

CLERK OF THE COURSE

The clerk of the course shall be responsible for recording the name and number of each competitor and shall assign each competitor to the proper heat and starting position, as approved by the games committee or meet director. The clerk is responsible for giving all necessary instructions concerning the rules governing the race, and either the clerk or the assistant starter, shall be at the starting mark before each race to announce the lane assignments and hold each competitor responsible for reporting promptly to the starting line when the race is announced.

Adjustments in heat or lane assignments or in the number of heat qualifiers may be made by the clerk with the approval of the referee. In a race run in lanes, each competitor shall run in the lane drawn unless the clerk moves the competitor to avoid use of a lane which, because of unusual conditions, would unfairly handicap a competitor.

The clerk must provide the head finish judge with a written list of all of the starting competitors, their numbers and their lane assignments, the number to qualify from the preliminaries, and record for the event. Also a listing of changes in writing approved by the referee must be provided. The clerk of the course must check and enforce uniform, visible-apparel and shoe regulations.

1. RESPONSIBILITIES

- a. Familiarize himself/herself with all starting and finish lines and exchange zones
- b. Give all necessary instructions concerning the rules governing the race, including method of qualifying in preliminary and semifinal heats, and places to be scored.
- c. Assign each competitor to the proper heat and starting position
- d. Deliver the competitors at the starting line promptly for the starter
- e. Inspect batons for relay races
- f. Check and enforce visible uniform apparel, shoe regulations, no wearing of jewelry and unaltered contestant number.
- g. Coordinate calls with the announcer and assist with keeping the meet on schedule.
- h. Inform all competitors of the type of stagger to be used in their race, i.e., waterfall, one-turn, two-turn, etc. and exchange zones
- i. Remind competitors of the necessity to remain in their assigned lane at the conclusion of a race to aid finish line personnel in the timing and placing process.
- j. Remind competitors of prohibited items by the games committee, such as any wearing apparel in addition to the school issued uniform, radio/stereo equipment, wireless communication devices, tobacco, and of any special instructions

2. SUGGESTED EQUIPMENT

- a. Time schedule and order of events
- b. List of entries, heat and lane assignments, and event cards
- c. Clipboards and pencils
- d. A watch which has been synchronized with the official meet time
- e. Speaker system to call missing persons or schools
- f. A radio for communication with the announcer and the finish-line personnel.

COMMENTS FOR THE CLERK OF COURSE TO MAKE TO RUNNERS

1. Scratch out “NO SHOWS” and relay this information to the finish clerk.
2. Collect relay card (if applicable)
3. Check spike lengths
4. Uniforms
 - a. Tops – must hang below waist if designed to be worn out of the bottom or be tucked in. No bare midriff.
 - b. Waistbands of the bottom must be worn at the waist (may not roll waistband)
 - c. No Jewelry – if you weren’t born with it, it’s jewelry. No beads woven into the hair, Lance Armstrong style bracelets, etc. Pony tail holder or other hair control device worn on the wrist is considered jewelry and will result in disqualification.
 - d. No socks above the knees
 - e. Unadorned apparel under the top or bottom
 - f. One visible manufacturer’s logo on each item of apparel – look for 2nd logo on back on neckline. School name or mascot is permitted no larger than 2 ¼” X 2 ¼”.
 - g. Sweat bands must be of a solid color (manufacturer’s logo permitted)
5. Sweats off in the chute (unless inclement weather)
6. Announce how they will qualify for the finals
7. Send relay runners to different exchange zones
8. Explain starting line colors and passing zone colors.