

New Hampshire Track Officials Association

# Throws: Shot Put, Discus, Javelin

#### Before the Competition

- Inspect landing area (shot, discus, javelin)
- Inspect throwing circles (shot, discus), javelin runway
- Confirm sector(s) are marked properly
  - 34.92° shot, discus (10:6)
  - 28.96° javelin (20:10)
- Confirm what help, if any, you will have
  - Minimum: 1 marker
  - Ideal: 1 marker, 1 retriever, 1 tape puller
  - Review responsibilities with helpers

#### Before the Competition (continued)

- Meet with competitors and communicate information about running the event (don't assume all athletes know the rules)
  - Review warm-up procedure
  - Implement return
  - Entering and leaving circle (shot, discus)
  - Explain fouls

#### **During the Competition**

- Constantly check for safety issues
  - Make sure sector is clear before each throw
  - Make sure spectators and non-competing athletes are well away from landing sector (and beyond)
  - Keep circle(s) free of water, mud, or sand
  - Make sure javelin runway does not present any slipping hazard

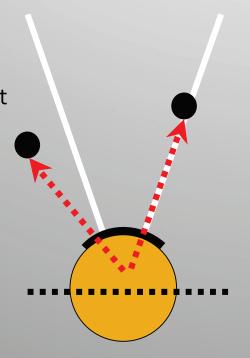
#### **During the Competition**

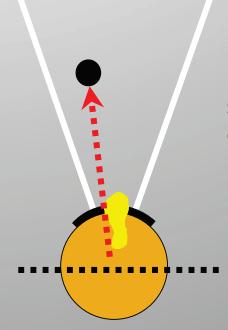
- Measure properly
  - Measuring tape should pass through the center of the circle (shot, d iscus), or the center mark in the javelin runway 26'3" (8 m) from the foul line
  - Read mark at the inside of the stop board, circle, or arc
    - Lesser 1/4" for shot put, or lesser cm
    - Lesser 1" for discus and javelin, or lesser cm
- Follow tie-breaking procedure if necessary
- If preliminaries and finals, the finals are conducted in reverse order (worst to best)

### Officiating the Shot Put

#### Fouls

Foul: shot put lands outside the sector or any part of the shot touches the sector line



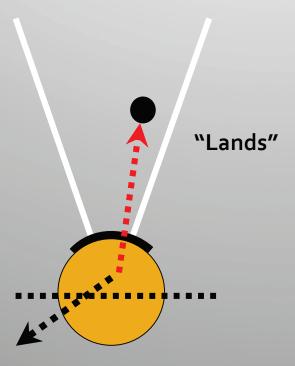


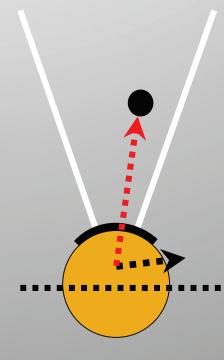
Foul: athlete steps on or over the stop board

### Officiating the Shot Put

#### Fouls (continued)

Foul: athlete exits circle before shot lands





**Foul**: athlete exits the front half of the circle

### Officiating the Shot Put

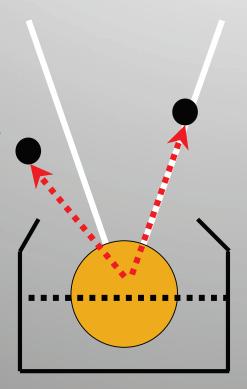
#### Fouls (continued)

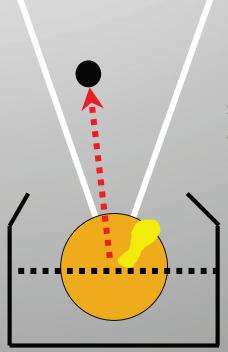
- Failure to initiate trial to completion within 1 minute of being called
- After stepping into the circle, fails to pause before starting the put
- Allows the shot to drop behind or below the shoulder during the attempt
- Not under control before exiting the back half of the circle

### Officiating the Discus

#### Fouls

Foul: discus lands outside the sector or any part of the discus touches the sector line



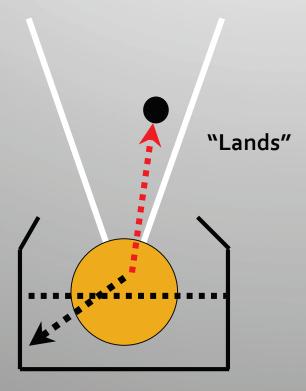


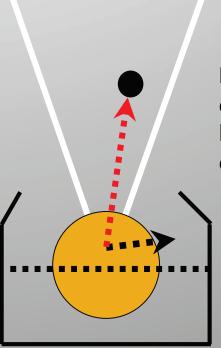
**Foul**: athlete steps on or over the circle

### Officiating the Discus

#### Fouls (continued)

Foul: athlete exits circle before shot lands



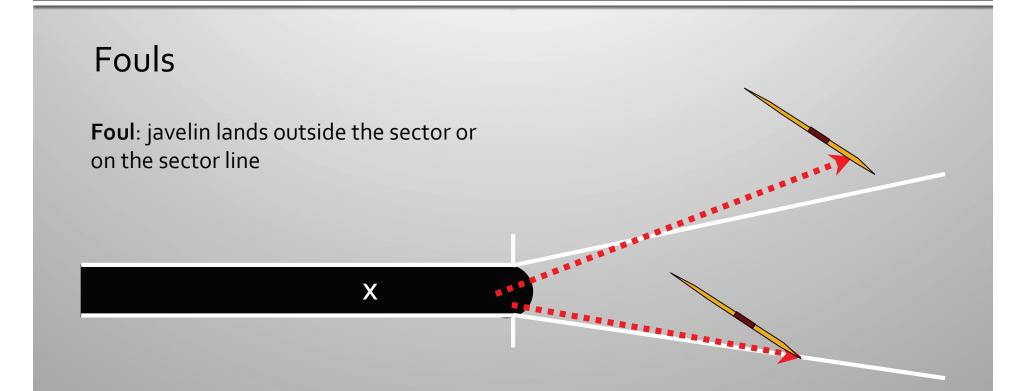


Foul: athlete exits the front half of the circle

### Officiating the Discus

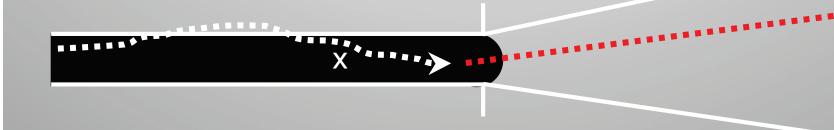
#### Fouls (continued)

- Failure to initiate trial to completion within 1 minute of being called
- After stepping into the circle, fails to pause before starting the throw
- Not under control before exiting the back half of the circle



#### Fouls

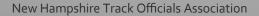
**Foul**: touches on or over the runway lines before the throw is marked



## Fouls

**Foul**: touches on or over the foul-line arc during or after the throw

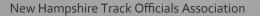




#### **Fouls**

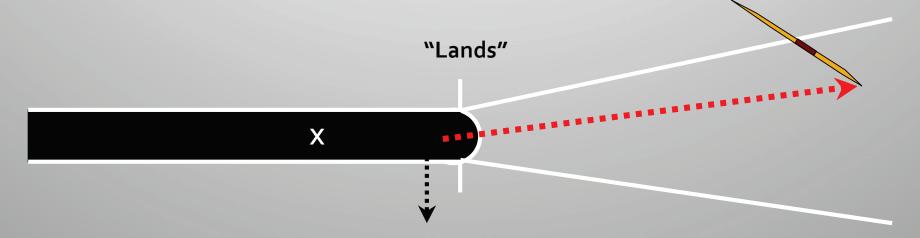
**Foul**: exits beyond the foul-line arc or perpendicular side extensions





#### **Fouls**

Foul: exits before the javelin lands



#### Fouls (continued)

- Failure to initiate trial to completion within 1 minute of being called
- Makes a 360° turn before the javelin is released
- Uses a delivery other than an over-arm, above-the-shoulder motion of the throwing arm
- Fails to hold the javelin by the cord grip
- Not under control before exiting behind the foul-line arc and the perpendicular side extensions after the javelin has landed

