

# STARTER / REFEREE 2024

## STARTING VIOLATIONS p.36

- 1) failure to comply with starter's commands .....5-7-4a
- 2) body ON or OVER the starting line when gun is fired .....5-7-4b
- 3) moves after assuming set position - before gun is fired .....5-7-4c
- 4) leaves mark with a forward motion - before gun is fired ....5-7-4d
- 5) blocks placed outside own lane .....5-7-4e
- 6) repeated use of disconcerting acts .....5-7-4f

## RUNNING INFRACTIONS p.37; p.39-40

- 7) interference - bump, trip, impede opponent's path..4-6-5a...5-9-1
- 8) stepped on/over inside lane line on curve (3 consec steps) ...5-12-1a
- 9) ran outside assigned lane & interferes with another runner ..5-12-1bc
- 10) doesn't finish in assigned lane; cut in before break line ....5-12-1de
- 11) ran inside track curb thereby gaining an advantage .....5-13-1

## HURDLE INFRACTIONS p.40

- 12) did not attempt to clear each hurdle.....5-14-1a
- 13) knocks down or displaces any hurdle with hand.....5-14-1b
- 14) advanced/trailed a leg/foot alongside & below hurdle gate...5-14-1c
- 15) ran over hurdle not in the assigned lane.....5-14-1d
- 16) ran around a hurdle; interfered with another hurdler.....5-14-1ef

## RELAY INFRACTIONS p.38-39

- 17) unclear if athletes are of the same team by uniform .....4-3-2a
- 18) athlete name not on entry card; substitution violation .....5-10-2
- 19) failure to exchange in, or finish in assigned lane..5-12-1d..5-10-4
- 20) competitor wearing gloves during relay competition .....5-10-5
- 21) failure to pass baton in the exchange zone .....5-10-6
- 22) baton tossed, not handed between runners.....5-10-7
- 23) outgoing runner lines up outside designated zone .....5-10-9
- 24) incoming runner pushes outgoing runner .....5-11-1
- 25) throwing the baton after race is ended .....5-11-2

## UNIFORM INFRACTIONS p.23-25

- 26) games committee may declare uniform top tucked in .....3-2-4j
- 27) failure to wear the school-issued/approved uniform.....4-3-1
- 28) uniform not worn as intended by manufacturer.....4-3-1
- 29) failure to wear shoes on both feet.....4-3-1a
- 30) failure to wear assigned number.....4-3-1b1
- 31) uniform top has knotted protrusion; bare midriff top.....4-3-1b3
- 32) uniform top doesn't hang below waistband/not tucked ..4-3-1b3
- 33) mfg's logo > 2¼ in. sq.- more than 1 logo per garment....4-3-1b5
- 34) mfg's logo around the waistband is not a violation .....4-3-1b5
- 35) removing part of uniform near finish line (1 warning).....4-3-3
- 36) offensive temporary/permanent body adornment.....mh5aa

## CONDUCT – UNSPORTING (COACHES, ATHLETES, TEAM SUPPORT - EVENT & MEET DQ)

- 37) conduct which is unethical; disrespectful toward an official...4-6-1
- 38) intentional contact with someone.....4-6-1
- 39) taunting, criticizing, or using profanity toward someone..4-6-1

## CONDUCT – UNACCEPTABLE (EVENT DQ) p.14; 26

- 40) using electronic communication during race/trial.....3-2-8a
- 41) using electronic device to review an official's decision .....3-2-8b
- 42) willful failure to follow an official's directions .....4-6-2
- 43) indirect action/language discrediting individual/school ....4-6-2
- 44) interference by non-participant team member.....4-6-3
- 45) assisted by pacing- or using an aid during race/trial.....4-6-5bf
- 46) contestants joining hands during a race.....4-6-5c
- 47) communication using any device during race/trial .....4-6-5d
- 48) coaching from a restricted area .....4-6-5e
- 49) received assistance from anyone to finish race .....4-6-5gh

# INCIDENT REPORT

(Deliver to Referee)

INDEX NUMBER	RULE NUMBER

EVENT	HEAT	LANE

JERSEY COLOR / SCHOOL COMPETITOR NUMBER

DESCRIPTION OF OFFENSE

STARTER SIGNATURE

<input type="checkbox"/> WARNING
<input type="checkbox"/> EVENT DQ
<input type="checkbox"/> MEET DQ
<input type="checkbox"/> NO CALL
REFEREE DECISION

REFEREE SIGNATURE

# UMPIRE 2024

## RUNNING INFRACTIONS p.37; p.39-40

- 1) interference - bump, trip, impede opponent's path .4-6-5a ...5-9-1
- 2) stepped on/over inside lane line on curve (3 consec steps) ...5-12-1a
- 3) ran outside assigned lane & interferes with another runner ..5-12-1bc
- 4) doesn't finish in assigned lane; cut in before break line .....5-12-1de
- 5) ran inside track curb thereby gaining an advantage .....5-13-1

## HURDLE INFRACTIONS p.40

- 6) did not attempt to clear each hurdle.....5-14-1a
- 7) knocks down or displaces any hurdle with hand .....5-14-1b
- 8) advanced/trailed a leg/foot alongside & below hurdle gate ...5-14-1c
- 9) ran over hurdle not in the assigned lane.....5-14-1d
- 10) ran around a hurdle .....5-14-1e
- 11) interfered with another hurdler .....5-14-1f

## RELAY INFRACTIONS p.38-39

- 12) unclear if athletes are of the same team by uniform design 4-3-2a
- 13) violation of substitution (athlete name not on entry card) .....5-10-2
- 14) incoming runner pushes outgoing runner .....5-11-1
- 15) throwing the baton after race is ended .....5-11-2
- 16) failure to exchange in, or finish in assigned lane .5-12-1d ..5-10-4
- 17) competitor wearing gloves during relay competition .....5-10-5
- 18) failure to pass baton in the exchange zone.....5-10-6
- 19) baton tossed, not handed between runners.....5-10-7
- 20) incoming runner interferes after passing the baton .....5-10-8
- 21) outgoing runner lines up outside designated zone. ....5-10-9

## UNIFORM INFRACTIONS p.23-25

- 21) games committee may declare uniform top tucked in .....3-2-4j
- 22) failure to wear the school-issued/approved uniform.....4-3-1
- 23) uniform not worn as intended by manufacturer .....4-3-1
- 24) failure to wear shoes on both feet.....4-3-1a
- 25) failure to wear assigned number.....4-3-1b1
- 26) uniform top has knotted protrusion; bare midriff top.....4-3-1b3
- 27) uniform top doesn't hang below waistband/not tucked ..4-3-1b3
- 28) mfg's logo > 2¼ in. sq.- more than 1 logo per garment....4-3-1b5
- 29) mfg's logo around the waistband is not a violation .....4-3-1b5
- 30) removing part of uniform near finish line (1 warning).....4-3-3
- 31) offensive temporary/permanent body adornment .....mh5aa

## CONDUCT – UNSPORTING (COACHES, ATHLETES, TEAM SUPPORT - EVENT & MEET DQ)

- 32) conduct which is unethical; disrespectful toward an official...4-6-1
- 33) intentional contact with someone .....4-6-1
- 34) taunting, criticizing, or using profanity toward someone..4-6-1

## CONDUCT – UNACCEPTABLE (EVENT DQ) p.14; 26

- 35) using electronic communication during race/trial.....3-2-8a
- 36) using electronic device to review an official's decision .....3-2-8b
- 37) fail to report before FE begins or running event closed....4-1-3
- 38) willful failure to follow an official's directions .....4-6-2
- 39) indirect action/language discrediting individual/school ....4-6-2
- 40) interference by non-participant team member .....4-6-3
- 41) assisted by pacing- or using an aid during race/trial.....4-6-5bf
- 42) contestants joining hands during a race.....4-6-5c
- 43) communication using any device during race/trial.....4-6-5d
- 44) coaching from a restricted area .....4-6-5e
- 45) received assistance from anyone to finish race .....4-6-5gh

# INCIDENT REPORT

(Deliver to Referee)

INDEX NUMBER	RULE NUMBER

EVENT	HEAT	LANE

JERSEY COLOR / SCHOOL COMPETITOR NUMBER

DESCRIPTION OF OFFENSE

UMPIRE SIGNATURE

<input type="checkbox"/> WARNING
<input type="checkbox"/> EVENT DQ
<input type="checkbox"/> MEET DQ
<input type="checkbox"/> NO CALL
REFEREE DECISION

REFEREE SIGNATURE

**DELIVER TO  
Jury of Appeals**

**APPEAL/PROTEST PROCESS**

- 1) Jury of Appeals = final board of appeals.....**3-5-1**
- 2) Coach protests to REFEREE. If coach still feels the rules have been misapplied, a written appeal shall be made to the jury .....**3-5-2**

**SITUATIONS SUBJECT TO APPEAL/PROTEST .....**3-5-3****

- 3) Misapplication of a rule or error in placing ....**3-5-3a**  
[30-minute limit from announcement of event results]
- 4) Clerical error / team scoring error.....**3-5-3b**  
[48-hour limit from end of meet]
- 5) Correction of results (of ineligible participant) .....**3-5-3c**  
[no time limit]
- 6) Fail to follow procedure announced in advance....**3-5-3d**  
[time schedule; field event procedure; advancing]

**NOT SUBJECT TO APPEAL/PROTEST .....**3-5-4****

- 7) Judgment decisions pertaining to violations ..**3-5-4a**
- 8) A decision made by finish judges/timers.....**3-5-4b**  
[not involving misapplication of rule / procedure]
- 9) Whether a start is fair or legal.....**3-5-4c**

**EVENT**

**SCHOOL**

**ATHLETE NAME / #**

**SIGNATURE (COACH)**

**NF RULE NUMBER  
IN QUESTION**

**JURY OF APPEALS  
RECOMMENDATION**

APPEAL FAVORED  
 APPEAL DENIED  
 ERROR CORRECTED

**FINAL DECISION**

**REFEREE SIGNATURE**

**DESCRIBE THE RULING OR SITUATION IN QUESTION**

RULE 3-2-7

*Video Replay*

*other than approved official finish line equipment shall not be used to make decisions related to the meet.*

**RULE 3-4-1 (REFEREE IS IN CHARGE)**

The REFEREE is directly in charge of activities during the meet. The REFEREE shall answer questions which are not specifically placed under the jurisdiction of other officials.

**RULE 3-4-2 (INTERVAL OF AUTHORITY)**

The REFEREE'S authority begins upon arrival at the meet site and concludes 30 minutes after the last event results have been announced or made official. The REFEREE retains clerical authority over the contest through the completion of any reports, including those imposing disqualifications, that are responsive to actions occurring while the REFEREE had jurisdiction. State associations may intercede in the event of unusual incidents after the REFEREE'S jurisdiction has ended or in the event that a contest is terminated prior to the conclusion of regulation play.

**RULE 3-4-3 (RERUNS)**

The REFEREE has the sole authority to determine if a race shall be rerun, and if so, who is eligible to participate in the rerun and when it should be scheduled.)

**NOTE:** Refer to RULES 5-9-2 and 5-9-3 for interference guidelines.

- a. Determine if a rerun is necessary:
  1. Acknowledge that a race rerun will rarely, if ever, be fair to everyone and should be avoided if at all possible.
  2. To consider a rerun, one of the following must apply:
    - (a) interference by another competitor resulting in disqualification;
    - (b) interference caused by a nonparticipant; or
    - (c) a meet administration error, i.e., wrong staggers, hurdle setting, official's instructions, etc.
  3. Reruns should be considered only in races or relays with individual legs of 400 meters or less for a one-day meet. A competitor who is eligible and elects to participate in the rerun wipes out any performance, including place, time or record, in the original race.
  4. Any disqualification that occurred in the original race would stand.

**RULE 3-4-4 (SOLE AUTHORITY)**

The REFEREE has the sole authority for ruling on infractions, except as provided in Rule 3-6-1. The REFEREE has the sole authority for ruling on irregularities not covered within the rules. The REFEREE may seek the advice of the head umpire or field REFEREE/head field judge before making a ruling. The REFEREE is also authorized to disqualify a competitor who commits an infraction personally observed by the REFEREE.

**RULE 3-4-5 (DEFICIENT VENUE)**

Upon determining that the event venue does not meet the criteria set forth in the rules, the REFEREE shall declare that the event will not be contested. and points for the event will be divided among visiting teams. The host team will receive no points.

**RULE 3-4-6 (NOTIFICATION OF DISQUALIFICATION)**

When a competitor is disqualified, the REFEREE shall notify or cause to be notified, the competitor and the competitor's coach. of the disqualification.

**RULE 3-4-7 (LAP COUNTERS)**

The REFEREE shall note and call aloud, for the benefit of each competitor, the laps remaining in individual races or relay legs of two laps or more. This responsibility may be delegated to a lap caller. Lap cards may be used in lieu of verbal reports.

**RULE 3-4-8 (COACH/CAPTAIN/REFEREE MEETING)**

Prior to the meet, the REFEREE shall, either by a meeting or written communication, address the following with all head coaches and team captains:

- a. All team members are expected to exhibit good sporting conduct.
- b. The head coach shall verify verbally, or in writing, that all of the team's competitors are properly equipped (uniform and equipment) in compliance with these rules.
- c. Any special circumstances, procedures and information pertaining to the meet.

**RULE 3-4-9 (APPROVAL OF RESULTS)**

The REFEREE shall approve the official scorer's final results and record the time the meet was officially concluded.

**MHSAA REGIONAL & FINAL MEET CLERKING PROCEDURES 2024****3200**

1 section per MHSAA  
(Single row each waterfall)

**1600**

1 section if 24 athletes or less  
2 sections if 25+ / 16 in 2nd section

**800**

1 section if 20 teams or less  
2 sections if 21+ / 16 in 2nd section

**4x800**

1 section @ Regionals  
1 section @ Finals if 20 teams or less  
2 sections @ Finals if 21+ teams

NOTE: if 21 – 24 ➔ 12 teams in 2nd section  
if 25+ ➔ 16 teams in 2nd section

(Single row on waterfall)

## CONTEST SUSPENSION GUIDELINES INCLEMENT WEATHER

- I. On threatening days, game management should consult with contest officials about steps to be followed if conditions worsen.
- II. When suspending an outdoor contest, officials and game management shall follow these policies.
  - A. When lightning is observed or thunder is heard, the contest must be suspended. The occurrence of lightning or thunder is not subject to interpretation or discussion — lightning is lightning; thunder is thunder.
  - B. Severe weather in the form of rain or snow may make the field unplayable.
- III. When a contest is suspended, the home school administration shall attempt to arrange for the security of all participants.
  - A. Contestants and support personnel shall be moved to appropriate indoor facilities.
  - B. When lightning is observed or thunder is heard and the contest is suspended, contestants shall not return to the playing field until lightning has been absent from the local sky and thunder has not been heard for 30 minutes.
  - C. Spectators shall be advised of the action being taken to seek shelter.

Some hosts may be able to offer shelter to spectators but are not required to do so.
- IV. In considering resumption of competition, the following steps shall be followed.
  - A. Delays for contests scheduled **prior to 3 p.m.** must not exceed three (3) hours.

Delays for contests scheduled for **3 p.m. or later** must not exceed one and one half (1½) hour.

**Delays on nights not followed by school for all the competing teams may be longer by mutual agreement of participating schools.**

A postponed contest shall be rescheduled on a date/time mutually agreed to by the schools involved.

- B. A decision to resume the contest within the time frame must be made by the officials who shall consult the home team administration and visiting school administration present at the contest.
- C. The home school is responsible for facilities and will be given priority consideration in the final decision if there is not consensus among the three parties.
- D. The final decision shall consider liability and conditions of facilities as well as future schedules, need to play the contest and finally the quality of all other options.

**NOTE: MHSAA tournament policies for MHSAA tournament contests, or more restrictive local policies for regular-season contests would supersede these policies** and should be shared with the opponents and officials prior to the contest, preferably in writing.

Otherwise, and to the extent allowed by the playing rules code, the official(s) shall make the final decision regarding game suspension once the game begins.

## REGULAR-SEASON CONTEST DELAYS

When a league or conference does not have a written policy regarding late contest start time, the following MHSAA policy shall apply:

1. If a team fails to arrive for a regular-season contest at the time stated on the contract, it shall be necessary for the host administration to delay the contest, declare the game forfeited, reschedule the contest, or declare the event “no contest.”
2. If the host management has been notified of the reason for the delay and projected arrival, the officials must stand by for 60 minutes beyond the scheduled starting time. When the team arrives, a reasonable amount of time must be provided for the visiting team to conduct a pregame warm-up. In any case, warm-up shall not be less than 15 minutes.
3. If the host management has not been notified that there is a delay and the reason for it, the officials have permission to leave the site, without obligation, 30 minutes after the contracted start time has passed.

**MHSAA tournament play:** The Participating School Tournament Information for each sport will prescribe the specific action to be taken.

**Regular Season play:** League and conference policy supercedes the policy above, so coaches and officials should inquire with their league to see if any policy exists.

## TORNADO POLICY

### I. IF THERE IS A **WATCH** OR **WARNING** AT AN MHSAA TOURNAMENT SITE —

#### A. **WATCH** or **WARNING** issued at least three hours prior to the event:

1. If the local district policy closes the tournament facility, all participating teams must be called and informed of postponement with information pertaining to next playing date and time included in the call.
2. If the host district policy does not close the facility, all participating schools who have not called the host must be called to be sure all who are scheduled to play will be present. (The participating school local policy must prevail).
  - a. If one team of a dual type competition (i.e. Baseball Tournament) cannot be present by their policy, no contest shall be held. The competition for that day/night must be rescheduled on the next possible day.
  - b. If the competition is multiple team type (i.e. Track, Tennis), the meet shall be conducted as long as a reasonable number of teams (60 percent) can be present.

#### B. **WATCH** or **WARNING** less than three hours before event:

1. If the competing teams are enroute, no decision shall be made until both teams in a bracket have arrived or contact has been made, unless local policy forbids use of facility once the **WATCH** or **WARNING** has been issued.
2. If competing teams arrive, are on the premises, and local policy permits, play the contest when and if time permits.
3. If it is not possible that date, reschedule for next playable date.
4. Local policy shall always prevail.

#### C. **WATCH** or **WARNING** first issued during contest:

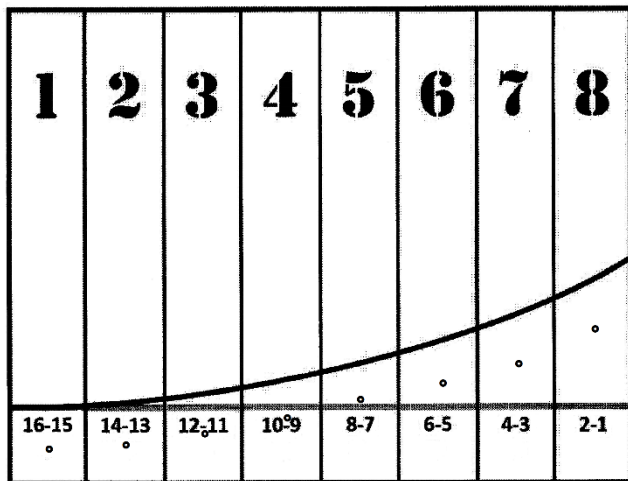
1. Suspend play.
2. Take necessary steps and precautions as directed by local policy.
3. Resume play at the point of suspension as soon as permitted. If not that day/night, then reschedule for the next possible date.

### II. IF THE **WATCH** OR **WARNING** IS IN AN AREA OF ONE OR MORE COMPETING SCHOOLS AND **NOT AT A TOURNAMENT SITE**:

- A. It shall be the responsibility of the competing school to inform the manager of the tournament immediately.
- B. The decision as to play or not to play shall be made by the Tournament Manager, based on the information presented and the type of sport event involved.
  1. If one or more local policies do not permit travel or competition, the game, games, or tournament shall be postponed.
  2. If the scheduled competition is of a multiple team nature (i.e. Track and Field), the competition may take place even though all teams are not able to be present. (60 percent is suggested guideline).
  3. The rationale for No. 1 and No. 2 hinges on the fact that in No. 1, both teams of a dual type competition must be present if a contest is to take place. No. 2 permits competition, even though all teams cannot be present.
- C. If one or more schools are on the road to the tournament site at the time of **WATCH** or **WARNING**, no decision shall be and until contact has been made with all concerned. (An authorized person from the assigned schools).
- D. If one school arrives on site and the opponent cannot travel due to local policy, the game shall be postponed and rescheduled on the next possible date.

*GENERAL GUIDELINE: The local Tournament Manager has full jurisdiction over the policies of the tournament site. If the above guidelines do not cover a certain situation, the decision on the matter shall be that of the Tournament Manager.*

SINGLE Waterfall Seed Positions

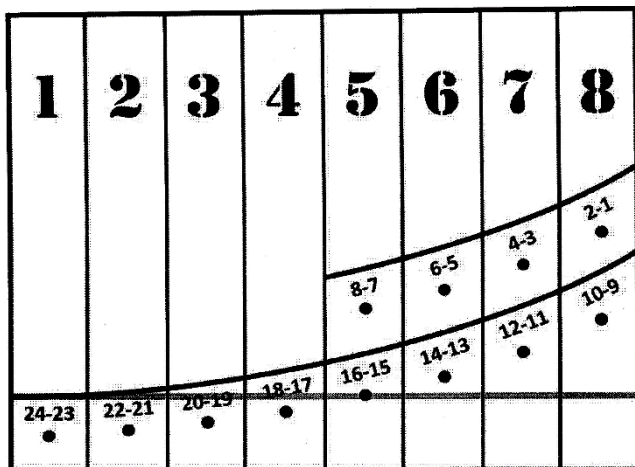


**Lower Waterfall**  
Cut to Pole at Gun

Seed Position ----->  
StepUp mark is 10FT ----->  
behind waterfall line  
Rule 5-3-4 NOTE 2

DOUBLE Waterfall Seed Positions

1-turn Stagger (Lane 5) -----> [44FT]



**Upper Waterfall**  
Cut to Lane 5 at Gun  
Then ...  
Cut to Pole at  
1st Straightaway

Seed Position ----->  
StepUp mark is 10FT ----->  
waterfall line  
Rule 5-3-4 NOTE 2

Shortcut for measuring ...

The 1- turn stagger for Lane 5 (44FT) = The 2-turn stagger for Lane 3 (44FT)

You have a track meet today. You arrive at the site and the waterfall start lines are not there! OK, now what?

You check out **2024 NFHS Rule 5-3-4** and find the wording includes "The curved starting line MAY be established by" and "distance for spacing of the pins is ARBITRARY and SUFFICIENTLY accurate."

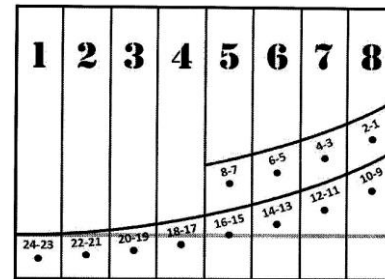
So relax, chalking, and even painting waterfall starting lines is not an exact science. You can do it! Here's how on an 8-lane track ...

The rule book states, "drive a row of pins." What? Nobody wants "pins" or "nails" or anything driven into the surfaces of their tracks. All you need is some sidewalk chalk, a dozen 3' Garden Stakes, a 165' tape measure and a dozen 'volunteers.'

- Put an **X** 12" from the inside lane line of LANE 1 on the start/finish line.

(NOTE: For the UPPER WATERFALL, put an **X** 12" from the inside lane line of LANE 5 at the 1-turn stagger 44' forward from the common finish line, then repeat steps 2-6).

- Put TEN more **X**'s about 8-inches from the inside lane line of LANE 1 beginning from the original **X** every 10' (or 3 large steps). The rule book states 12-inches out from a raised inside curb, if you have a curb.
  - Recruit a DOZEN volunteers to hold Garden Stakes on each chalked **X**. Then have them face the OUTSIDE of the track.
  - Beyond the final Garden Stake hold down the end of your tape and stretch the tape following the curve of Garden Stakes touching each one all the way back to the ORIGINAL **X**. You might need a tape measure longer than 100'.
  - At the starting line, use **WHITE** sidewalk chalk and strike an arc from the original **X** in LANE 1 to the outside of LANE 8. Keep tension on the tape as you strike the arc while it comes off each successive Garden Stake.
  - In the center of each lane, use **GREEN** chalk to place step-up marks 10' (or 3 large steps) back from the curved line you just drew.
- The shape can be a dash, circle or square.



1 Dozen 3-FT Garden Stakes



165-FT Tape Measure



Sidewalk Chalk



1 Dozen Volunteers