DUTIES OF EVENT JUDGES

The individual event judges are directly responsible to the Field Referees and Meet Referee. The following checklist should be made available to each event judge. Event judges shall:

1. Report to the event site at least one hour before the event is to begin.
2. Be certain the competition area is properly prepared and ready for warm-ups.
3. Prior to the beginning of the event, review assignments of the judges and workers assigned to that event.
4. Inspect the jumping and vaulting areas, making sure all surfaces around the high jump/pole vault landing pad are padded, proper crossbars are being used and vaulting standards are securely fastened and properly set.
5. Check in competitors early enough so warm-ups can be completed prior to the scheduled start of competition. Confirm warm-up schedule with the Meet Manager and permit no practice except during designated time(s).
6. Conduct a pre-event meeting of all contestants prior to the start of competition. Use the "Field Event Judges Meeting with Competitors" agenda as a guide.
7. Check and enforce uniform regulations.
8. Use traffic control ropes, flags, or fences around the competition area.
9. Keep the competition area clear of all non-participating individuals.
10. Keep competitors out of the impact area during warm-ups and competition. Implements should be carried out of the landing sector by an official and then carried by the competitor to the waiting area.
11. Conduct the trials according to the procedures established by the games committee, including when athletes are excused to compete in another event.
12. During the competition, call the contestant "up", "on deck" and "on hold".
13. Between attempts, the event judge should stand on the runway.
14. Charge competitor with an unsuccessful trial if a trial is not initiated within the defined time period after being called. USE A STOPWATCH. Only if you as an event judges has given the 15-second warning their time limit is about to expire.
15. Check to see that the competitor legally leaves the circle/runway only after the implement has landed.
16. Use a white flag to indicate a fair trial and a red flag to indicate a foul trial. If flags are not used, the judge will call "FAIR" or "FOUL".
17. When measuring, place the zero on the tape at the mark to be measured. Announce measured distances in a loud and clear voice.
18. All implements are inspected. Know what the inspection mark is for that day and check it on the implement prior to each trial.
19. Have the Field Referees sign the event card indicating the place winner for each event. If there is no Field Referees, the event judge is responsible for this step. These are the official results, so accuracy is essential!
20. At the conclusion of the event, permit no practice, have all implements removed from the area and place a traffic cone or "event closed" sign in a position to indicate the area is closed.

Event judges should have in their possession:

- Event card
- Copy of uniform rule
- Copy of procedures on excusing athletes to compete in another event
- Copy of procedures on breaking ties
- "Field Event Judges Meeting with Competitors" agenda
- Stop watch
- Red and white flags

DUTIES OF THE FIELD REFEREES

The Field Referee(s) assumes these duties. The Field Referee(s) shall have jurisdiction over the field events to which you are assigned, shall oversee the measuring, weighing and inspection of the implements and apparatus; check records; and see that the field events start on time and continue without delay. In case of infractions or any irregularities, the Field Referee(s) shall report directly to the Meet Referee for a final decision.

It is the responsibility of the Field Referee(s) to:

1. Inspect the competition area for safety of competitors and officials.
2. Review procedures for using equipment and/or implements when provided by the games committee.
3. Inspect, measure, and weigh implements and apparatuses, such as cross bars, jumping standards, pole vault poles, etc. The inspector(s) of implements will carry out these duties.
4. Determine that the pole vault official is zeroing the standards.
5. Conduct a pre-meet meeting of all individual event judges. Items to cover at this meeting will usually include what the individual judge will tell all competitors when they meet with them. See "Field Judge Pre-Meet Meeting Agenda".
6. Ensure that each event judge has a stopwatch or other timing device and instruct them that each try by a competitor will be timed.
7. Make certain field events begin on time and continue without unnecessary delay.
8. Make every effort to ensure that each competitor has a fair and equal opportunity to perform.
9. Verify outstanding performances that may qualify for records.
10. Review and certify (initial) the scorecards of each completed field event.
11. Instruct event judges to secure facilities and return equipment after completing competition. No practice after competition ends.
12. Communicate with the meet referee as needed.

FIELD JUDGES PRE-MEET MEETING AGENDA AND EVENT JUDGES MEETING WITH COMPETITORS

The following items should be covered when the Field Referee(s) meets with the event officials. Also, it should be used as a guide for the event judge when he/she meets with the competitors.

1. Time limit after contestant name is called. If the athlete is going to pass, they must say "pass" when their name is called. Failure to do so constitutes a try. After their name is called, it is too late to consult with a coach.
    a. All field events – one minute
    b. When three or fewer competitors remain, competitors will be allowed three minutes.
    c. When one competitor remains in the high jump or pole vault, he/she will be allowed up to five minutes.
2. Inform athlete that a judge will be checking implement inspection marks or pole rating prior to each attempt. Explain a procedure to show marks.
3. Athlete may not use illegal implements in the warm up or competitive area.
4. Go over procedures the athlete must follow if competing in other events. See handout on this procedure.
5. Warm-up procedure – explain how long the pit/throwing area will be open for everyone and/or time it will close. Warm-up between flights should be no longer than five minutes.
6. Explain the policy for electronic devices allowed in non-restricted areas vs. restricted areas.
7. Indicate limits of the restricted area around the event. An athlete can only visit verbally with a coach outside this restricted area (unrestricted area).