

## FIELD EVENT OFFICIATING

### LONG JUMP & TRIPLE JUMP

#### Equipment

- Take-off mat with sand for under 6–10
- Take off board for under 11 and up, Triple jump will 5, 7 , 9 and 11m board
- measuring spike and tape measure,
- rake,
- Landing Pit

#### Officials & the Duties

##### 1. Chief Judge / Measuring –

- Stands in line with the take-off mat or board.
- For under 6 to under 10, place the mat one metre from the nearer end of the landing area; this may be moved closer to the pit for the younger age groups but no closer than 0.5m.
- Under 11s and older use the board (or track mark).
- Triple jump athletes can use a 5, 7, 9 or 11m take off board. They should nominate their take off board at the start of competition and before their next jump if changing during competition. At centre level, developing athletes may use a temporary mark closer than 5m if they are unable to make the pit from the 5m board.
- The mat, if used, should be brushed so that there is an even spread of sand before each jump.
- Decide the validity of the jump (see fouls below) then measures the jump according to the rules. (Pay particular attention to the sequence of the Triple Jump)
- Reads the tape (see drawing next page) and call the distance to the recorder.

##### 2. Spotter / Spiker

- Stands at the side of the Long/Triple Jump pit.
- When the jump has been completed and the athlete has left the pit, the zero end of the tape is placed at the imprint (break) in the sand nearest to the take off area. (see the drawing next page)

##### 3. Raker

- Stands at the side of the Long/Triple Jump pit.
- Rakes the sand in the pit until it is level before the start of the event and repeats this procedure at the completion of each attempt.

##### 4. Recorder

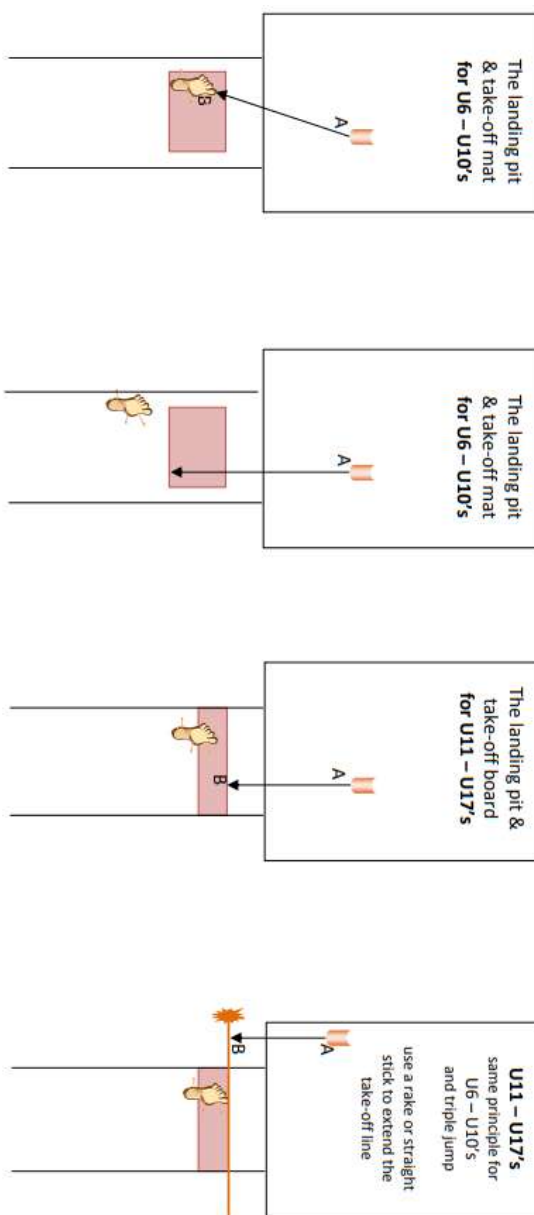
- Calls the athletes for their trials.
- Fills out the Field event recording sheet.
- Repeats the measured distance back to the Chief Judge.
- Checks that the measured distances have been recorded correctly.
- Circles each athlete's best trial.

#### What is a foul?

- The athlete's foot goes over the front edge of the board or mat
- The athlete takes off with two feet (not IAAF?)
- The athlete walks back through the sand after landing (exit by the rear or side)
- If any somersault is used.
- Incorrect sequence or action of triple jump.
- Jump does not finish in the sand pit.

## How to Measure Long Jump and Triple Jump

The Little A's rules for measurement of the distance jumped by an U9 athlete off a mat (1 m x ½ m), is quite different to the way you would measure an U15s jump off a board (1.2 m x 20 cm) when working on a long/triple jump event. There is also a difference between measuring for an U9 who has left an imprint on a mat, and for an U9 who has taken off before the mat. Below are a few sample drawings. The measure is taken from point A (tape spike) to point B where the measure is read.



## How to Record Long Jump/Triple Jump

- indicates an athlete has passed.
- X indicates an athlete failed / foul.

Competitor	Trial 1	Trial 2	Trial 3	Best	Place
A	8.72	12.16	9.25	12.16	2 <sup>nd</sup>
B	11.25	11.95	X	11.95	4 <sup>th</sup>
C	X	12.45	10.95	12.45	1 <sup>st</sup>
D	11.15	11.95	-	11.95	5 <sup>th</sup>
E	11.95	11.19	11.85	11.95	3 <sup>rd</sup>



## Shot Put

### IAAF Handbook, Rule 188.1

*The shot shall be put from the shoulder with one hand only. At the time an athlete takes a stance in the circle to commence a put, the shot shall touch or be in close proximity to the neck or chin and the hand shall not be dropped below this position during the action of putting. The shot shall not be taken behind the line of the shoulders*

### Implementation of the rule:

At the moment when the athlete begins to drive with the arm, the head (with it the chin) does turn slightly away from the shot. The shot is in exactly the same position as it has been throughout, though it will not be in as close proximity to the chin as in the earlier stage. The athlete should not be penalised on this account.



Clearly, the deciding factor is the hand. If the hand remains stationary then the delivery is a fair one. If, however, the shot is withdrawn in order to give extra drive, then the hand (and with it the arm and elbow) must move downwards and backwards.

## FIELD EVENT OFFICIATING

### HIGH JUMP

#### Equipment:

- 2 x Uprights on bases,
- 1 x Crossbar,
- 1 x Measuring Stick
- Safe landing mat/s
- Field recording sheets.
- Cones (for younger groups to indicate the best run up)

#### Officials & Duties

- 1. Chief Judge** –Stands in line with the High Jump uprights.
  - Sets the crossbar at an appropriate height so that all athletes can clear the starting height and lets each athlete have their first attempt.
  - Measure the height at the centre of the crossbar
  - Inform the athletes of the starting height and all subsequent heights. **(yes! Tell them)**
  - Trials generally have a time limit of 60 seconds; (at centre level there can be some flexibility to assist developing athletes)
- 2. Recorder**
  - Calls the athletes for their trials in the order in which the athletes are listed in the programme or as decided.
  - Fills out the Field event recording sheet. (see recording and results)
  - Keeps track of the jumps for each athletes (special rules may apply – eg max 4 fouls)
- 3. Assistants**
  - Help to organise the athletes and adjust the bar as necessary throughout the event.

#### Special Rules:

6 jumps Rule. See notice board or recorder's folder

#### What is a foul?

- If an athlete takes off on two feet
- If the athlete touches the area past the bar without clearing the bar
- If the athlete knocks the bar off the support.
- An athlete rushing off the mat does NOT affect the result – a fair jump is called by decision of the chief judge whether the athlete has left the mat or not.

#### How do I record each jump?

- Results are recorded on a high jump recording sheet.
  - indicates an athlete did not attempt a height or has passed.
  - X indicates an athlete failed an attempt at the height.
  - O indicates an athlete was successful at the height.

Competitor	1.15	1.20	1.25	1.30	1.35	1.40	1.43
A	-	XO	O	XO	O	XXO	XXX
B	O	O	O	X	XO	XXO	XXX
C	O	O	X	O	XXO	XXO	XXX
D	O	X	O	XXO	XXO	XO	XXX



## FIELD EVENT OFFICIATING

### JAVELIN

#### Safety:

- Javelins must always be carried back to the runway – never thrown
- Javelins must be carried with their point down, close to the ground
- Remove javelins standing at the side – twist and withdraw at the same angle as entry

#### Equipment

- 50 metre measuring tape,
- measuring Spike,
- At least two Javelins of the appropriate weight - 400g, 500g, 600g or 700g
- Javelin Run up and safe throwing area

#### Officials & the Duties

##### 1. Chief Judge –

- Stands beside the foul line alongside the runway at the Javelin throwing area
- Determines that the attempt is fair, then, after receiving an indication from the Sector Judge, measures the throw according to the rules.
- Determines "hand/arm" fouls and is also responsible for getting an assistant to check for foot fouls.
- Reads the tape and calls the distance to the Recorder.

##### 2. Sector Judge/Spotter

- Should stand to the side of throwing sector, until after the release of the implement and determines the fairness of the throw and assists in determining the point of landing.

##### 3. Spikers

- In collaboration with the Sector Judge determines where the Javelin tip first strikes the ground.
- Measure by placing the spike where the tip of the javelin first strikes the ground. The tape is pulled through the 8m marker and measurement is taken at the inside edge of the runway arc..

##### 4. Recorder

- Calls the athletes for their trials.
- Fills out the Field event recording sheet.
- Repeats the measured distance back to the Chief Judge.
- Checks that the measured distances have been recorded correctly.
- Circles each athlete's best trial.

#### What is a foul?

- The javelin lands on or outside the sector lines.
- The javelin is thrown underarm or with a slinging action
- The athlete touches the lines marking the runway during a throw
- The athlete crosses the throwing arc during the throw
- The athlete leaves the runway before the javelin lands.
- The athlete turns their back on the landing area during the throw
- The javelin does not land tip first (The javelin does NOT need to stick in).
- The athletes leaves the runway in front of the throwing arc.

#### What weights do age groups use

	U11	U12	U13	U14	U15	U16	U17
400g	BG	BG	G	G	---	---	---
500g	---	---	---	---	G	G	G
600g	---	---	B	B	---	---	---
700g	---	---	---	---	B	B	B