watch. Do not use thumb to start watch.
- c. Hold and use the watch, so the INDEX FINGER is used to start and stop the watch.

PROCEDURE DURING THE MEET

- a. Check watch to see if watch is reset.
 1. With starter's whistle, Head Timer gives the command, "Timers check your watches"
- b. Contestants go to their marks: Head Timer states, "Gun Up, No More Talking".
 1. Give undivided attention, and focus on starter's pistol.
 2. Start watch with the flash or smoke of the pistol. Note if watch does not start, notify the Head Timer immediately.
 3. If a false start, the Head Timer will state, "Check Your Watches".
- c. As the competitors approach the finish line, focus on the finish line. Stop your watch, as any part of a torso reaches the edge of the finish line (not head, arms, hands, feet).
 1. May use tape as aid or line of reference, although most lines are lines painted on the track.
 2. If a runner falls and crawls or rolls across the finish line, he is considered to have finished, when any part of the torso touches the line, regardless if any other body parts have crossed.
 3. If a fall does happen, it is important to keep attention on the finish line.
 4. After a race ends, keep time until the Head Timer or Head Finish Judge, or Referee have checked and recorded, or told you to clear your watch.
- d. Electric or digital timers, which measure one one-hundredth of a second must be used. Times registered in this manner shall be rounded up to the next tenth of a second. (i.e.) 10.42 will be recorded as 10.5.
 1. If FAT and manual times must be integrated, the hand-held times shall first be rounded up to the slower one-tenth of a second.
 2. Recommend that a conversion be used of .24 being added to races 300 m. and less; .14 added to races 400 m. and up.
- e. Using FAT to determine qualifiers for the next round, timing to one one-thousandth of a second may be used.
- f. a record shall not be granted, unless the time is recorded FAT (fully automatic timing).

FINISH LINE JUDGES

- a. Know the rules concerning each running event.
- b. Check in with the head finish judge 10 minutes before the first event.
- c. Have the proper finish pad.
- d. Be in a direct line with the finish line.
- e. Full attention, when the Head Judge gives signal to starter.
- f. Proper procedure dictates, that judges concentrate on the runners, until they are all in 10 M. of the finish line. Then watch the finish line. One judge on each side of the track picks their places. Judges will meet on the track at the lane picked.
- g. Competitors place in the order, in which any part of their bodies, (i.e.) “torso”, as distinguished from head, neck, arms, legs, feet or hands reach edge of finish line
- h. If a competitor falls before the finish. **DO NOT LOOK.** Keep your concentration on the finish line, if possible.
- i.. In races of 400 m. or less (i.e.dual meets) judges stand in lane/finish line; get name, school.
- j. At the conclusion of the race, write your decision on the place slip, and hand it to the Head Finish Judge without consulting with any other person. Assistant judges should have slip filled out, as in event number, before the start of the next race.

NOTE: Distance races may have a chute of streamers / ropes to keep the runners in order; or may have the procedure of handing out numbered sticks to show the places.

HEAD FINISH JUDGE

The Head Finish Judge shall designate the places to be picked by the assistant finish judges. He shall view the finish of each race, as a whole; should a place winner be overlooked, the Head Finish Judge may place a competitor in the position, in which the Head Finish Judge viewed the finish. The Head Judge may make such a decision, only if the matter cannot be determined by the assistant judges or by FAT.

The decision of the judges shall be final and without appeal, except for possible action taken by the Head Finish Judge.

PRE-MEET PROCEDURE FOR HEAD FINISH JUDGE

- a. Be thoroughly familiar with the rules concerning all aspects of each running event.
- b. Report to the meet manager at least 45 minutes before the first running event.
- c. Pick up finish pads, pencils, whistle, and flags.
- d. Check the number of assistant judges present. As outlined in the rules, two (2) assistant judges for each place, and the first non-placing place position.
- e. Pass out the finish slips and pencils.
- f. Assign the assistant judges to positions on both sides of the track, when feasible.
- g. Be continually alert of the whereabouts of the Referee.
- h. Recommended to time places and not lanes.
- i. Collect finish slips, check and give them to the Finish Line Recorder.
- j. Before each race or hear see that all assistant judges are ready.
- k. Signal starter, when everyone is ready at the finish line.