



Officiating Field Events





Field Event Officiating

What You Need – Equipment

- **Measuring Tape***
 - 300-ft (100m) for discus and javelin
 - 100-ft (30m) for shot, long jump, and triple jump
- **“Back Saver” Stick*** for marking landing point in sand and sectors
- **Cones** – to close the runway and circle, or to indicate which board is being used for the horizontal jumps
- **Clipboard and Pencils***
- **Stop Watch** – to time competitors in field events once they have been called up

* **NOTE:** Some of these items may be provided by the host school



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Who You Need – Helpers

- **Marker** – 1 helper to mark the landing in the pit or sector
- **Tape Puller** – 1 helper to pull the tape back behind the take-off board, through the center of the circle (shot and discus), and through the center point in the javelin runway (8m from the foul line)
- **Raker(s)** – 1-2 helpers to smooth the sand after each attempt of the horizontal jumps
- **Bar and Standards** – 1-2 helpers to set the bar and standards for high jump and pole vault

NOTE: Discuss with the host school or meet management, prior to the start of the meet, who you will have for helpers at the event you will be officiating



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Pre-Meet Preparation

- Review the rules of your event prior to arriving – bring your rule books
- Arrive early – meet with meet management (usually the home school coach)
 - Find out who you have as helpers
 - Find out how many jumps/throws for each competitor
 - Only 3, no finals
 - Only 4, no finals
 - 3 preliminaries, 3 finals (find out how many make it to the finals)
- Inspect venue(s) and equipment
- Review assignments with event helpers
- Check in competitors early (check to make sure uniforms are school-issued and legal)
- Review rules, procedures, time limits, etc. with competitors
- Remind competitors to be sure to check out if leaving to compete in another event
- Make sure event gets started on time



Field Event Officiating

During the Meet

- Always keep the area SAFE
- Provide adequate time for warmups (~30 minutes prior to start of event and ~10-15 minutes between flights and/or finals)
- Use “up”, “on deck”, and “on hold” to call the competitors
- Make sure no contestants review videos in the competition area
- Keep a record of competitors who have checked out to compete in other events
 - Record the time they checked out and for what event
- Enforce the time limit set for each event
- It is recommended that you use a RED flag for a foul, and a WHITE flag for a good attempt
- Announce measured distance loud and clear



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Time Limits to Initiate a Trial

- **High Jump (1-3-5)**
 - 1-minute with 4 or more athletes competing (2-minutes for consecutive trials after the first attempt)
 - 3-minutes with 2 or 3 athletes remaining (2-minutes for consecutive trials after first attempt)
 - 5-minutes with 1 athlete remaining
- **Pole Vault (1-3-5)**
 - 1-minute with 4 or more athletes competing (3-minutes for consecutive trials after the first attempt)
 - 3-minutes with 2 or 3 athletes remaining (3-minutes for consecutive trials after the first attempt)
 - 5-minutes with 1 athlete remaining
- **All Other Field Events**
 - 1-minute
 - 2-minutes for consecutive trials

NOTE: Time limit for the first attempt of a competitor in the competition is 1-minute



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Athlete Excused to Compete in Another Event

- The competitor must receive permission to leave 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 (this could include consecutive attempts)
- The Games Committee (meet management) sets the time limit for excused competitors
- Most common time limits:
 - Competitor must return within 5-10-minutes after being excused
 - Competitor must return within 5-minutes after the event they checked out for has concluded
 - Competitor must return within 5-minutes after the last competitor present has completed their final attempts



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Athlete Excused to Compete in Another Event (continued)

- In the high jump and pole vault, if the excused competitor fails to return in the allotted time, the remaining attempts at the height when the competitor was excused will be recorded as passes (not misses), and the bar shall be raised
 - If the bar has been raised, the returning competitor must jump at the new height
- It is preferred that the competitor complete as many attempts (out of order or consecutive) prior to being excused

NOTE: At check-in, ask the competitors if they will be competing in any other events that may conflict with this event



Field Event Officiating

After the Competition

- Close the event area – no practicing
- Review and confirm the results are accurate
 - Make sure tie-breaking procedures have been used if needed
- Hand in results to appropriate personnel
- Return any supplied equipment (tapes, cones, clipboards, etc.)
- Ask if there is any help needed elsewhere
- Remain at the meet until ALL events have concluded (running and field events)