

## **APPENDIX NO 19.4 JAVELIN JUDGE JUDGE (RUNWAY), JAVELIN JUDGE (SECTOR), JAVELIN JUDGE'S STUDENT ASSISTANTS**

All Javelin Officials should view the Javelin officiating Tips Video 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.

Judges should never allow their attention to wander while the competition is in progress, and NEVER turn their back to the throwing area. Watch the implement at all times, otherwise there may be a nasty accident. The javelin 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.

**The Javelin Judge Throws Area.** Calls up the competitors for their trial and enters their performances. The recorder should check names/numbers of the 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 trial 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 furthest try of each competitor at the conclusion of the event.

The Javelin Judge Throw Area is to watch for 'foul' throws. The Judge should watch to be sure that the thrower has not touched the arc, or the ground beyond it, with his feet or hand, and after the throw the Judge should stand in the runway until the throw is measured and the landing area is free of officials. Should raise a red flag if a 'foul', and a white flag if a 'fair' throw. The Judge is to watch the approach run and see that the Javelin is held in accordance with the rules. He/she also watches the delivery to ensure that the Javelin is thrown above the shoulder or upper arm.

The Student Assistant pulls the tape for measuring through/at the centre point 8m behind the throwing arc and the Judge reads the performance at the arc.

**The Javelin Judge** (Sector) should stand in the sector so that they can have a good view of the javelin as it lands. The javelin Judge should insert the spike where the throw lands fairly and signal if a 'foul'. The Javelin Judge may refer to the Throws Referee for the approved signs). He/she is to assist with measuring. **The Javelin does not have to stick in the ground; it is a 'fair' throw if the tip of the 'metal head' of the javelin strikes the ground before any other part of the javelin.**

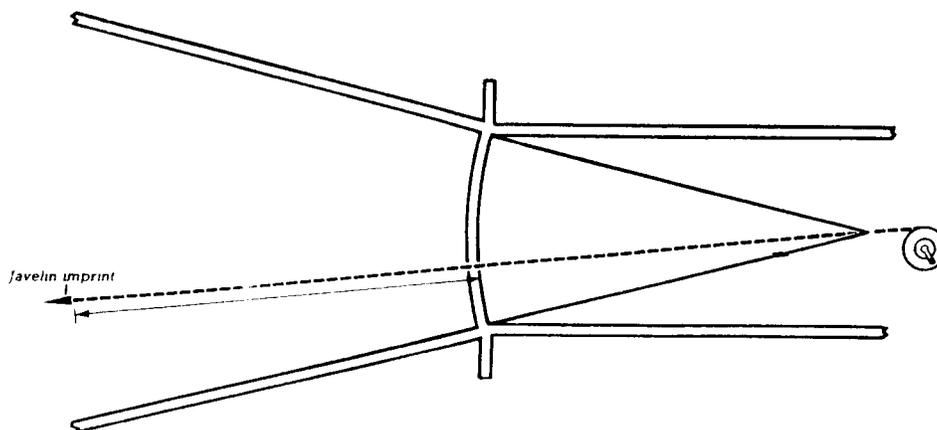
The second Student Assistant is to return implements - they must NEVER be thrown back.

All throws to be valid must fall within the inner of lines 50mm wide marking the sector.

Only implements provided by the Organisers may be used. No competitor shall be allowed to take any implement onto the arena.

Measurements of each throw shall be made immediately after the throw from the nearest mark made by the initial impact on the ground of the TIP of the metal head of the javelin to the inside edge of the arc, along a line from the mark made by the implement to the centre of the circle of which the arc is a part. A distinctive marker shall be provided to mark the best throw of each competitor.

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 judges and the field referee.



**Practice throws are not permitted.** Once the competition has begun competitors are NOT permitted to use the runway or ground within the sector for practice purposes, with or without a javelin.

At the CONCLUSION of the competition the second best performance of competitors tying shall decide the tie. If the tie still remains, the third best try is taken into account.

**Requirement for a valid throw.** Implement must land within the sector.

The Javelin must be held at the grip. It shall be thrown over the shoulder or upper part of the throwing arm and MUST NOT be slung or hurled. Non-orthodox styles are not permitted.

No throw shall be valid in which the tip of the metal head does not strike the ground before any other part of the Javelin.

A competitor MAY NOT cross either of the parallel lines.

It is a foul throw if the competitor touches with any part of his body or limbs the strip of the lines drawn from the extremities thereof at right angles to the parallel line, or the ground beyond the strip of those lines.

*Appendix 19.4 cont.*

At no time after preparing to throw, until the javelin has been discharged into the air, may the competitor turn completely around so that his back is towards the throwing arc. (If a competitor commences his/her run up and then stops half way up the runway, he may turn around and return to his/her starting point and re-start his trial - he/she does not have to walk BACKWARDS to his starting point and re-start his trial).

A competitor shall not leave the runway until the javelin has TOUCHED the ground. He shall then, form a STANDING position, leave the runway from behind the arc and the lines drawn from the extremities of the arc.

If the javelin breaks at any time in the course of the throw, it shall NOT be counted as a trial, provided the throw was made in accordance with the rules.

A competitor improperly releasing the implement in making an attempt, shall have recorded a trial, but it shall not count (it is a 'foul').

The Javelin MUST be carried back to the starting line by the second Student Assistant and NEVER thrown back. No device of any kind e.g., the taping of two or more fingers together which in any way assists 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.

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

In order to obtain a better grip, competitors are permitted to use a suitable substance on their HANDS only.

The use of gloves is not allowed.

A competitor who unreasonably delays making a trial, renders him/herself 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 javelin throw 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 part in any further trials, but any performance accomplished up to that time shall STAND.

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.

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.

If a competitor completes three NO THROWS or FOULS he/she does not receive a place nor any points for their team.

A record verification form (Appendix 35) will need to be completed and signed by both the site judge and the field referee.