

APPENDIX NO 19.3 DISCUS JUDGE (CIRCLE), DISCUS JUDGE (SECTOR), DISCUS JUDGE'S STUDENT ASSISTANTS

All Discus officials should view the Circle Throws Officiating and Rules Tips Videos on the ACC web site at: <https://www.accsport.asn.au/carnivals/athletics/officials-info/officiating-video-tips>

It is essential that Field Event Officials are suitably skilled to perform their required duties. Schools are responsible for training officials so that they can perform their duties at the required level.

Officials should check to see that all equipment is in readiness for the event - the Referee usually does this but all officials should liaise to see that equipment is ready so that the event can start at the scheduled time.

Judges are to liaise with the Chief Throws Referee to ensure safety and that events run on time.

The Discus Judge (Circle), calls up the competitors for their trials and enters their performances.

The Judge should check the names and numbers of competitors against those present, and against the tries order provided by the Carnival Manager. On the recording sheet you should record the competitor's distance for each of his/her trials if time permits. At the CONCLUSION of competition record in the allotted column the 'best performance' of each competitor and then the placing of each competitor. If time does not permit, measure only the furthestmost try of each competitor at the conclusion of the event.

The Discus Judge (Circle) is to watch at the circle for any foot-fault or any other infringement.

Indicate to the competitor if a foul occurs.

The Judge is to pull the tape through the circle for measuring; the student assistant holds the tape in a taught manner without stretching the tape.

The Sector Judge, at the landing area, is to be positioned across the sector, so that he/she is near the place where the discus lands. The actual point may be difficult to find, so it is essential that the Judge watches very carefully. The Judge is to signal if a 'foul', otherwise insert the spike at the landing point when a fair throw occurs. The Discus Judge may refer to the Throws Referee for the approved signs). He/she is also to assist with measuring.

The second Student Assistant is to return the implement. ALWAYS carry the implement back - they must NEVER be thrown back.

Judges should never allow their attention to wander while the competition is in progress, and **NEVER** turn your back to the throwing area. Watch the implement at all times, otherwise there may be a nasty accident. The discus judges should also keep watch with the throws coordinator in the centre of the arena and ensure that throws are released when directed from the throws coordinator with the STOP/GO indicator.

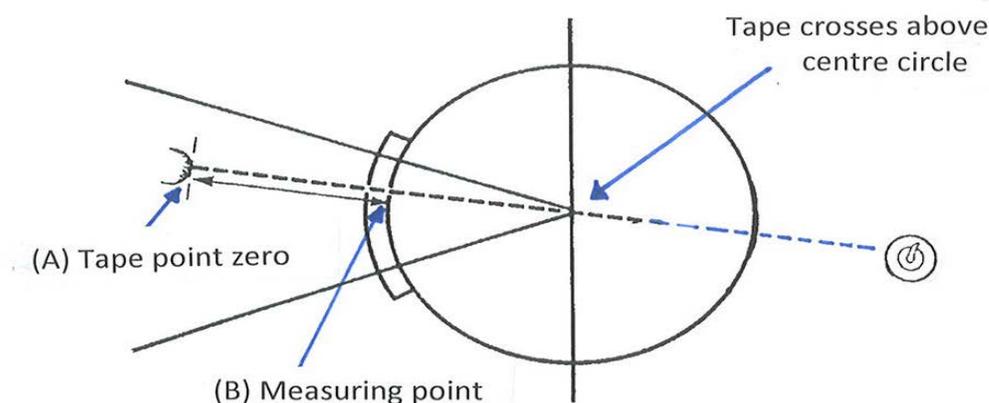
Only implements provided by the ACC are to be used. No competitor shall be allowed to take any implement into the arena.

For a valid trial, the implement must fall so that the point of impact is within the inner edges of lines 50mm wide marking a sector of 40° set out on the ground so that the radii lines cross at the centre of the circle. The ends of the lines marking the sectors should be marked with sector flags.

The measurement of each throw shall be made immediately after the throw, from the nearest mark made by the fall of the discus, to the inside of the circumference of the circle, along a line from the mark made by the implement to the centre of the circle. A distinctive flag or marker shall be provided to mark the best throw of each competitor. Measurements shall be recorded in metres to the nearest **0.01** metre below (61.110 would be recorded 61.11 - 61.158 would be recorded as 61.15)

Practice throws will not be permitted.

Once the competition has begun, competitors are NOT permitted to use the circle or ground within the sector for practice purposes, with or without implement.



The Discus shall be thrown from a circle (as above). The competitors **MUST** commence from a **STATIONARY** Position. The competitor **IS** allowed to touch the **INSIDE EDGE** of the circle whilst making an attempt.

Provided that in the course of a trial no rule has been infringed, a competitor may interrupt a trial once started, lay his implement down and may leave the circle before returning to a stationary position and beginning a fresh trial.

A competitor who unreasonably delays' making a trial renders him to have that trial disallowed and recorded as a fault. It is a matter for the REFEREE to decide, having regard to all the circumstances, what is an unreasonable delay. The official responsible shall indicate to the competitor that all is ready for the trial to begin, and the period allowed for this trial shall commence from that moment. In the Discus, the period allowed for this trial should not exceed 1.5 minutes. Although it is a matter for the Referee, the time of 1.5 minutes would not be exceeded unless there were extenuating circumstances. For a second delay at any time during the competition, the competitor shall be debarred from taking any further trials, but any performance accomplished up to that time shall stand.

At the **end** of the competition, if there is a tie the second best performance of the competitors tying shall decide the tie. If the tie still remains, the third best try is taken into account.

Appendix 19.3 cont.

It shall be a foul throw and not counted if the competitor, after he has stepped into the circle and begun to make a throw, touches with any part of his/her body, the ground outside the circle, the top of the circle or improperly releases the discus in making any attempt.

The competitor must not leave the circle until the implement has touched the ground.

When leaving the circle the first contact with the top of the iron band or the ground outside the circle must be completely behind the white line that is drawn outside the circle running theoretically through the centre of the circle. (The competitor may enter the circle from any part of the circle - but he must LEAVE from the REAR of the circle.)

The discus must fall completely within the inner edges of lines 50mm wide marking a sector of 40° set out on the ground so that the radii lines cross at the centre of the circle.

No device of any kind e.g., taping of two or more fingers together - which in any way assist the competitor when making a throw, shall be allowed. The use of tape on the hand shall not be allowed except in the case of the need to cover an open cut or wound.

The use of GLOVES is NOT allowed.

In order to obtain a better grip, competitors are permitted to use an adhesive substance such a resin on their HANDS ONLY.

In order to protect the spine from any injury, a competitor may wear a belt of leather or some other suitable material.

A competitor may NOT spray or spread any substance in the circle nor on his shoes.

All protests must be referred to the REFEREE.

Simultaneous Event Competitors

COMPETITORS INVOLVED IN FIELD AND TRACK EVENTS THAT OCCUR SIMULTANEOUSLY ARE PERMITTED TO LEAVE THE FIELD EVENT AND RE-CONTINUE AFTER HAVING COMPETED IN THE OTHER FIELD OR TRACK EVENT. OFFICIALS MUST ADVISE ATHLETES WHO ARE LEAVING A FIELD EVENT TO COMPETE IN ANOTHER EVENT, THE TIME BY WHICH THEY MUST RETURN TO COMPLETE THE FIELD EVENT. THE OFFICIALS SHOULD ALSO INFORM THE REMAINING COMPETITORS THAT SOME ATHLETES WILL BE RETURNING TO COMPLETE THE EVENT.

The start of a track or field event will not be delayed to wait for any competitor.

To avoid having to return to the field event, a competitor has the option of completing his/her three attempts in succession (except in high jump). If more than one competitor exercises this option, they will alternate attempts until each has completed his/her three attempts.

A field event official will only wait for the return of registered competitors up to 15 minutes after the start of the next event at that location. If a competitor has not returned by this time, the initial event is considered closed. If

it is the last event of the day at that site then the official should wait no more than 15 minutes after all other registered competitors have completed their attempts. Result sheets are to be sent to the various recording locations.

Competitors in simultaneous events should pre-register for both events if they wish to return to an event. Field event officials will not hold an event open for competitors that have not pre-registered. A field event remains open to any competitor until the official has closed off the event and signed the result sheet. A field event will be closed once the last registered competitor has completed all attempts. Schools may use coaches or reserves to “proxy register” a competitor for an event if they are unable to register themselves due to a simultaneous event clash.

On returning to a field event in this situation (i.e., after the start of the next event at that location), the competitor/s will complete his/her attempts immediately. The result sheet must be sent to the recording position as soon as possible to avoid scoring hold-ups.

Before the start of each event the judges should familiarize themselves with the record for that event. The existing record can be measured and marked with a different or distinctive coloured marker as a guide. If a record occurs, a mark should be placed in the ground to indicate the landing position of the implement and the field referee called to confirm the record. A measure of the throw with a metal tape by the field referee will confirm the measurement. A record verification form (Appendix 35) will need to be completed and signed by both the site judge and the field referee.