

INSTRUCTIONS TO HEAD DISCUS THROW JUDGE

LEGAL DISCUS: All legal discus will be weighed and marked. Each discus shall be checked for the mark prior to each throw by the event judge.

THROWING SECTORS MUST BE CORDED OFF: The landing sector must be roped/flagged off well outside the sector lines (30 feet) and as far as the competitors may throw.

COMPETITOR CHECK-IN

Check in competitors early enough so warm-ups can be completed prior to the scheduled start of competition. Competitors must check in themselves. Coaches, student managers or other contestants may not check in other athletes into their events.

CHECK FOR UNIFORMS: Refer to SDHSAA Track Uniforms

NUMBERS: Each competitor is to wear a paper number (when numbers are used) pinned to the front of the jersey. Any special issued uniforms within a squad must have a number affixed to the front of the jersey also. PENALTY for not wearing a jersey with a competitor's number or wearing a jersey with an incorrect number at the State Track and Field Meet shall be a one point team deduction.

PRACTICE: Permit practice throw prior to the start of competition; none after competition starts. Contestants may not continue to throw implements outside of competition area. Warming up with implements without a coach or event official at the venue shall lead to a warning, and if repeated, disqualification from the event.

TAPING: No tape of any part of the throwing hands or fingers will be permitted unless there is an open cut or wound that must be protected by tape. Taping of the wrist is permissible.

FLIGHTS OR PROCEDURES: (Preliminaries - 3 trials; finals - 3 additional trials)

1. Each flight in the preliminaries shall consist of six to ten competitors. The first half of each flight of six to ten to throw in rotation for two throws, then the second half of the flight throw in rotation for two throws. Each member of the entire flight then takes his /her third throw in order. Repeat this for each flight.
2. A 5-minute warm-up will be permitted between flights of the shot put and discus.
3. The eight best competitors will qualify for the finals. All ties for eighth place qualify for the finals. In the finals, competition shall be in the reverse order of performance, in single rotation or more than one trial at a time, so that the best qualifier will compete last.
4. Award eight places.

MEASUREMENT:

1. Mark each legal throw in a flight. It is to be made from the point where the discus first breaks ground to the inside of the arc of the throwing circle with the tape held through the center of the throwing circle.
2. Measurement is to be to the nearest lesser inch.
3. Marks made in the preliminaries stand throughout the competition.

TIME: A contestant has 1 minute for his/her trial after he/she has been called. A COMPETITOR SHALL INITIATE A TRIAL THAT IS CARRIED TO COMPLETION WITHIN 1 MINUTE OR A TRY WILL BE RECORDED! A competitor must indicate a desire to pass immediately after their name has been called.

RECORDS: Call head field judge to witness measurement of record and to attest to them on the judge's sheet.

BREAKING TIES: Refer to information on front side of clipboard.

GUIDELINES FOR A COMPETITOR WHO HAS BEEN EXCUSED FROM A FIELD EVENT TO COMPETE IN ANOTHER EVENT.

- A. Athlete, not coach or other team personnel, must receive permission from event judge.
- B. Judge must record time excused and indicate to competitor what time they are expected back for their next trial.
- C. Judge may allow/encourage competitor to take a trial out of turn before being excused.
- D. Judge will use some discretion in extending the time excused under special circumstances, e.g. 3200 meter run, reruns, injury, etc.
- E. In the finals, competitors are permitted to take more than one trial at a time during their normal rotation.

AFTER EVENT: EVENT CLOSED SIGNS MUST BE USED

1. Sign judge's sheet and turn it in to headquarters booth. If no other event to conduct, also return clipboards.

SOURCES OF HELP: For further details on procedure refer to your Track and Field Rules. If you run into problems you can't handle, call the head field judge.

DISCUS

Rule 6-3

Article 2 . . . For breaking ties for places determined by distance:

- (a) If the distance resulting from the best performance of competitors is identical, the higher place is awarded to the tying competitor whose second best performance is better from either the preliminary trials or the finals.
- (b) If after (1a) the tie remains, the higher place is awarded to the tied competitor whose third-best performance is better than the third-best performance of any tied competitor, etc.

Rule 6-4

Article 9 . . . It is a foul if the competitor:

- (a) Fails to initiate a trail that is carried to completion within 1 minute after being called.
- (b) After stepping into the circle fails to pause before starting the throw.
- (c) After stepping into the circle, touches the circle, not including the inner face of the band, if one is used, or the ground outside the circle during a throw.
- (d) Throws the discus so it does not fall within the sector lines
- (e) Throws a discus which hits the cage and/or an object outside the sector before landing within the sector..
- (f) Is not under control before exiting the back half of the circle.
- (g) Leaves the circle before the implement has landed and the judge calls "Mark".
- (h) Does not exit the back half of the circle.

NOTE: A competitor may enter the circle, exit the circle, and re-enter the circle without fouling provided he/she does so within the allotted one minute and provided he/she does not exit the circle after the pause starting the throw.