**Discus Officiating Notes 2019**

* To make a throw, the competitor starts in a circle of 2.5 metres diameter, which is recessed in a concrete pad by 20 mm.
* The thrower typically takes an initial stance facing away from the direction of the throw. He then spins counter-clockwise (for right-handers) around one and a half times through the circle to build momentum, then releases his discus.
* The discus must land within a 34.92-degree sector.
* Distance is **rounded down** to the nearest centimetre ( IAAF).
* Place the zero end of the tape at the mark made by the discus closest to the throwing circle, pull through to the centre of the circle, and read off the measurement where the tape crosses the inside edge of the circumference of the circle.

The following rules are adhered to for a legal throw:

* Upon calling the athlete's name, they have **sixty seconds** to commence the throwing motion.
* The athlete may NOT wear gloves
* Rules permit the taping of individual fingers.

Discus Throw Rules

1. The throw is made with a pulling action of the arm.
2. During the throw the athlete may touch the inside of the rim, or circumference of the circle, but not the top of the rim, or the ground outside.
3. The athlete must **exit** the rear half of the circle under control.

Any violation of rule 2 or 3 is a fault.

* The athlete may touch the **inside surface** of the circle, but must not touch the top or outside of the circle, or the ground beyond the circle. Limbs may however extend over the lines of the circle in the air.
* The discus must land in the legal sector (34.92°) of the throwing area (inside the lines)
* The athlete must exit the throwing circle from the back.

Foul throws occur when an athlete:

* Does not pause within the circle before beginning the throwing motion.
* Does not begin the throwing movement within sixty seconds of having his or her name called.
* During the throwing motion, touches, with any part of the body (including shoes):
* The top of the iron ring
* Anywhere outside the circle.
* Throws a discus which either falls outside the throwing sector or **touches a sector line on the initial impact.**
* Leaves the circle before the discus has landed.
* Does not exit from the rear half of the circle.

Measurements

* Legal throws are measured from the nearest edge of the first mark made by the implement, to the point on the inside edge of the throwing circle
* Officials shall hold the tape such that the zero end is in the field and draw the measuring tape through the centre of the throwing circle and read off the measurement where the tape crosses the inside edge of the circumference of the circle.
* Measurements are recorded to the nearest lesser centimetre (rounded down)
* Measurement must be made with a non-stretchable tape.

**Throwing Event Officiating NCAA Meet**

**PLEASE READ CAREFULLY**

* Disci that have been weighed and approved will be allowed for competition.
* Record something for every athlete listed on the sheet and every round.
* There should be no write-in athletes or substitutions unless the athlete appears with a signed sheet from the convenor. Contact the Meet Convenor if there appears to be a problem with the entries.
* If the athlete did not show or left after signing in put DNS beside their name. Record any details of the circumstance for later reference in a protest dispute.
* Athletes involved in track events must check in at the field event and then go to the track event. They may be given a throw before they leave but they must not miss the track event or they will be considered a no show and be ineligible for competition for the rest of the day. They may return to the field event when they have completed the track event but they join in at the round that the event is at.
* If the athlete shows and says they are scratching caution them that they are ineligible to compete for the rest of the day in all events if they do scratch. If they decide to scratch anyway make a note on the sheet beside their name and indicate with a SCR. Record any details of the circumstance for later reference in a protest dispute.
* Indicate a fault with a “F”. Indicate a pass with a “P”.

Only three throws are taken at the NCAA meet by each competitor. The competitor's best throw from the allocated number of throws is recorded, and the competitor who legally throws the shot the farthest is declared the winner. Ties are broken by determining which thrower has the longer second-best throw.

If any disputes or problems arise, consult the Field Referee.

All athletes advance from the NCAA Meet to Zone (ruled in 2018).

* All student athletes who compete at the NCAA Meet will qualify through to the zone meet
* For track events, the student athletes MUST finish the event and have a finishing time (which will be used for seeding purposes at the zone meet)
* For field events, student athletes MUST have recorded at least one legal jump/throw
* If a student athlete is disqualified, that student athlete does NOT qualify through to the zone meet in the event where the disqualification occurred. (Examples of disqualification are: DQ for improper behavior / language, DQ to a field event athlete for not achieving a legal distance)

# Throws Officials Duties

*At the Circle:*

All Officials

* Be seated as often as possible.
* Remember the circle belongs to the athletes; stay out of it unless you must walk in the circle to clean.
* Be as silent and in the background as possible but, in control of the competition.
* Give the event field crew a break during any warm-up period.

Judge/1st Recorder:

1. Move the gate on your side of cage (Flight coordinator will move the other gate).
2. Note exact start time (first thrower called “Up”).
3. Judge your side of the circle back to front. After each throw, quickly check the circle judges for a fault signal…thumb up – no foul, thumb down - foul.
4. You must be 100% positive to call a foul.
5. After watching the circle for a fault, check Markers (down sector lines) for sector foul signal. Make this part of your call. Please, hold your signal until you are sure you have seen it.
6. You are the second reader of the tape and the 1st Recorder. Judge reads the tape then you read it. If both agree, the Judge will announce the distance. The 1st recorder will then record each throw on the official sheet.
7. Make no extra marks on the event sheet. Enter best attempt on the right side of the sheet. Be neat!
8. At the end of each round compare results with the 2nd recorder and 1st recorder.
9. Note the completion time (results announced to athletes) on the official sheet. You and I should sign your sheet and then give it to me.
10. Check and clean the circle prior to each round.

B. Judge/Timer/2nd Recorder:

1. Start the time clock (count-down) for warm-ups exactly 1 hour before the competition is to begin. During the warmup, help check the athletes for proper taping, gloves, and “lefties.”
2. Make sure you have a yellow flag.
3. Do not sit or stand directly behind the thrower in the ring.
4. Make sure the clock and flag are visible to the throwers. Start the clock after the Flight Coordinator has called an athlete “Up” the 2nd time. Raise a yellow flag and verbalize when 15 seconds remain; hold the flag overhead then drop it immediately when time expires
5. After each throw, check the circle judges for a fault signal… thumb up – no foul, thumb down - foul.
6. You must be 100% positive to call a foul.
7. After the throw check that the athlete does not leave the circle until the implement has landed in the field. If he/she has, give a foul signal.
8. When 1st judge announces the distance, record it on the official sheet.
9. At the end of each round compare your results with the 1st Recorder and Judge.
10. Note start time (1st thrower called “Up”) and completion time (results announced on the sheet.
11. Coordinator:
    1. Move the gate on your side of the cage. (First Judge/Recorder moves the other gate).
    2. During competition, position yourself near the athletes’ entry point to the cage. When you give your calls, make sure you face the athletes and can be heard by all.
    3. Athletes may not leave the competition area unless escorted by an Escort/Retriever/Marshal. Athletes may talk through the fence or across the track, but may NOT cross the track to talk to a coach or for any other reason.
    4. No electronic devices are allowed.
    5. Check your flight sheet - make sure all are present, no extras, and that the athlete’s number is visible
    6. Coordinate the athletes’ warm-up (structured warm-up…only 2 throws…in competition order), give the competitors information relevant to the event, and run the competition.
    7. All warm-ups with implements are to be conducted within the competition circle. Not anywhere else.
    8. Only the athletes called, “Up and On Deck” may have an implement in hand. Absolutely, no warm-up (or winds) outside the circle.
    9. Make sure athletes apply substances (chalk/spray) to only their hands.
    10. Call the athletes, “Up…On Deck…On Hold” as soon as the last athlete has thrown. Remind each athlete they may enter the circle and stand OUTSIDE the ring.
    11. When an athlete is called “Up”, check the number to ensure we have the proper athlete.
    12. Do not let athletes enter the circle before the second “Up” call. Make the second “Up” call when the measurement is completed and all officials are ready, to indicate the athlete is on the clock. You should give a visual signal (point to the ring) when you issue the second “Up” call. Keep a good flow/rhythm to the competition.
    13. If we do not have an Implements Inspector, assume as many of the duties as you can.
    14. The implement cart should be stationed near you with easy access for Retrievers. Towels should be available near the implement cart.

1. Implement Inspector:(if available)
   1. All implements have no ownership during competition and will be reclaimed by athletes at the venue upon completion of the competition. They must/may sign for their implements.
   2. Maintain the implements at the venue, which includes cleaning and inspecting each, returned from the field. This insures that athletes use only meet-approved implements and do not alter them in any manner.
   3. Allow only athletes called “Up” and “On Deck” to have implements in hand during the competition.

***In the Field:***

* Please aid in retrieving during all warm-ups.
* When you arrive at your position, spread out and keep the competition as silent as possible.
* Be alert. Athletes may not be focused on implements flying at them

1. Measurer/Head Sector Judge:
   1. Obtain and return event equipment before the crew meeting.
   2. You are the Measurer with the field-end of the tape/Lynx measuring stick.
   3. Keep the Field Crew alert, ready, and you acknowledge all signals from the ring.

1. Markers:
   1. Mark where the implement first makes contact. Position yourself inside and near the sector line, at about the distance expected so you’ll be sighting the throw across the field between Markers.
   2. Once the implement lands, the one closest to it will mark it.
   3. If there has been a sector foul -- the implement lands on or outside the white sector boundary line, signal to the official at the circle – silently with an arm extended from the side toward the sector line. Hold your signal until you know it has been seen from the ring.
   4. The Marker not involved with the measurement, keeps an eye on the circle to make sure that it is a fair throw. Communicate this with your field mates.
   5. Check each implement to make sure it is certified and not damaged.
   6. Mark all throws, even a foul, unless it is obvious that the athlete intentionally fouled it. This protects the mark in case of a protest. Don’t be too quick to pick up the mark unless it is VERY clear that the athlete fouled. Give the benefit of doubt in favour of the athletes
   7. Make needed divot repairs.

1. Retrievers:
   1. Space yourselves equal distance between the landing area and the circle outside the sector line. Retrieve it from the field and return it to the official at the circle.
   2. Do not toss, throw, or roll the implement back to the ring.