

# Section “C” – Field Events

*These rules are to be read in conjunction with Section “A” Competition General Rules.*

## 1. General Rules

### 1.1 Appointment of Judges

The Chief Judge for each field event shall: -

- i. allocate the duties among the Officials for their respective events.
- ii. inspect the area they are responsible for.
- iii. check for any hazards that may cause injury to the athletes.
- iv. ensure that all facilities comply with the “LAANSW Rules of Competition” and the “IAAF”.

### 1.2 Markers

- i. A competitor may place alongside the runway one or two markers (supplied or approved by the Organising Committee) to assist them in their run-up and take-off.
- ii. If such markers are not supplied, adhesive tape may be used but not chalk or similar substance (IAAF 180.3) nor anything that leaves indelible marks.
- iii. The use of sharp or pointed markers or anything considered dangerous by the Referee will be prohibited.

### 1.3 Practice Trials

- i. In field events, at the discretion of the Chief Judge or Carnival Manager, all competitors are allowed up to 2 practice trials before the competition begins.
- ii. Trials are to be made in draw order under supervision.

### 1.4 Competition Order (then commencement of competition)

- i. The order in which competitors shall take their trials shall be drawn, and where possible their names shall appear in the programme in the order drawn (IAAF 180.4).
- ii. In all events, except for the High Jump, where there are more than eight competitors, each shall be allowed 3 trials and the eight competitors with the best performances shall be allowed three additional trials.
- iii. In the event of a tie for 8th place, any competitors so tying shall be allowed the 3 additional trials. (Tying means, in this case, achieving the same distance, and Rule 180.20 should not therefore be applied).
- iv. The final 8 competitors shall compete in the last 3 additional trials in the inverse order to the ranking of their performance recorded in the first 3 trials.
- v. Where there are 8 competitors or fewer, each competitor shall be allowed 6 trials (IAAF 180.5) regardless of the number of fouls recorded.

### 1.5 Clash of Events

- i. In all events, except High Jump, where a clash of events occurs, the Chief Judge is empowered to allow the athlete to compete out of round and out of order in all 6 rounds.
- ii. No competitor may have 2 or more trials in succession (Except for events with only 1 competitor or the final competitor in High Jump).
- iii. A competitor cannot demand to have a trial that was missed due to absence.
- iv. The first 3 qualifying rounds of the competition must be completed, and a final 8 determined before any trials from rounds 4, 5 and 6 are taken.

- v. High Jump
  - a. If a competitor is entered in clashing events, the Chief Judge is empowered to allow the competitors to take their trials in an order other than that shown in the programme.
  - b. The competitor cannot demand to make all their trials in succession, or to take any trials of that round in which they have failed to appear.

## 1.6 Competition

- i. Commencement of Competition
  - a. Competition commences with the first trial in the first round.
  - b. The trials shall commence when the Official responsible indicates to the competitor that all is ready for the trial to begin, and the athlete is called.
  - c. The period allowed for this trial shall commence from that moment (IAAF 180.17, 180.17a).
- ii. Commencement of a Round
 

A round commences when the first athlete eligible to compete in the round commences their trial.
- iii. Completion of a Round
 

A round is complete when the last athlete eligible and present to compete in the round completes their trial.
- iv. Completion of Trial
  - a. Throws - a trial is complete when the athlete leaves the circle.
  - b. Long & Triple Jump - a trial is complete when the athlete leaves the landing pit.
  - c. High Jump - a trial is complete when the Chief Judge designates a "fair/foul jump".
  - d. Completion of Competition
  - e. High Jump - the high jump is complete when the last remaining athlete fails or decides to stop.
  - f. All other events are complete when the last round is completed.

### Note

The number of rounds in a competition must be clearly stated at the start of the competition and where possible indicated in the programme.

- v. Entry to Competition
 

Taking into account the definitions above:

  - a. No athlete may enter the competition after the completion of the 3rd round, i.e. High Jump - 3rd round equals 3rd height.
  - b. No athlete may take or have recorded more than 1 trial in each round except for high jump where up to 3 trials are permitted at each height.
  - c. No athlete may take any trials they have missed.

## 1.7 Delay

- i. Competitors in field events who unreasonably delay taking a trial shall render themselves liable to have that trial disallowed and recorded as a foul.
- ii. It is a matter for the Referee to decide what is an unreasonable delay, but the following time should not normally be exceeded:

- a. Long Jump, Triple Jump, Shot, and Discus, and Javelin - 1 minute.
- b. High Jump – 1 minute, but when only 2 or 3 competitors continue in the competition, the time should be increased to 1.5 minutes, except in Multi Event competitions. If there is only 1 competitor left, then the time should be increased to 3 minutes.
- iii. A time warning may be given to an athlete. Such a warning is indicated by a raised yellow flag, which is kept raised for the last 15 seconds prior to the disallowing of a trial for exceeding the time limit.

## 1.8 Foul

In all field events if an athlete incurs a foul, they will be told the reason for the foul at the completion of the trial.

## 1.9 Measuring

- i. The Judges shall judge, measure and record each valid trial of the competitors (IAAF 125.3).
- ii. All measurements shall be made immediately after each valid trial.
- iii. All measurements must be made with steel or fibreglass tapes or bars graduated in centimetres (IAAF 148).
- iv. In measuring all field events, except the High Jump, the zero end of the tape should be placed at the nearest edge of the mark where the implement first lands or where the athlete makes a mark in the pit closest to the take-off.
- v. Distances shall always be recorded to the nearest centimetre (0.01m) below the distance measured if the distance measured is not a whole centimetre (IAAF 184.1).
- vi. In High Jump all measurements shall be made, in whole centimetres, perpendicular from the ground with a steel or fibreglass measuring bar to the lowest part of the upper (top) side of the bar (IAAF 181.5).

## 1.10 Ties

- i. **In all field events, except for High Jump:**
  - a. The 2nd best performance of the competitors tying shall decide the tie. If a tie remains, the 3rd best and so on (IAAF 180.20).
  - b. If athletes in field events are tied for any place after **ALL** count backs have been applied, then equal placing will be declared and medals awarded.
- ii. **High Jump Ties**
  - a. The competitor with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place.
  - b. If the tie remains, the competitor with the lowest total of failures throughout the competition up to and including the height last cleared shall be awarded the higher place.
  - c. If the tie remains the competitors shall be awarded the same place in the competition. In Little Athletics there is no jump-off for **placings**.

## 1.11 Progression to next Level of Competition.

- i. Where a certain number of athletes need to be arrived at for progression to the next level (Zone to Region etc) of competition the principal of elimination shall be used.
- ii. The tying athletes will be required to throw or jump off to determine which athlete/s progress to the next level.

In high jump the following will apply:

- a. Competitors tying shall have 1 more jump at the lowest height at which any of those involved in the tie failed and if no decision is reached, the bar shall be raised if the tying athletes were successful, or lowered if not.
  - b. The bar shall be raised or lowered in 2cm increments.
  - c. They shall then attempt 1 jump at each height until the tie is resolved. Competitors so tying must jump on each occasion when resolving the tie (IAAF 181.8 c i).
- iii. Where elimination is used the original placing will not be altered.

#### **1.12 Absence (from area of competition)**

- i. In all field events, including Multi Event competitions, competitors may not leave the immediate area of the competition during the competition unless they have the permission of, and are accompanied by an Official.
- ii. Athletes crossing to the outside of the track from a field competition site are considered to be in violation of this rule.
- iii. The immediate area of competition is to be clearly marked or instructions as to what is considered the immediate area should be clearly given.

#### **1.13 Obstruction**

If for any reason a competitor is hampered in a trial in a field event, the Referee shall have the power to award that competitor a substitute trial (IAAF 180.16, also refer NFGO "A" 18 ii a. [hats]).

#### **1.14 Results**

Upon completion of each event the result sheet shall be immediately filled in and signed by the Referee and handed to the Recorder (IAAF 124.6).

#### **1.15 Change of Competition Area**

- i. Referees shall have the power to change the place of the competition in any field event, if in their opinion the conditions justify a change.
- ii. Such a change shall be made only after a round is completed (IAAF 180.19).