



# Study Guide 5 – Field Events – General Rules

## Study Guide 5 – Field Events – General Rules - Learning/Performance Objectives

### Junior Official Program Study Guidelines

The purpose of the Study Guides in this program are to help you acquire the knowledge needed to be able to understand and create a brief statement of the information that you will need for course completion and future knowledge. You might think of this Study Guide as a mini-outline to the different official positions that are contained in Track and Field competitions. Consider this Study Guide as a condensed version of all of the important information that you will need to complete the Junior Officials Program successfully.

Each Officials duties, skills and behaviors are contained in the 17 different Study Guides offered in this program. These Study Guides are a combination of

- Adopted 2020 USATF Rules of Competitions.
- Best Practices (those skills that describe “what works best” in a particular situation or environment). These Study Guides are data supported successes and researched supported over time, as offered by Track & Field officials in the quest for accountability for reliable methods.
- USATF Code of Ethics
- USATF Professional Conduct Guidelines

### Procedures

Once you have the study guide in front of you, do more than just read it. Take the time to look at the material to understand what you will be asked to do. Start by reading the description to formulate a big-picture idea of what your Mentor’s assessment will look like. Then, review the list of concepts.

Quizzing yourself is a highly effective study technique. Make a copy of the Mentors Checklist and carry it with you to the meets so you can review the questions and answers periodically throughout the day and across several days/meets. Identify the questions that you don't know and quiz yourself on only those questions. Say your answers aloud.

The important skills needed in this Guide correspond to the Learning and Performance Objective numbers that begin with the abbreviation **FEGR (Field Events- General Rules)**. (**FEGR1 - 16**)

Ask questions of your Mentors, they are there to answer your questions and guide you to learning and performing as a USATF official.

Good Luck to you on your journey to become a USATF Certified Official!



# Study Guide 5 – Field Events – General Rules

## Study Guide Information

### Study Guide 5 – Field Events

#### RULE 180 GENERAL RULES (FEGR1)

1. The Referee shall have the power to change the time or location of the competition in any field event after it has started only if extreme conditions warrant it. Whenever it is feasible, such a change shall be made only after a round of trials in progress has been completed.

**NOTE:** *The fact that the wind direction has changed is never a justification for changing the time, or reversing the direction of the runway, or changing the direction of throwing, after the event has started.*

2. In all scratch events in the Pole Vault and High Jump, the order of trials shall be determined by lot by the Games Committee. Each competitor shall have one attempt in the order drawn, and then those who have failed, if any, shall have a second trial in their regular order, and those who have failed a second time, if any, shall have a third trial in their regular order (for further details see Rule 181).
3. **(FEGR2)** The order of competition shall be determined by lot by the Games Committee.
4. In all field events other than the High Jump and Pole Vault:

(a) No competitor shall have more than one trial recorded in any one round of trials of the competition.

(b) When there are more than eight competitors, each competitor shall be allowed three trials. The eight competitors with the best performances (or nine if nine lanes are used around the track) shall be allowed three additional trials, unless the additional trials shall be broken by applying Rule 180.17.

**NOTE:** *The Games Committee may specify an alternate number of competitors (more or fewer) who may have additional trials after the third, and specify the number of such trials, provided that the total number of trials is no more than six.*

(c) When there are eight or fewer competitors (or nine if nine lanes are used around the track), all shall be allowed six trials before those with valid trials, and in the same relative order according to the original draw, excepting paragraph (f).

(d) In the competition proper, in a Championship competition, if there are resident and/or non-resident aliens among the leading competitors after the completion of the preliminaries, American citizens in order of placement equal to the number of full lanes around the track, but not to exceed nine (9) shall advance for any subsequent additional attempts.



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(e) In all competitions, the order of competition for all subsequent rounds of trials shall be in reverse order of the best performance in the first three rounds of trials. The entry material may specify that the competing order be changed again after any further round of trials after the third. When the competing order is to be changed and there is a tie for any position, those tying shall compete in the same relative order according to the original draw. If a competitor is permitted by the Referee to continue in a competition under protest in accordance with Rule 146.8(b), such competitor shall compete in subsequent rounds of trials before all others continuing in the competition and if more than one, then in the same relative order according to the original draw.

(f) All competitors shall take their first trials in order; then all shall take their second trials in like order, etc. unless other provisions of this rule apply.

**NOTE:** For Youth Athletics exception see Rule 302.5(p).

5. **(FEGR3)** If, for any reason beyond his/her control, a competitor is hampered in a trial, is unable to take the trial or the trial cannot be correctly recorded, the Referee shall have the authority to award the competitor a substitute trial or to reset the time either partially or in full. No change in the competition order shall be permitted. A reasonable time shall be allowed for any substitute trial according to the particular circumstances of the case. In cases when the competition has progressed before the substitute trial is awarded, the substitute trial should be taken before any other subsequent trials are then made by the competitor.

6. Trials shall be recorded as follows:

(a) Except in High Jump and Pole Vault, a valid trial shall be indicated by the measurement taken. In High Jump and Pole Vault, it shall be indicated by the symbol 'O';

(b) A failure shall be indicated by the symbol 'X';

(c) If the athlete forgoes a trial (a pass) it shall be indicated by the symbol '-'.

7. A qualification round shall be held in field events in which the Games Committee determines the number of competitors is too large to allow the competition to be conducted satisfactorily in a competition proper. Where a qualification round is held, all competitors must compete in, and qualify through, that round except that the body having the control over a competition may, for one or more events, authorize the conduct of additional qualification round(s) either at the same or at one or more earlier competition(s) to determine some or all of the competitors who shall be entitled to participate and in which event round of the competition. Such procedure and any other means (such as achieving entry standards during a specified period, by specified placing in a designated competition or by specified rankings) by which an athlete is entitled to participate, and in which event round of the competition, shall be set out in the entry material for each competition.

(a) Twelve (12) competitors and ties, unless otherwise provided in the published meet information, that remain after applying Rules 180.19, 181.9(a), and 181.9(b) shall advance to the competition proper. In the High Jump and Pole Vault, the competitors



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who have not withdrawn or been eliminated after three consecutive failures shall continue to compete until the end of the last trial at the height set as the qualifying standard by the Games Committee, unless the number advancing to the final, as determined by this Rule, has been reached. If, after jumping concludes at any height at or below the qualifying standard, there remain fewer than 12 athletes in competition, then additional qualifiers shall be added by applying Rules 181.9(a) and (b). When competition is held in two simultaneous groups, it is recommended that the bar be raised to each height at the same time for each group.

(b) In all field events except the High Jump and Pole Vault, three (3) attempts shall be permitted each competitor to make the qualifying standard established by the Games Committee.

(c) **(FEGR4)** A competitor who has been determined to have qualified for the competition proper shall not be allowed to continue in the qualifying competition.

(d) Where there are enough competitors to warrant it, it is recommended that the qualifying competition be divided into two or more groups at random. Unless there are facilities for the groups to compete at the same time under similar conditions, each group shall commence its practice trials immediately after the previous group has finished.

(e) Performances made in the qualifying competition shall not be considered part of the competition proper or count in deciding the final standing in the event.

(f) In a qualifying competition, the competitors shall compete in the order drawn by lot. At the end of the qualifying competition, the order for competing in the competition proper shall be determined by a fresh drawing by lot.

8. **(FEGR5)** When competition in a field event is conducted in flights, the Games Committee may determine whether there should be a practice period between flights, and/or the length of the period or the number of practice trials.

9. When there are more than 15 competitors in a field event and the time available for the meet makes the holding of a qualifying competition impractical, the following procedure may be used:

(a) In throwing and horizontal jumping events, the first three rounds of trials may be conducted in flights.

(b) In the vertical jumping events, for large fields, the Games Committee shall select one of the following options:

- i. Utilize a qualifying competition according to Rule 180.7.
- ii. Utilize two flights following the normal order of competition. The overall placing will be determined by combining the results of both flights. Ties shall be broken, only as necessary, as determined by the Games Committee.



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- iii. Under all other circumstances, preliminary trials or finals shall not be conducted in flights in the competition proper.

**NOTE 1:** *For Youth Athletics exception see Rule 302.5(b).*

**NOTE 2:** *For Masters exception see Rule 332.3(a).*

10. **(FEGR6)** (a) Except as provided in subparagraphs (b) and (c), if a competitor misses a turn in a field event for any reason, (e.g., arriving late, unexcused absence, etc.) that competitor shall not be permitted to have practice trials using the competition area (see Rule 180.17(c)) or take the trial or trials so missed, but may be permitted to take his/her remaining trials if he/she was entered in the event before it began. If a competitor by his or her own decision makes a trial in an order different from that previously determined, the competitor shall be warned (or disqualified in case of a second infringement) according to Rule 125.7, but the result of the trial (valid or failure) will stand in the case of a warning (first infringement).

**(FEGR7)** (b) In the High Jump and Pole Vault, the Chief Field Judge of the event shall permit a tardy declared contestant to start at the height of the bar at the time of his or her arrival. Where there is no formal declaration procedure, anyone entered shall be accepted. The bar shall not be lowered to permit an athlete to make up jumps at earlier heights.

**(FEGR8)**(c) If a competitor is entered in both a track and a field event, or in more than one field event taking place simultaneously, the appropriate Referee or Chief Field Judge may, for one round of trials at a time, or for each trial in High Jump and Pole Vault, allow the competitor to take a trial out of the regular order. If the athlete subsequently is not present for any trial, it shall be deemed that the athlete is passing once the period allowed for the trial has elapsed.

**NOTE 1:** *In Combined Events, a change may be allowed in any round of trials. It does not permit an athlete to take a given attempt after the next round of trials (or next trial in the vertical jumps) has begun.*

**NOTE 2:** *For comparable provisions applicable to Youth Athletics competition, see Rule 302.5(q).*

**NOTE 3:** *Rule 180.10 applies to all field events, including those contested in combined events.*

11. **(FEGR9)** A competitor may not leave the immediate area of a field event during the progress of the competition for reasons other than effecting the provisions of Rule 144.4(a) or Rule 144.4(i), unless the competitor has the permission of the Chief Judge and is accompanied by an official. If possible, a warning should first be given but for subsequent instances or in serious cases the athlete shall be disqualified. Competitors excused to compete in another event need not be accompanied.

### Time Allowed for Trials

12. **(FEGR10)** (a) The official responsible for the event shall indicate by verbal and visual signal to the competitor that all is ready for the trial to begin, and the period allowed for that trial shall commence from that moment. If the competitor confirms his or her pass the official shall not require that the time for the next competitor commence until the time period for the passing competitor has elapsed. In the Pole Vault, the trial and the time allowed for it shall commence



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when the uprights have been adjusted to previous wishes of the competitor (see Rule 183.1(b)), at which time the official responsible for the event shall so indicate to the competitor. If the competitor wishes to make further adjustments of the uprights, it should be done during the applicable time limit.

**NOTE 1:** *The officials and the Referee in particular must be fully aware of the current competition environment, including direction from Event Presentation, when deciding when to start the clock or to ‘time out’ and call a failure.*

**NOTE 2:** *Particular circumstances which should be taken into account are the availability of the runway for an athlete’s trial in High Jump and Javelin Throw, when Track Events are being held simultaneously in the same competition area, and the distance for athletes to walk to and through the cage to reach the circle to take their trial in Discus Throw and Hammer Throw.*

**(FEGR11) (b)** A clock that shows the remaining time allowed should be visible to the competitor. In addition, an official shall raise overhead and keep raised a yellow flag, or another suitable indicator, for the final 15 seconds remaining of the time allowed. When the time expires, the yellow flag shall be lowered. In addition to the use of flags and/or a clock, a verbal indication of time remaining is acceptable.

(c) If after the time for a trial has begun, a competitor subsequently decides not to attempt that trial, it shall be considered a failure once that period allowed for the trial has elapsed.

(d) If the time allowed lapses once the competitor has started a trial, that trial should be allowed.

(e) The following times shall not be exceeded. If the time is exceeded, unless a determination is made under Rule 180.5, the trial shall be recorded as a failure:

### TIME IN MINUTES FOR INITIATING A FIELD EVENT TRIAL (FEGR12)

Total # of Athletes remaining in the competition at the Start of the Round. More than 3 of the very first trial for a competitor.	Individual Event			Combined Event		
	HJ	PV	Other	HJ	PV	Other
	1*	1	1*	1*	1	1*
2 or 3	1.5	2	1	1.5	2	1
1	3	5	---	2	3	---
Consecutive Trials	2	3	2	2	3	2

\*For Masters Track and Field, this time should be 0.5 minutes, unless changed by WMA.

**(FEGR13) (f)** In the High Jump and Pole Vault, any change in the time period allowed for a trial shall not be applied until the bar is raised to a new height, except the time specified for consecutive trials shall be applied whenever a competitor has two or more consecutive trials within or between a bar height. The time allowed shall be the greater if more than one situation is applicable.



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(g) When the clock or the time set forth above is started, the time should not be restarted except as provided in Rule 180.5 or in cases where the Chief Official of the event judges that there is good cause to do so. During that time, an athlete may not pass a height in the High Jump or Pole Vault or an attempt or trial in any other event without being charged with a trial unless otherwise provided by the Chief Official of that event. The total number of competitors remaining in the competition includes those who could be involved in a jump-off for first place. When only one competitor, who has won the competition and remains in High Jump or Pole Vault, is attempting a World Record or other record directly relevant to the competition, the time limit shall be increased by one minute to those set out in Rule 180.12(e).

13. The completion of valid trial shall be once the Chief Judge has determined that:
  - (a) For vertical jumps there is no failure according to Rules 182.3, 183.5 or 183.6,
  - (b) The competitor leaves the landing area in the horizontal jumps according to Rule 185.4, or
  - (c) The competitor leaves the circle or runway in the throwing events according to Rule 187.5 or Rule 193.1(f).
14. In all handicap events, the competitor having the greatest allowance shall make the first trials, and so on, in regular order, up to the competitor at scratch or with least allowance, who shall have the last trial.
15. The Games Committee should place a wind sock near the take-off in all jumping events and near the discus and javelin, to enable competitors to determine the approximate direction and strength of the wind.
16. In all throwing events, no flags or markers will be placed in the landing sector.
17. (a) Where possible, a practice area and period should be provided other than at the site of competition. Where no outside practice area is provided, the Games Committee shall establish the length of time permitted for practice throws. These should be made in order of the draw, and competitors should be called by name under the supervision of the judges.
  - (b) A competitor may take no more than two practice trials or throws for each turn in line at the competition area.
  - (c) Once a competition has begun, competitors are not permitted to use implements for practice purposes or to use the throwing circles, runways, or area within the sectors for practice trials, with or without implements. See Rule 180.8, which authorizes practice when an event is conducted in flights. If an event is delayed for an hour or more due to circumstances that fall outside the normal course of competition, all competitors shall be allowed a practice period, the length of which shall be determined by the Referee.

**NOTE:** For Youth Athletics exception to subparagraph (c), see Rule 302.5(r). For Masters Track and Field see Rule 332.3(c).



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### Ties (FEGR14)

18. In horizontal field events where the result is determined by distance, the second-best performance of the competitors having the same best distance shall determine whether there has been a tie. Then, if necessary, the third best, and so on. After applying this procedure, in the case of a tie for any place, including first place, the tie shall remain. For vertical jumps, see Rule 181.9.
19. Each competitor shall be credited with the best of his/her attempts, including in the case of the High Jump and the Pole Vault those achieved in deciding a tie for first place. See Rule 262.7 in regard to records.

### Runways for Jumping and Throwing Events (FEGR15)

20. In the jumping events, the length of the run is unlimited. The minimum length of runways is 40m for the Long Jump, Triple Jump and Pole Vault. The minimum length is measured from the relevant take-off line or from the 'zero' line. For the High Jump, the minimum width of the runway apron shall be 16m and the length shall be 15m. On athletic fields used for Championship competitions, the minimum length suggested for runways is 25m for the High Jump apron and 45m for the Long Jump, Triple Jump, and Pole Vault runways. The runway should have a width of 1.22m  $\pm$ 0.01m (4 ft.). The runway should be bordered by white lines 5cm in width (except in the High Jump).

*Along the runway: mark lines 2.5cm wide and 15cm long from 6.0m from the back of the top of the stop board to the end of the runway in one meter intervals. Stenciled numbers may be added to show the distance from the take off board or top of the back of the stop board.*

21. In the Javelin Throw, the length of the runway shall be not less than 30m. Where feasible, the minimum length shall be 33.5m. The runway shall be marked by two parallel lines 5cm wide and 4m apart.
22. (a) The maximum allowance for lateral inclination of runways for jumping events and the Javelin Throw shall not exceed 1:100, unless an exemption from World Athletics exists.  
(b) The maximum allowance for overall downward inclination in the last 40m of the runway for jumping events and in the last 20m of the runway for the Javelin Throw shall not exceed 1:1000 in the running direction.  
(c) In the High Jump, the maximum overall downward inclination of the runway and take-off area in the last 15m shall not exceed 1:167 (0.6%) along any radius in the direction of the center of the semicircular area located midway between the uprights and having the minimum distance specified in Rule 180.20. The landing area should be placed so the competitor's approach is up the inclination.

**NOTE:** *Construction complying with 2019 specification (1:250) remains valid.*



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### Markers (FEGR16)

23. (a) No marks shall be placed on a runway, but a competitor may place one or two markers, supplied or approved by the Games Committee, alongside the runway to assist in the run-up or take-off. If such markers are not supplied, a competitor may use adhesive tape but not chalk or similar substance or anything that leaves indelible marks. For the High Jump, markers may be placed in the runway apron.
- (b) Each marker shall be a single piece only.
- (c) For the Pole Vault, the Games Committee should place suitable and safe distance markers beside the runway at each 50cm between the points 2.5m to 5m from the 'zero' line and at each 1.0m from the 5m to the 15m point.

**NOTE 1:** Meet management may mark the entire runway outside its edge to indicate the distance from the take-off board or the top of the back of the stop board. Suggested methods of marking are as follows:

*(a) At the take-off area: mark lines 2.5cm wide and 30cm long from 1.5m to 4.5m in 15cm intervals from the top of the back of the stop board. Stenciled numbers may be added to show the distance from the take-off board or top of the back of the stop board.*

*(b) Along the runway: mark lines 2.5cm wide and 15cm long from 6.0m from the back of the top of the stop board to the end of the runway in one meter intervals. Stenciled numbers may be added to show the distance from the take-off board or top of the back of the stop board.*

**NOTE 2:** For rules applicable to runways for Indoor competitions, see Rules 219- 221.

**NOTE 3:** For Youth Athletics exception see Rule 302.5(j).

24. For throws made from a circle, a competitor may use one marker only. This marker may be placed only on the ground in the area immediately behind or adjacent to the circle. The marker must be temporary, in position only for the duration of each competitor's own trial, and shall not impair the view of the judges. No personal markers may be placed in or beside the landing area.
25. (a) In all throwing events, no flags or markers displaying a distance shall be placed in the landing sector.
- (b) A distinctive flag or marker may be provided to mark the existing World Record and, when appropriate, the existing Area, National or Meet Record. The marker shall be placed along, and outside the landing area / sector.
- (c) The Games Committee should place a wind sock near the take-off in all jumping events and near the discus and the javelin, to enable competitors to determine the approximate direction and strength of the wind.



## Study Guide 5 – Field Events – General Rules

### Resources

- Cone Placement, June 2018
  - Flight Coordinator Activities, March 2020
  - Time Limits & Absences From Competition, March 2020
  - Determining Finalists From Prelims, Dec 2016
  - High School Field Event General Rules, Feb 2019
  - Metric Conversion Table, Feb 2016
  - Venue Inspection Checklist, Oct 2013
  - What Can Go Wrong in Field Events?, Dec 2016
- All of the above RESOURCES can be found at:

<https://www.flipsnack.com/USATF/field-events-general-fuj0v0q5t/full-view.html>

- USAFT Code of Ethics/ Professional Guidelines  
[USATF Code of Ethics and Performance Guidelines](#)



## Study Guide 5 – Field Events – General Rules

### REMINDER MAP - Common Learning/Performance Objectives (PO's) for all Junior Official Participants

Mentors will be concentrating on the areas in gray to determine your Checklist and Field of Play Evaluation during and at the end of your individual time-line in the program.

Code of Ethics/Performance Objectives (PO's)	PO #	Assessment Evaluation Criteria (P.O.'s)	PO #
Be fair, consistent, and impartial to ensure equitable treatment for all competitors.	PO1	Arrives on time for meetings and events.	AEC1
Have a thorough knowledge of the rules and procedures for the particular event or position assigned and review them prior to a competition.	PO2	Properly wears officials' uniform; presents a professional appearance.	AEC2
Cooperate with fellow officials to conduct competition in a safe and professional manner. Be courteous and avoid confrontations or making derogatory comments to athletes, coaches, spectators, or other officials.	PO3	Knows and applies rules correctly and consistently.	AEC3
Demonstrate respect and courtesy for other officials. Avoid interfering with duties assigned to other officials or publicly questioning the performance of other officials. Assist in correctly applying rules and support final decisions rendered by chief officials. Provide and accept performance feedback in a positive manner.	PO4	Treats all personnel with respect and professionalism	AEC4
Honor all assignments and agreements made for performance of officiating and support duties.	PO5	Communicates effectively with competitors.	AEC5
Not discriminate against any individual or group on the basis of race, color, religion, gender, national origin, age, or other protected characteristic.	PO6	Stays alert to the competition, potential problems, and the athletes.	AEC6
Not engage in harassment by making unwelcome advances, remarks, or display of materials where such would create an intimidating, hostile, or offensive environment.	PO7	Works well with other officials for success of the crew.	AEC7
Not fraternize with athletes or coaches, provide tips or comments which could be construed as coaching for any athlete, nor cheer for or provide encouragement to particular athletes or teams during a competition.	PO8	Willing to pitch in and help wherever needed or directed.	AEC8
Not use tobacco products while in the field of competition, nor consume alcoholic products before or during a competition.	PO9	Has applicable rule books and necessary personal equipment.	AEC9
Not seek recognition or attention during a competition.	PO10	Correctly and efficiently prepares the venue; maintains safety	AEC10
Conduct an honest self-evaluation after each competition, to identify errors made and areas for improvement; and be receptive to	PO11	Conducts complete, accurate briefings for athletes.	AEC11



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suggestions for conducting events in the best possible manner in the future.			
Comply with the USA Track & Field Officials Code of Ethics	<b>PO12</b>	Effectively manages volunteers	<b>AEC12</b>
Be punctual in reporting for assigned officiating duties, including allowing adequate time for venue inspection and set-up prior to the warm-up period and competition.	<b>PO13</b>	Completes event forms properly and neatly	<b>AEC13</b>
Possess the appropriate rule book(s) for the competition.	<b>PO14</b>	Demonstrates good decision-making and problem-solving skills.	<b>AEC14</b>
Possess and maintain appropriate uniform items and wear the national uniform or other dress prescribed by meet management, and be prepared to continue duties in all types of weather.	<b>PO15</b>	Accepts & responds to feedback, contributes to post-event review	<b>AEC15</b>
Inspect assigned venues to ensure the safety of athletes, officials, and spectators. Correct or report apparent or suspected dangers to meet management before beginning a competition.	<b>PO16</b>		
Be calm, positive, and polite. Refrain from dialog with athletes and coaches regarding disputed calls or decisions, and instead refer them to the referee, protest table, or games committee for resolution. Report abusive behavior toward officials to meet management.	<b>PO17</b>		
Not use any electronic or photographic devices, including cell phones, while officiating.	<b>PO18</b>		
Assist in submitting competition results, cleaning the event area, and returning equipment. Before departing the site, determine if any other venues need officiating assistance.	<b>PO19</b>		
Attend periodic training sessions or clinics to maintain or update officiating skills. Assist, as appropriate, in developing and presenting training materials.	<b>PO20</b>		
Keep physically fit, and advise their association or coordinator of officials of physical limitations on their ability to perform any assigned duty.	<b>PO21</b>		
Mentor less experienced officials by sharing information and techniques, demonstrating use of equipment, identifying potential problems or issues and recommending solutions, and encouraging questions.	<b>PO22</b>		
Assist in recruiting new officials.	<b>PO23</b>		
Consider active involvement with the officials' committees of the local association and USATF.	<b>PO24</b>		
Make recommendations for rules changes as appropriate.	<b>PO25</b>		



# Study Guide 5 – Field Events – General Rules

## Study Guide 5– Field Events- General Rules -Program Learning /Performance Objectives - Mentor Checklist

Participant Name \_\_\_\_\_ Mentor Name \_\_\_\_\_

*Evaluate applicable areas, based on assignment(s) for this meet/some areas will be Non-Applicable (NA)*

**INSTRUCTIONS:** All items on this Checklist must be completed during the timeline of the program. Some participants are in the program for one-to-four years. All items/objectives should be checked when the item is successfully completed. Not all items will be completed at any particular meet but over a series of meets. Enter the date of the completed PO/LO, your initials for verification, and any comments that you may have. Make three (3) copies when the form is completed. Keep one (1) copy for yourself. Distribute one (1) to the participant. Send one (1) to your Certification chairperson or to your Junior Officials Program coordinator as per your specific Association designee. All Objectives must be met before submission. Note: Some of the items on the checklist maybe “Not Applicable (NA) but those items are very limited. Ex. A 14 year-old JOP Participant will not be a Starter at a meet or assigning other officials to duties. These type criteria will be marked NA. NA’s should be used sparingly.

LO/PO – Field Events – General Rules What should the JOP to explain and do?	PO#	Date Completed	Mentors’ Initials
USATF – Rule 180 – Field Events	FEGR1		
Order of competition – Games Committee	FEGR2		
Competitor hampered in a trial	FEGR3		
Qualified for the competition proper shall not be allowed to continue in the qualifying competition.	FEGR4		
Games Committee determination of a practice period between flights,	FEGR5		
Competitor misses a turn in a field event for any reason,	FEGR6		
Tardy declared contestant	FEGR7		
Competitor is entered in both a track and a field event	FEGR8		
Competitor may not leave the immediate area	FEGR9		
Verbal, Visual signals to begin trial.	FEGR10		
Visible Clock of remaining time.	FEGR11		
Time in minutes for initiating a field event trial .	FEGR12		
Changes in Time limits of trials.	FEGR13		
Ties.	FEGR14		
Runways for Jumping and Throwing Events.	FEGR15		
Markers.	FEGR16		

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# Study Guide 5 – Field Events – General Rules

## Study Guide 5 – Field Events General Rules – Mentor – Field of Play Evaluation

Participant Name \_\_\_\_\_ Mentor \_\_\_\_\_

**MENTORS** – All items on this Checklist must be completed during the timeline of the program. Some participants are in the program from one-to-four years. All items/objectives should be checked when the item is successfully completed. Not all items will be completed at any particular meet but over a series of meets. Checkoff the rating that you give to the JOP Participant, enter the date of completion and enter your initials as a verification that the objective was completed. If you have assigned a rating of Fair\* - Please add your rationale to the \*Area for Improvement space. *Please submit a copy of this Field of Play Evaluation/Assessment final form with the completion dates and your Mentor signature, to the Association Certification Chairperson or JOP Designee in your Association.* Please make 3 copies -One (1) for your records, one (1)for the Association Chair/JOP Designee, and one (1) to give to the JOP Participant for their records. Hardcopies or electronic copies are acceptable. All Objectives must be met before submission.

Code of Ethics/ Professional /Learning/Performance Objectives	PO#	Fair* (check)	Good (check)	Excellent (check)	Date Completed	Mentor Initials
<b>1. Arrives on time for meetings and events.</b>	AEC1					
*Area for Improvement (Fair or below):						
<b>2. Properly wears officials' uniform: presents a professional appearance.</b>	AEC2	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>3. Knows and applies rules correctly and consistently.</b>	AEC3	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>4. Treats all personnel with respect and professionalism.</b>	AEC4	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>5. Communicates effectively with competitors.</b>	AEC5	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>6. Stays alert to the competition, potential problems, and the athletes.</b>	AEC6	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						



## Study Guide 5 – Field Events – General Rules

<b>7. Works well with other officials for success of the crew.</b>	AEC7	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>8. Willing to pitch-in and help wherever needed or directed.</b>	AEC8	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>9. Has applicable rulebooks and necessary personal equipment.</b>	AEC9	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>10. Correctly and efficiently prepares the venue and maintains a high level of safety.</b>	AEC10	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>11. Conducts complete, accurate briefings for athletes.</b>	AEC11	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>12. Effectively works with volunteers.</b>	AEC12	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>14. Completes event forms properly and neatly.</b>	AEC13	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>15. Demonstrates good decision-making and problem-solving skills.</b>	AEC14	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>15. Accepts and responds to feedback in an appropriate manner.</b>	AEC15	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
<b>17. Not discriminate against any individual or group on the basis of race, color, religion, gender, national origin, age, athletic ability or other protected characteristic.</b>	PO6	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						



## Study Guide 5 – Field Events – General Rules

18. Not engage in harassment by making unwelcome advances, remarks, or display of materials where such would create an intimidating, hostile, or offensive environment.	PO7	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
19. Not use tobacco products while in the field of competition, nor consume alcoholic products before or during a competition.	PO9	Fair*	Good	Excellent		
Area for Improvement (Fair or below):						
20. Be calm, positive, and polite. Refrain from dialog with athletes and coaches regarding disputed calls or decisions, and instead refer them to the referee, protest table, or games committee for resolution. Report abusive behavior toward officials to meet management.	PO17	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
21. Not use any electronic or photographic devices, including cell phones, while officiating.	PO18	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
22. Keep physically fit, and advise their association or coordinator of officials of physical limitations on their ability to perform any assigned duty.	PO19	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
23. Presentation of JOP Log of meet experiences containing the number of Hours based on age group.	Program Requirement	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
24. Presentation of Journal or "Briefcase of acquired materials indicating the participants knowledge of growth over the length of the program.	Program Requirement					
*Area for Improvement (Fair or below):						

Comments: \_\_\_\_\_  
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