



New Hampshire Track Officials Association

Field Event Officiating

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What You Need—equipment

- Measuring tape
 - 330' (100 m) for discus and javelin
 - 100' (30 m) for shot, long jump, triple jump
- “Back-Saver” stick for marker to mark landing point in pit or sector
- Cones to close runway or throwing circle, or to indicate which board will be used for triple jump
- Clipboard and pencil(s)

NOTE: Some of these MAY or MAY NOT be supplied by the host school

Who You Need—helpers

- Marker in the pit or sector to mark the landing point
- Puller—someone to pull the tape beyond the take-off board or through the center of the circle
- Raker to rake the long jump or triple jump pit after each jumper

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Pre-Meet

- Review rules for your event **prior** to arriving—bring your rule books
- Arrive early—meet with meet management (usually home coach)
 - Find out who will be helping you
 - Find out how many jumps/throws (3 or 4)
 - Will there be preliminaries and finals
- Inspect venue(s) and equipment
- Review assignments with event workers
- Check in athletes early—inspect for legal uniforms and jewelry
- Review rules, procedures, time limits, etc. with athletes
- Make sure event(s) get started on time

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During the Meet

- Always keep the area SAFE
- Provide adequate time for warm-up (~30 min. prior to and 10 min. between flights)
- Use "Up", "On Deck", "On Hold" to call the athletes
- Make sure no contestants view video tape during the competition
- Keep a record of athletes checking out to compete in other events
 - Record the time checked out
 - Record what event the athlete is checking out for
- Enforce the time limit set for each event
- Say "mark" or "foul" loud and clear
- Announce measured distance loud and clear

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Time Limits to Initiate a Trial

- 1 Minute for all Throws and Horizontal Jumps
- 1 Minute for High Jump with 4 or more athletes competing
 - 3 Minutes with 3 or less remaining
 - 5 Minutes with 1 remaining
- 1-1/2 Minutes for Pole Vault with 4 or more athletes competing
 - 4 Minutes with 3 or less remaining
 - 6 Minutes with 1 remaining

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Excused to Compete in Another Event

- The competitor must receive permission from the event official
- The official should record the time excused and the event they are leaving for
- The official may allow the competitor to take a trial or trials out of order before being excused
- The Games Committee (meet management) sets the time limit
- Most common time limits:
 - Must return within 10 minutes after they have checked out, or...
 - Must return within 10 minutes after the event they checked out for has concluded (preferred)

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Excused to Compete in Another Event (continued)

- In the High Jump and Pole Vault, if competitor fails to return in the allotted time, the remaining attempts are recorded as passes (not misses)
 - If the bar has been raised, the competitor must jump at the new height
- It is preferred that the competitor complete attempts before having to leave for another event

At check in, ask the competitors if they will be competing in another event that may conflict with this event.

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After the Competition

- Close the event area—no more practicing
- Confirm results are accurate
 - Make sure tie-breaking procedures have been used if needed
- Hand in results to appropriate personnel
- Return any equipment (tapes, clipboards, cones, etc)