

Relay Judges - Suburban Parochial League

Last amended 2026-02-11

RELAY JUDGES

EQUIPMENT: Signal flags with both RED and WHITE markers, lane markers. See 2d below.

SUPPLIES: Lane assignments provided by Palatine Pack Timing.

1. Pre-Meet Preparation

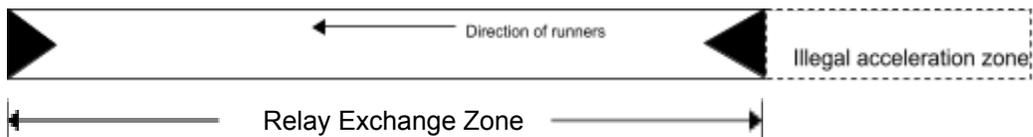
- Starter should familiarize him/herself with all track markings, including appropriate start lines and exchange zones to be used for the meet.
- Starter will meet with volunteer workers from Staging and Relay Exchange Zone Judges so everyone understands their responsibilities and to facilitate a smoothly run meet.

2. Responsibilities and Authority

- Before the meet begins, Relay Exchange/Lane Judges should observe "assigned" circumference of track, in order to recognize proper exchange-zone marked lines.
- Learn from Starter or Chief Relay Judge, if runners who receive baton at your assigned position, will be escorted or sent to your assigned position?; or, if you need to collect them at the events staging area?
- Relay Exchange/Lane Judges should remain at their assigned position for ALL events; obviously for RELAY events, but also for events where competitors run past that position.
- Relay runners can place League-supplied markers on the track to help determine when to take off as teammates approach. The exchange judges should monitor placement so that no risk of tripping or falling will arise during the relay race.

3. Instructing the Runners

- While giving instructions, show the RED flag to indicate to the Starter that the runners are not yet ready.
- Initial instructions should be given to runners at Staging.
- Ensure runners understand the Exchange Zone markings and remind them to STAY IN THEIR LANE during the baton exchange and to avoid interference with other runners when they finish their relay leg.
- Relay acceleration zones are not permitted. A runner receiving the baton must set up with **BOTH FEET INSIDE THE MARKED EXCHANGE ZONE**, which includes the starting and ending triangles (see below). The baton exchange must be completed before the receiving athlete exits the zone.



4. SIGNAL

Signal the Starter with the WHITE flag when your runners are ready and in position.

5. OBSERVE EVENT and BATON EXCHANGE

- Position yourself so that you can see the end mark of each lane's exchange zone and any interference between opposing runners. If there are two relay judges, have one judge monitor Lanes 1-4 and the other judge monitor Lanes 5-8.
- As runners approach the exchange zone, loudly announce a warning: STAY IN YOUR ASSIGNED LANE.
- Baton must be handed to the next runner. The baton may NOT be thrown.
- Baton must be exchanged within the exchange zone.
- If the baton is dropped within the exchange zone, either runner may pick up the baton AND may pick up the baton in any lane as long as there is no interference with another runner.

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- f. Interference is called when one runner clearly causes another team's runner to slow down/break stride, because the first runner was outside his/her assigned lane. This results in the relay team's disqualification.
- g. If the runner leaves his/her assigned lane for more than three (3) steps and thus gains a race advantage, it is a violation and results in the relay team's disqualification. If the runner is simply off-balance for a step or two in another lane (without interfering with another runner), a violation does NOT occur.
- h. After all runners have correctly exchanged their batons, **SIGNAL with WHITE Flag.**

6. DISQUALIFICATION

When disqualification and/or violation occurs, signal the Starter or Meet Director and proceed to the race finish line to explain the facts. Identify the uniform colors/team name involved, who interfered, and who was put at a disadvantage. When NOT sure of possible violation or uncertain of appropriate ruling, consult with the Starter or Meet Director immediately.

Change Brief

2026-02-11 Updated formatting and numbering to align with other procedure documentation.
Edited for clarity.