

## **APPENDIX NO 19.2 SHOT PUT JUDGE (CIRCLE), SHOT PUT JUDGE (SECTOR), SHOT PUT JUDGE STUDENT ASSISTANTS**

All Shot Put officials should view the [Circle Throws and Shot Put Tips Video on the ACC web site at: https://www.accsport.asn.au/carnivals/athletics/officials-info/officiating-video-tips](https://www.accsport.asn.au/carnivals/athletics/officials-info/officiating-video-tips)

It is essential that Field Event Officials are able to perform their tasks in a manner that both protects themselves and the competitors from injury. Note: suitable flat-soled footwear needs to be worn by ALL Officials. 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 Shot Put Judge (Circle) coordinates with the recorder to ensure the competitors are called up in order for their trials. The recorder should check the names and numbers of the competitors against those present and against the tries order provided by the Carnival Manager. On the recording sheet record the competitor's distance for each of his/her trials. At the conclusion of competition record in the allotted column, the 'best performance' of each competitor and then the placing of each competitor.

The Shot Put Judge (Circle) is to watch at the circle for any foot-fault or any other infringement. Indicate to the competitor if a foul occurs.

Judges should only need to stand/step within the circle when sweeping the circle. Otherwise, only the athlete should enter the circle.

The Judge is to ensure the tape is pulled through the centre of the circle for measuring; the student assistant holds the tape in a tight manner without stretching the tape.

The Sector Judge, at the landing area is to watch where the shot lands, and to watch that it lands inside the sector. This judge is to indicate if a 'foul' trial occurs. The sector judge places the zero (0) point of the measuring tape at the appropriate mark.

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 their back to the throwing area. Watch the implement at all times, otherwise there may be a nasty accident.

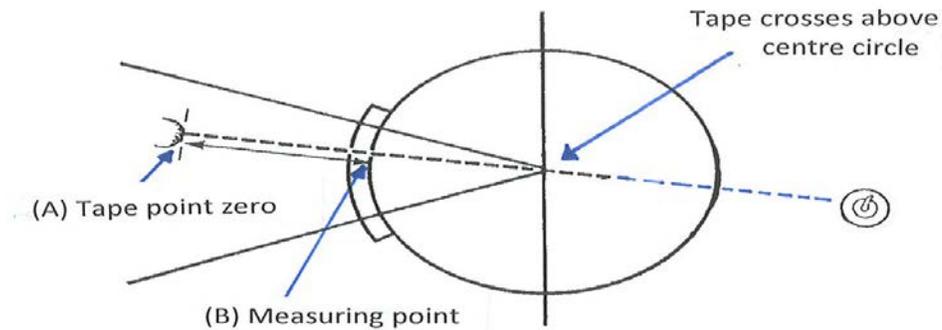
Only implements provided by the ACC are to be used. No competitor shall be allowed to take any implement into the arena.

The trial shall be deemed a failure if the shot touches the sector line or the ground outside the sector line when it first comes into contact with the ground.

The landing sector shall be marked with white lines 5cm wide at an angle of 34.92degrees. For example, the inner edge of the lines, if extended, would pass through the centre of the circle.

Note: The 34.92degrees sector may be laid out accurately marking the distance between the two points on the sector lines 20m from the centre of the circle 12m (20x0.60m) apart

**Measurement:** The measurement of each put shall be made immediately after the trial put, from the nearest mark made by the fall of the shot to the inside of the circumference of the circle, along a line through the centre of the circle. The distance shall be recorded to the nearest 0.01m below the distance measured if the distance measured is not a whole centimetre.



Practice throws are not permitted.

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

The competitor may enter the circle from the rear– but only LEAVE from the rear for a valid throw

The athlete shall commence his/her trial from a stationary position inside the circle.

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

A competitor is allowed to touch the INSIDE of the iron band and the inside of the stop board when making a trial.

In order to protect the spine from injury, a competitor may wear a belt of leather or some other suitable material. The use of GLOVES is NOT allowed.

*Appendix 19.2 Athletics cont.*

In order to obtain a better grip, competitors are permitted to use a suitable substance on their **HANDS ONLY**. In addition, shot putters may use such substances on their neck. Chalk or a similar substance may be used on the shot.

A competitor **MAY NOT** spray or spread any substance in the circle.

No device of any kind - e.g. the taping of two or more fingers together - that in any way assists a competitor when making a trial shall be used. 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.

It shall be a foul throw and not counted if the competitor: after he/she has stepped into the circle and begun to make a trial, touches with any part of the body the ground outside the circle, the top of the iron band, stop board, the ground outside the circle or improperly releases the shot in making any attempt.

The shot shall be put from the shoulder with **ONE** hand only.

At the time the competitor takes a stance in the ring to commence a put, the shot shall touch or be in close proximity to the neck or chin and the hand shall not be dropped below this position during the action of putting.

The shot shall not be taken behind the line of the shoulders (i.e., in the action of putting the shot).

The competitor shall not leave the circle until the shot has touched the ground, and he/she shall leave the circle from the rear half that shall be indicated by a chalk line or by a painted line. The competitor shall take his/her first step outside the circle **BEHIND** the line in question or its extension. This rule helps distinguish between the instance that a competitor may be off balance on having just completed the throw.

When leaving the circle, an athlete's first contact with the top of the rim or the ground outside the circle shall be completely behind the white line which is drawn outside the circle running through the circle.

Note: The first contact with the top of the rim or the ground outside the circle is considered leaving

After the trial has been completed the implement **MUST** be carried back to the circle and **NEVER** thrown back by the second student assistant.

At the **CONCLUSION** of the competition, if there is a tie then 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.

A competitor who unreasonably delays making a trial renders themselves 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, as to 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 Shot Put, the time that should not be exceeded is one minute. 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.

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 required to be signed by the Event Official and the referee and then be sent to the appropriate results 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 signed by the Referee and sent to the results 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 and placed outside the line defining the edge of the landing area. 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.