



Officiating Throws

High Jump and Pole Vault

Shot Put, Discus, and Javelin



Officiating Throws

Before the Competition

- Inspect landing areas (shot, discus, javelin)
- Inspect the circles (shot, discus) and the javelin runway
- Confirm the sectors are marked properly
 - 34.92° shot and discus (out the sector line from the center point of the circle 10 units and across to the other sector line 6 units)
 - 28.96° javelin (out the sector line from the center point of the runway 20 units and across to the other sector line 10 units)
- Confirm what help, if any, you'll have
 - Minimum: 1 marker
 - Ideal: 1 marker, 1 retriever, 1 tape puller
- Review responsibilities with your helpers



Officiating Throws

Before the Competition (continued)

- Check in Competitors
 - Remind them NO RUNBACKS allowed on javelin runway
 - Review warm-up procedure
 - Inform the competitors what may be used for check marks along the javelin runway (Games Committee/host school determines what material may be used)
 - Communicate information about how the event will be run
 - Exiting the circle (shot, discus), and the runway (javelin)
 - Exit out back half of circle once implement has landed
 - Exit behind the lines perpendicular to the runway boundary lines where they intersect the foul arc
 - Ask if any competitor will have to check-out for another event
 - Inform them that they may take attempts consecutively or out of order before they leave (preliminaries and/or finals)



Officiating Throws

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 the landing area (preferably behind the circle/foul line)
 - Keep circles free of water, mud, or sand (have a broom on hand if possible)
 - Make sure javelin runway does not present any slipping hazard



Officiating Throws

During the Competition (continued)

- Measure properly
 - The mark in the sector should be the first point of contact the implement makes, closest to the foul line
 - Measuring tape should pass through the center of the circle (shot, discus), and the center mark in the javelin runway 26-ft 3-in (8m) from the foul arc
 - Read at the inside edge of the stop board (shot), circle ring (discus), and foul arc (javelin)
 - Lesser 1/4-in or cm for shot put
 - Lesser 1-in or cm for discus and javelin
- Follow tie-breaking procedure if needed
- If preliminaries and finals are held, the finals are conducted from worst to best



Officiating Throws

After the Competition

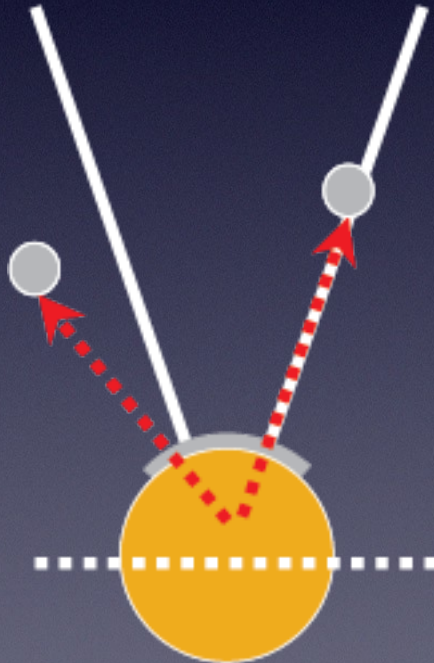
- Close the event area – NO MORE PRACTICING
- Confirm the results are accurate
 - Make sure tie-breaking procedures have been used if needed
- Hand in results to appropriate personnel
- Return any equipment (tapes, clipboards, cones, etc.)



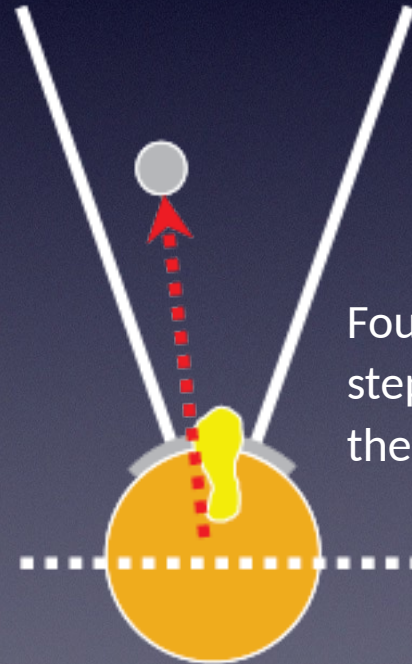
Officiating the Shot

Fouls

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



Foul: Athlete steps on or over the stop board

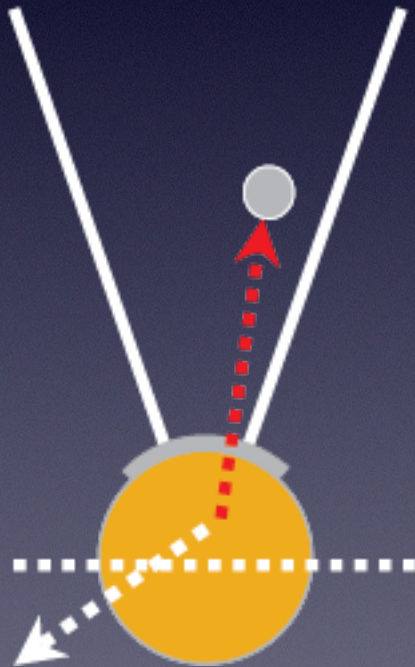




Officiating the Shot

Fouls (continued)

Foul: Athlete leaves the circle before the shot lands



Foul: Athlete leaves the front half of the circle





Officiating the Shot

Fouls (continued)

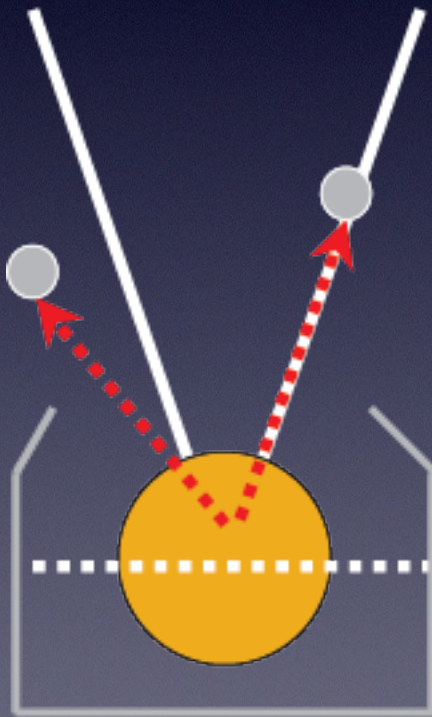
- Failure to initiate the trial within time limit
- After stepping into the circle, fails to pause before starting the put
- Allows the shot to drop behind or below the shoulder during the attempt
- Uses the “cartwheel” technique of shot putting



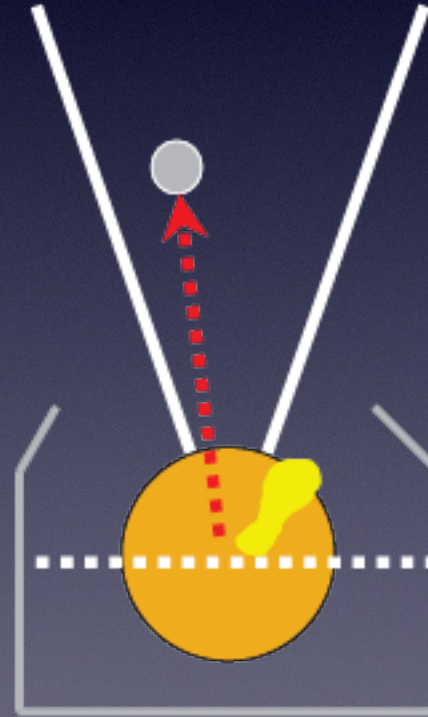
Officiating the Discus

Fouls

Foul: Discus lands outside the sector or any part of the discus lands on the sector lines



Foul: Athlete steps on or over the circle at any point during the attempt

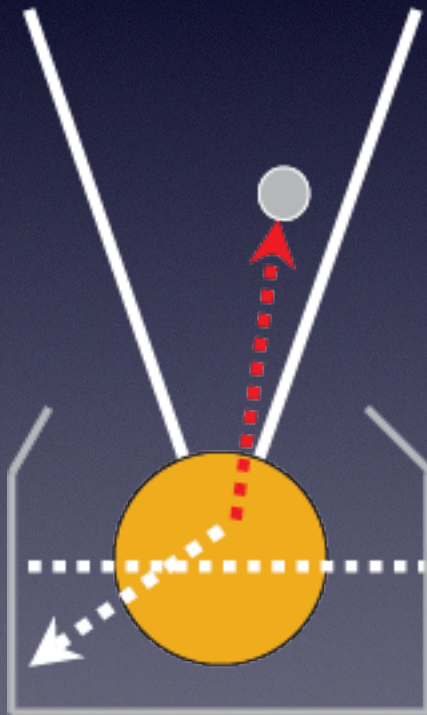




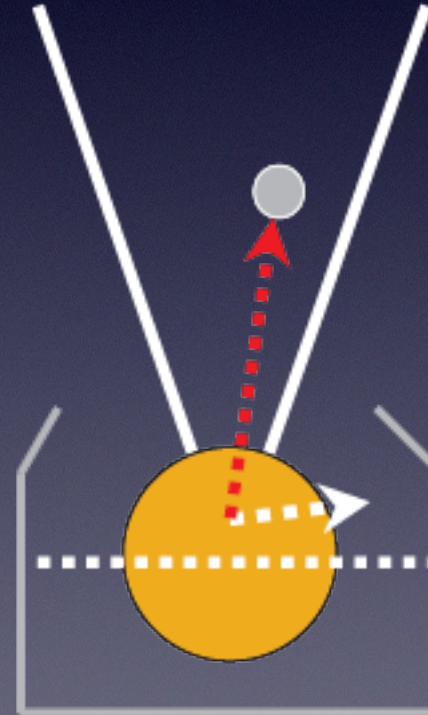
Officiating the Discus

Fouls (continued)

Foul: Athlete exits the circle before the discus lands



Foul: Athlete exits the from half of the circle





Officiating the Discus

Fouls (continued)

- Failure to initiate the trial within time limit
- After stepping into the circle, fails to pause before starting the throw

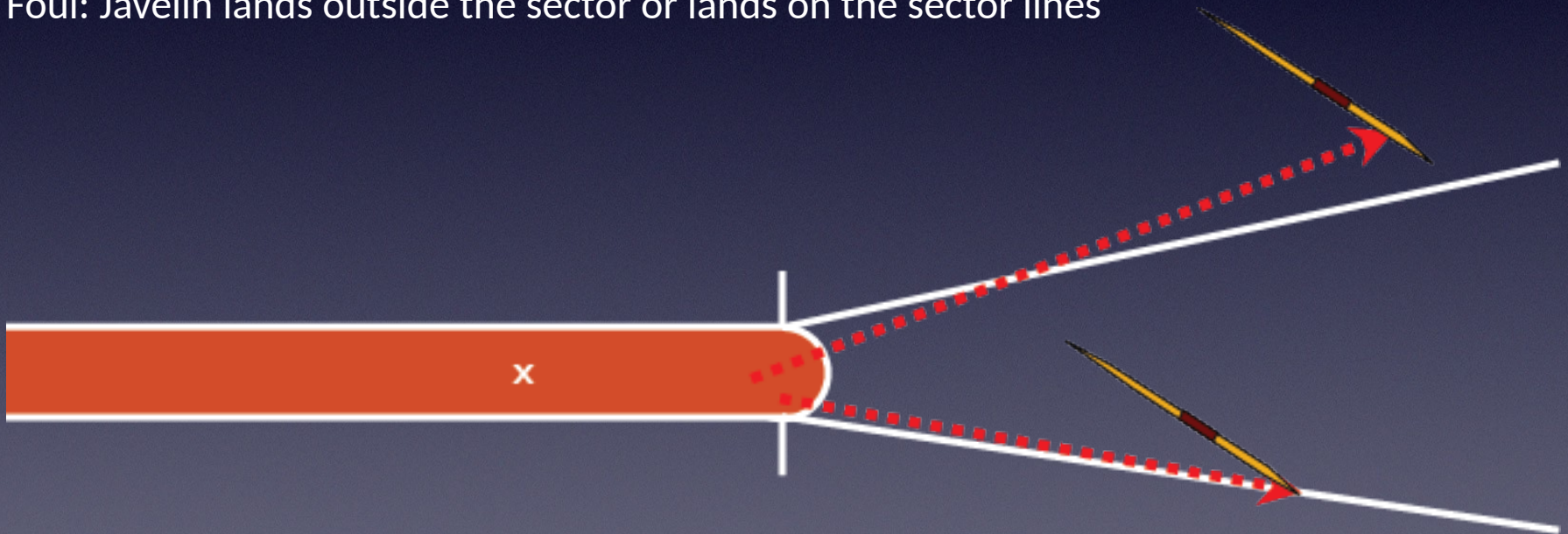
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Officiating the Javelin

Fouls

Foul: Javelin lands outside the sector or lands on the sector lines

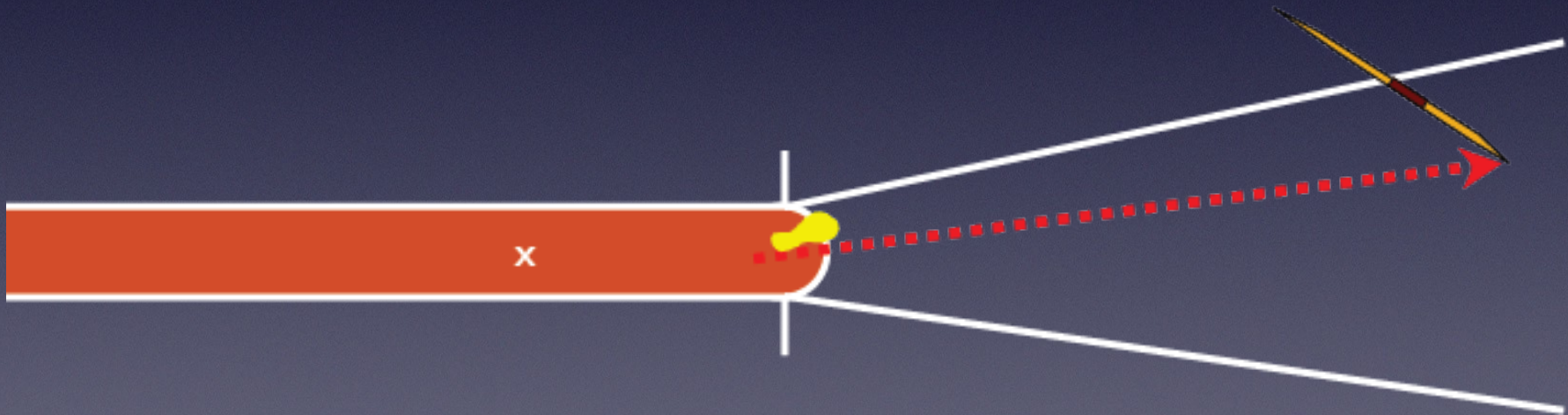




Officiating the Javelin

Fouls (continued)

Foul: Athlete touches on or over the foul arc during or after the throw

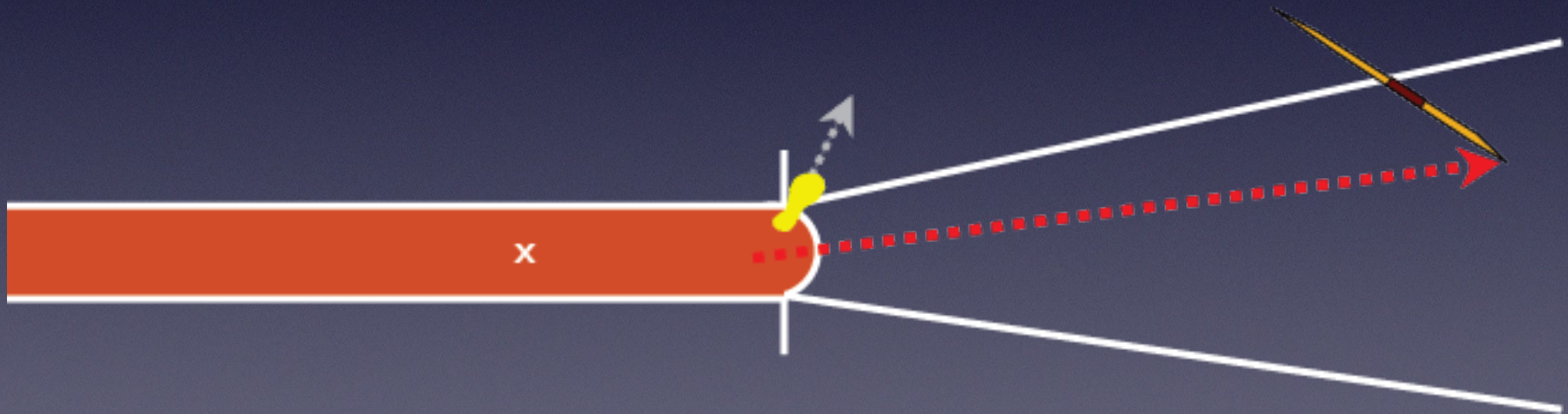




Officiating the Javelin

Fouls (continued)

Foul: Athlete exits beyond the foul arc or perpendicular to the side extension lines

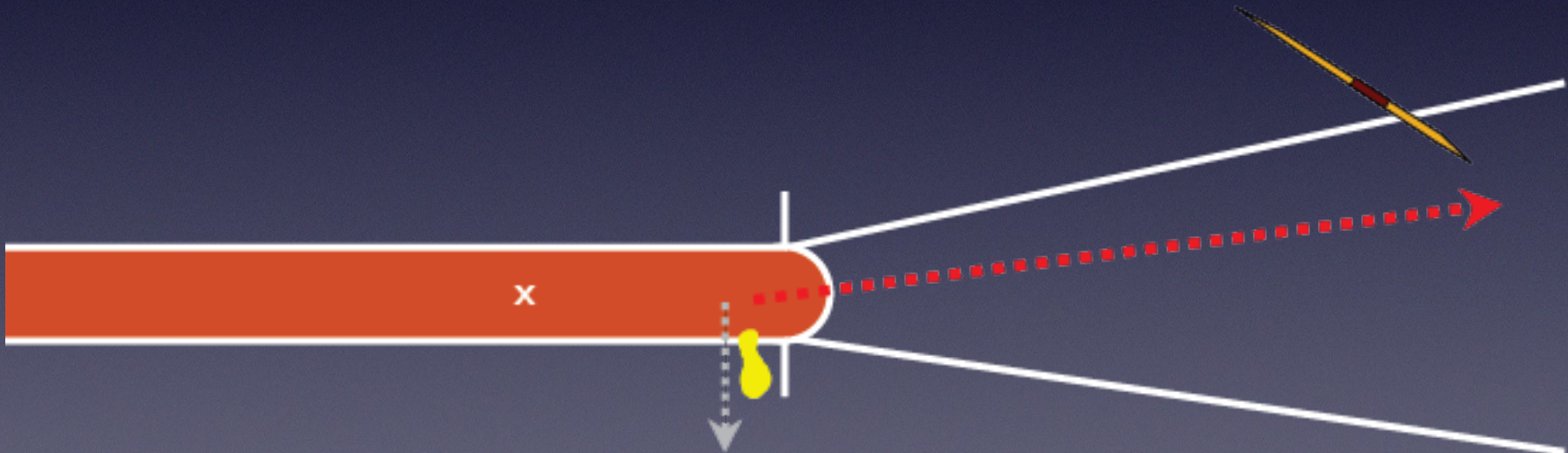




Officiating the Javelin

Fouls (continued)

Foul: Athlete exits before the javelin lands





Officiating the Javelin

Fouls (continued)

- Failure to initiate the trial within time limit
- Makes a 360° turn before the javelin is released
- Uses a delivery other than a over-arm, above-the-shoulder motion of the throwing arm
- Fails to hold the javelin by the cord grip
- Steps on or over the runway lines before the throw lands

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Officiating the Javelin

Marking the Javelin

