

## Track & Field Volunteer Descriptions

### Local Competitions

Venue	Date
Marlborough High School	Saturday, June 12 <sup>th</sup>
Monomoy High School	Saturday, June 12 <sup>th</sup>
Milton Academy	Saturday, June 19 <sup>th</sup>
Oliver Ames High School	Sunday, June 20 <sup>th</sup>
Western MA Event	TBD
Essex Tech	Saturday, June 26 <sup>th</sup>

Green highlight = confirmed event

### **Track A/B**

**Starter:** Responsible for starting each race and ensure races are running on time. The starter must be comfortable verbally saying “on your marks”, “set” and using a starting pistol. The volunteer in this role should be available for the full day, able to start and keep events running on time, and have the ability to give and receive directions to athletes, other starting line volunteers, and finish line volunteers.

**Staging:** Staging will be located at the start line. Staging volunteer's main responsibility will be to make sure athletes are lined up in the correct lanes and make sure no one starts before the gun goes off. The volunteer(s) in this role should be available for the full day, help keep events running on time, and have the ability to give and receive directions to athletes, the starter, and finish line volunteers.

**Finish Line:** The finish line volunteers will be responsible for determining the finish order of each race. At the end of each race, the finish line volunteers will hand out place cards to each athlete (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> place) and clear the finish line so the next race can start. Volunteers in this role must be able to multitask by watching multiple athletes in a race. Finish line volunteers should be available for the full day and have the ability to give and receive directions to athletes and the starting line volunteers.

### **Field (Jumps)**

**Staging/Line Judge:** The staging and line judge volunteer is responsible for making sure athletes are jumping in the correct flights, keep events running on time, and help enforce long jump rules. The volunteer should be comfortable verbally saying “Athlete (name) up”, “Athlete (name) on deck”. The volunteer will also help enforce long jump rules by watching athlete's jumps, specifically looking to see if the athlete steps on or over the foul line and calling other fouls. After each jump the volunteer will help rake the sand pit for the next jumper. The staging/line judge volunteer must be available for the full day, help keep events running on time, and have the ability to give and receive directions to athletes and other volunteers.

**Measurer/Recorder:** The main responsibility of the volunteer will be to help measure the distance of jumps and record scores. The volunteer will determine the athlete's places (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>) within the division. The measurer/recorder volunteer will also help enforce long jump rules, specifically looking to see if the athlete steps on or over the foul line and calling other

fouls. After each jump the volunteer will help rake the sand pit for the next jumper. The volunteer must be available for the full day and have the ability to give and receive directions to athletes and other volunteers.

### **Field (Throws)**

**Staging/Line Judge:** The staging and line judge volunteer is responsible for making sure athletes are throwing in the correct flights, keep events running on time, and help enforce throwing rules. The volunteer should be comfortable verbally saying "Athlete (name) up", "Athlete (name) on deck". The volunteer will also help enforce throwing rules by watching athlete's throws, specifically looking to see if the athlete stepped on or over the foul line and calling other fouls. The staging/line judge volunteer must be available for the full day, help keep events running on time, and have the ability to give and receive directions to athletes and other volunteers.

**Measurer/Recorder:** The main responsibility of the volunteer will be to help measure the distance of throws and record scores. The volunteer will determine the athlete's places (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>) within the division. The measurer/recorder volunteer will also help enforce throwing rules, specifically looking to see if the athlete stepped on or over the foul line and calling other fouls. The volunteer must be available for the full day and have the ability to give and receive directions to athletes and other volunteers.

Coaches or chaperones should help retrieve javelins/shotputs/softballs at vectors. If there are additional volunteers, they can help fill this role.

### **Awards**

**Guides:** Responsible for bringing athletes from their event to the award area. Volunteers will be on the move in this role, as they must be able to walk from either the track finish line, jumping pit, or field vectors to the designated award area. Volunteers in this role will have a chance to socialize with athletes throughout the day. The award guides must be available for the full day and flexible with responsibilities.

**Presenter:** Responsible for having awards ready for athletes. This role includes interacting with athletes and help pass out awards in a fun, exciting manner. The presenter should collect the place card, give them their medal, and record the athlete's place on the master list. The award presenter must be available for the full day and flexible with responsibilities.

### **\*Medical**

The safety of athletes, volunteers, and all event attendees is extremely important, and certified medical volunteers are vital for each event to ensure everyone remains safe and healthy. The medical volunteer will be responsible for providing first aid to all participants at the event. In addition, medical volunteers will be responsible for conducting the SOMA required COVID Screenings on anyone who enters the event area. This process includes conducting temperature checks and asking (4) COVID related questions. The medical volunteers must be available for the full day and flexible with responsibilities.