

## **FIELD EVENT HEAD JUDGES**

The Event Judges are directly responsible to the Head Field Judge. A field event begins at a time designated by the games committee and concludes when the places have been determined and the field event judge has recorded the results.

### **PRE-MEET DUTIES**

1. Report to the event site at least 45 minutes before the event is scheduled to begin.
2. Be certain the competition area is properly prepared and ready for warm-ups.
3. Warming-up shall not be allowed in any jumping and throwing venue until supervised by a coach or official.
4. Review the assignments of judges and workers before the event begins.
5. Inspect the jumping and vaulting areas and the procedures for operating the standards.
6. Check competitors in early with enough time, so warm-ups can be completed before the start of the event.
7. Contestants' officials become competitors, when they report to the field-event judge for an event in which they are entered.
8. Announce uniform and number rule to all competitors.
9. Announce the time limitation for competitors excused to compete in another event, as determined by the games committee.

### **DUTIES DURING THE MEET**

1. Keep the competition area clear of all non-participating individuals
2. Keep competitors out of impact area during warm-ups, and competition implements should be carried out of landing sector by an official, and then carried by the competitor to the waiting area.
3. Conduct the trials according to the procedures established by the games committee.
  - a. Contestants officially become competitors, when they report to the event judge.
  - b. Three (3) preliminary trials shall be taken in flights of 4 to 12 in the order contestants are listed for competition.
  - c. If weather or other conditions might result in unfairness to any competitor, the referee shall alter the established order of trials.
4. Allow the marking of significant distances (i.e. school, meet, national records) in the throws and horizontal jumps alongside the landing areas.
5. At the athlete check-in record the height the athlete indicates will be their opening height.
6. Call the contestants in order they are jumping with commands: "up"; "on deck", and "on hold".
7. Charge a competitor with an unsuccessful trial, if a trial is not initiated with the defined time period after being called:
  - a. Enforce each trial time limit – pole vault 1.5 minutes.; other jumps 1 minute; throws 1 minute.
  - b. Use of "3 or 5 alive" competition procedure for the high jump and pole vault events.
8. Make every effort to ensure that each competitor has a fair and equal opportunity to perform.
9. Use a white flag to indicate a fair trial, and red or yellow flag to indicate a foul trial.10Announce measured distances in a loud and clear voice.
10. Sign the event card indicating the place winners for each event.
11. At the conclusion of an event permit no practice, and have all implements removed from the area.