

How To Become a Commissioned Speed Official.

Officials are required at all levels of competition; Skate Australia Speed Branch have developed a pathway that allows you to decide your own level of commitment.



All Officials must be a Skate Australia Member.

Auxiliary Officials

(Time Keeper, Lap Counter, Place Recorder, Race marshal, Relay Auxiliary)

Entry level for officiating, no written test required this is a practical hands on learning experience followed by a 30 minute session conducted by the State C.S.O.C. after which a Certificate of Competency is awarded.

Assistant Referee

Once an individual has received Certificates of Competency for each of the Auxiliary Positions, an assessment including both theory and practical components is completed; this is normally done at a local, State or Interstate competition.



Once an Assistant Referee has officiated regularly for 2 years including State Championships an assessment including both theory and practical components is completed; this is done at a National Championships.

Examiner

Once you have held your Referees Commission for a minimum of 3 years and have been a member of the A Panel for 2 years, completed a Presenter Course and worked with a current Exam panel member you may apply to the National CSOC Chairperson for consideration of inclusion on the Examination Panel.

International Official

In addition to Article 4 – Number 1 in the CIC Rule Book, Skate Australia require the applicant to have been on the National A Panel for a minimum of 2 years and to have officiated at a minimum of 2 Oceania Championships.

Please contact your State Chairperson of Officials:

Western Australia – Harry Kingston

N.S.W. – Daniel Thomson

Queensland – Val Cramp

South Australia – Stephen Cooke

Victoria – Peter Garriga



National Speed Chairperson – Pauline Robertson

Timekeepers

1. They shall use stop watches or E.T.E. calibrated in hundredths of a second and they shall record the same (i.e. 7:02.11)
2. For all heats, quarter finals, semi finals for events that qualify on placement (i.e. 500m – 1st and 2nd progress to next round) there must be at least one time keeper for all other competitors in the heat, quarter final and semi final.
3. For all heats, quarter finals, semi finals for events that qualify on times (i.e. 1000m and 1500m) there must be at least two, preferably three time keepers for all competitors in the heat, quarter final and semi final
4. For all finals and distances over 1500 metres there must be at least two (2) time keepers to time the first place getter.
5. In heats, quarter finals, semi finals the time keepers shall stop their watches when the skaters they have been assigned to time crosses the finish line.
6. For all finals and distances over 1500m timekeepers shall stop their watches when the leading competitor's skates reached the finish line.
7. When using two and they do not agree, the average time of the two times recorded shall be taken as valid.
8. In the case of one watch stopping the other shall be valid.
9. When using three time keepers and they do not agree, the middle time of the three times recorded shall be taken as valid
10. In the case of two watches stopping the other shall be valid.
11. Timekeepers shall stand at the starting line with their back to the starter and shall start their watches on the sound of the gun or whistle.
12. Where the starting line and finish line are in different places on the track the timekeepers shall move as quickly as possible from the start to the finish line.
13. One timekeeper should be appointed to act as chief time keeper and shall record the official time of each race or in heats, quarter finals or semi finals each skater to the clerk when cleared to do so by the referee.
14. Watches shall not be returned to zero until cleared by the referee or chief time keeper.
15. Times may be recorded using Electronic Timing Equipment
16. Two time keepers shall operate and record the times when using Electronic Time Equipment and shall check each other.

Simplified rules for Auxiliary Timekeepers

- **In heats, quarter finals, semi finals the time keepers shall stop their watches when the skaters they have been assigned to time crosses the finish line.**
- **Timekeepers shall stand at the starting line with their back to the starter and shall start their watches on the sound of the gun or whistle.**
- **Where the starting line and finish line are in different places on the track the timekeepers shall move as quickly as possible from the start to the finish line.**
- **Watches shall not be returned to zero until cleared by the referee or chief time keeper.**

Lap Counter

1. For all races legible numbers shall be shown from a position a few meters after the finish line on the inside of the track.
2. At the start the total number of laps shall be shown. The lap counter shall show the number for each lap decreasing lap by lap until he reaches zero.
3. For all races, except relays, the lap counter shall indicate the last lap is about to commence by ringing the bell half a lap before the leading skater starts the last lap and shall continue ringing until this competitor passes in front of him.
4. For races greater than 10,000m, the lap counter shall hold a card for every 5,000m until there are 10,000m remaining and then the laps shall be numbered off as 2.2.12 above.
5. A Lap is determined as the leading competitor completes one circuit of the track.
6. For long distance races an assistant lap counter may be used.
7. In points and/or Elimination races where the bell is rung on the Point and/or Elimination laps the race referee will provide a sheet indicating the "Bell" laps and the Chief Place judge will update the list as required should a skater be disqualified or leave the track.

Simplified rules for Auxiliary Lap Counters

- **Check that the correct number of laps is indicated on the board before the start of the race.**
- **Show the number decreasing down to '0' each time the lead skater passes the finish line.**
- **Ring the bell as indicated above in Rules 3 and 7**

Place Recording

1. In all races, other than time trials there shall be at least three place judges at the finish.
2. One shall act as chief place judge and will be an Assistant Referee or a Referee
3. Place judges shall record the placing of all competitors where practicable.
4. Place judges shall, without delay, give the place getters numbers recorded on the marshalling sheet to the clerk after clearance with the referee.
5. In the event of a disagreement between place judges they may refer to photo finish for a decision.
6. If photo finish is not available then the majority decision shall be final.

Simplified rules for auxiliary Place Recorders

- **Check that all skaters listed are on the start line.**
- **Record the race numbers of lapped skaters each time they are lapped**
- **Record in order the race numbers of skaters who are:**
 1. **disqualified during the race,**
 2. **eliminated from the race,**
 3. **removed from the race by the referee**
 4. **voluntarily leave the track**
- **Record the race numbers of skaters as they cross the finishing line and calculate the finishing order accounting for lapped and DNF (whatever the reason) skaters.**
- **Hand completed result sheet to the Chief place judge.**

Race Marshall

1. The Marshall works at the side of the track and off the skating surface.
2. He/she holds a list of all skaters for each event (marshalling sheet)
3. Skaters are to report to the Marshall prior to each event and in some cases at the start of the competition.
4. The scheduling and number of events for each competition will be set by the organizing committee.
5. He/she checks that the competitor is wearing the correct skating outfit and that legible numbers are correctly attached to the outfit in accordance with Rule No 10.5.
6. He/she then indicates on the marshalling sheet that the competitor is present. If the organizing committee so desires the Marshall may insist that the competitor stay in the marshalling area until the start of his/her event.
7. He/she also indicates on the marshalling sheet competitors who have withdrawn or who do not report.
8. The marshalling sheet is given to the clerk prior to the start of each event.
9. The Marshall then allows skaters to enter the skating surface at a time determined by the race referee.

Simplified Rules for Auxiliary Marshalls

- **Obtain Marshalling sheets from Race Clerk.**
- **Check off all competing skaters for each event.**
- **Check that numbers are correct and properly fastened**
- **Check that uniform is correct and that sponsors uniforms are noted on the sheet.**
- **Return sheet to the Race Clerk indicating any 'No-shows' and uniform anomalies.**

Notes applicable to Race Marshall's duties

There are no real problems with this function and it is rarely used these days. Most of the time the race clerks perform the function of "Checking-in" the skaters and checking numbers etc. However it is useful for all officials to be aware of the duties involved and be familiar with the rule itself. Occasionally the race Marshall will be asked to present an "Off track" briefing to the skaters on the start procedure and any anomalies concerning the race itself. This information will be conveyed to the Marshall by either the referee or the starter.

Record of activities

Date	Location	Race Referee

Assessed as competent..... (Referee) Date.....

Please note that on-going training and assessment of all auxiliaries and officials will be conducted periodically subject to time and resource availability.

Relay Auxiliary

The Tag Auxiliary shall ensure that:

1. All tags are made correctly within the prescribed tag area.
2. No impediments, either accidental or deliberate are made to relaying teams by other teams.
3. He shall determine whether a missed tag occurs through (2) above.
4. At least two tag judges shall be used.
5. Tag judges may also act as time keepers
5. In the event of infringements against (1) or (2) he should inform the Referee immediately

The Gate Auxiliary shall ensure that:

1. Teams remain in the allotted gate area.
2. No team member may cross the gate line until he moves out to relay and once they have done so they cannot return without relaying
3. Each team member completes at least one lap (except where a member is injured during the course of his first lap).
4. Barracking from the gate area does not occur.
5. All teams move out for the final relay as per the referee's pre race instructions.
6. The standard of behavior within the gate area is consistent with that prescribed in the rule book.

