

Throws Officials Duties

At the Ring:

All Officials

- Be seated as often as possible.
- Remember the ring belongs to the athletes; stay out of it unless you must walk in the ring to clean.
- Be as silent and in the background as possible...but, in control of the competition.
- Give the event field crew a break during any warm-up period.

A. Judge/1st Recorder:

1. Move the gate on your side of cage (Flight Coordinator will move the other gate).
2. Note exact **start time** (first thrower called "Up").
3. Judge your side of the ring back to front. After each throw, I will quickly check the ring judges for a fault signal...**thumb up – no foul, thumb down - foul**.
4. You must be **100% positive to call a foul**.
5. After watching the ring for a fault, check Markers (down sector lines) for **sector foul signal**. Make this part of your call. Please, **hold your signal** until you are sure I have seen it.
6. You are the **second reader of the tape** and the **1st Recorder**. I'll read the tape then you read it. If we agree, I'll announce the distance. You'll then record each throw on the official sheet.
7. Make no extra marks on the event sheet. Enter best attempt on the right side of the sheet. **Be neat!**
8. **At the end of each round compare results** with the 2nd recorder and me.
9. Note the **completion time** (results announced to athletes) on the official sheet. **You and I should sign your sheet and then give it to me.**
10. **Check and clean** the ring prior to each round.

B. Judge/Timer/2nd Recorder:

1. Start the time clock (count-down) for warm-ups exactly 1 hour before the competition is to begin. During the warm-up, help me **check the athletes** for proper taping, gloves, and "lefties."
2. Make sure you have a **yellow flag**.
3. **Do not sit or stand directly** behind the thrower in the ring.
4. Make sure the **clock and flag** are **visible to the throwers**. Start the clock after the Flight Coordinator has called an athlete "Up" the 2nd time. **Raise a yellow flag and verbalize when 15 seconds remain; hold the flag overhead then drop it immediately when time expires,**
5. After each throw, I will check the ring judges for a fault signal... **thumb up – no foul, thumb down - foul**. Hold the signal until you know that I have seen it.
6. You must be **100% positive to call a foul**.
7. after the throw check that the **athlete does not leave the ring until the implement has landed** in the field. If he/she has, give a foul signal.
8. When I announce the distance, record it on the official sheet.
9. At the **end of each round compare your results** with the 1st Recorder and me.
10. Note **start time** (1st thrower called "Up") and **completion time** (results announced on the sheet).

C. Flight Coordinator:

1. Move the gate on your side of the cage. (First Judge/Recorder moves the other gate).

2. During competition, position yourself near the athletes' entry point to the cage. When you give your calls, make sure you face the athletes and can be heard by all.
3. Designate an **Escort/Retriever/Marshal to escort** automatic qualifiers and those not qualifying for the Competition proper or Finals from the field. All athletes **must exit through the Mix Zone and only at the end of a round.**
4. Designate an Escort/Retriever/Marshal to **pick-up Flight #2** and bring them out as we **start Flight #1's third round. When Flight #1 finishes, return them to the designated area.**
5. Athletes **may not leave the competition area** unless escorted – by an Escort/Retriever/Marshal. Athletes may talk through the fence or across the track, but **may NOT cross the track to talk to a coach** or for any other reason.
6. No **electronic devices** are allowed.
7. **Check your flight sheet** - make sure **all are present**, we have **no extras**, and that the **athlete's number** is visible & un-altered on the front (and back if specified for the meet).
8. Coordinate the **athletes' warm-up** (structured warm-up...only 2 throws...in competition order), give the competitors information relevant to the event, and **run the competition.**
9. All **warm-ups with implements** are to be conducted within the cage.
10. **Prepare the athletes for introductions** prior to the event. Have them line up on the sector line facing the stands, step forward and wave when they are introduced.
11. Only the athletes called, **"Up and On Deck"** may have an **implement in hand. Absolutely, no warm-up** (or winds) outside the cage.
12. Make sure athletes apply **substances** (chalk/spray) **to only their hands and gloves.**
13. **Call the athletes, "Up...On Deck...On Hold"** as soon as the last athlete has thrown. Remind each athlete they may enter the cage and stand **OUTSIDE** the ring.
14. When an athlete is called "Up", **check the number** to ensure we have the proper athlete.
15. **Do not let athletes enter the ring before the second "Up" call.** Make the second "Up" call when the measurement is completed and **all officials are ready**, to indicate the athlete is on the clock. You should give a **visual signal** (point to the ring) when you issue the second "Up" call. **Keep a good flow/rhythm to the competition.**
16. If we do not have an **Implements Inspector**, assume as many of the duties as you can.
17. The implement cart should be stationed near you with easy access for Retrievers. Towels should be available near the implement cart.
18. You're responsible to take the **remaining athletes and results** (1st & 2nd Recorder's) **to the Mix Zone** at the end of the competition. Be sure **you announce from what event.**
19. Meet the crew in the Official's Area for the post-event crew meeting.

D. Implement Inspector:

1. All implements have **no ownership** during competition and will be **reclaimed** by athletes **at Weights & Measures** or at the venue upon completion of the competition. They must sign for their implements.
2. Take implements to and from the venue & arrange and maintain them at the competition site.
3. Post the list of impounded implements where the competitors can see it.
4. Maintain the **implements at the venue**, which includes cleaning and inspecting each, returned from the field. This insures that athletes use only meet-approved implements and do not alter them in any manner.
5. **Allow only athletes** called "Up" and "On Deck" to have **implements in hand** during the competition.

6. If an implement is to be impounded for record purpose, **you do so**. Immediately take the implement to Weights & Measures for re-certification. Stay with the implement, and return it to competition as soon as possible. Have an Escort/Retriever/Marshal assume your ring duties.

E. Marshals/Escort:

1. Be aggressive and keep track of your athletes
2. **Keep the athletes in the competition area**. Athletes may talk across the track or through the fence, but **may NOT cross the track** to talk to a coach or for any other reason.
3. There are **no warm-ups outside the cage**.
4. **Pick-up** Flight #2 of the Qualifying Competition from the Call Room **and bring them out** as we **start Flight #1's third round**. Tell them that warm-up instructions will be given at the venue.
5. When escorting athletes from the field, all athletes **must exit through the Mix Zone, only at the end of a round**. If asked to escort athletes to the lavatory, **stay with them at all times**.
6. The **Implement Inspector** may ask you to assume her/his duties (see above). **If a record has been set, go to the Implement Inspector and offer your help.**

In the Field:

- Please **aid in retrieving during all warm-ups**.
- When you arrive at your position, spread out and keep the **competition as silent** as possible.
- Look sharp! We're under constant scrutiny.

A. Measurer/Head Sector Judge:

1. **Obtain and return** our **event equipment** before the crew meeting.
2. You are the Measurer with the field-end of the tape/Lynx measuring stick.
3. Keep the Field Crew alert, ready, and **you acknowledge all signals from the ring**.

B. Markers:

1. **Mark where the implement lands**. Position yourself inside and near the sector line, at about the distance expected so you'll be sighting the throw across the field between Markers.
2. Once the implement lands, **the one closest to it will mark it**.
3. If there has been a **sector foul** -- the implement lands on or outside **the sector boundary line**, signal the ring – silently with an **arm extended from the side** toward the sector line. **Hold your signal** until you know it has been seen from the ring.
4. The Marker not involved with the measurement, keeps an eye on the ring to make sure that it is a fair throw. Communicate this with your field mates.
5. **Check each implement** to make sure it is certified and not damaged.
6. **Mark all throws**, even a foul, unless it is obvious that the athlete intentionally fouled it. This **protects the mark** in case of a **protest**. **Don't be too quick to pick up the mark** unless it is **VERY clear** that the athlete fouled.
7. Make needed **divot repairs**.

C. Retrievers:

1. Space yourselves equal distance between the landing area and the ring **outside the sector line**. **Retrieve it from the field** and return it to the Implement Inspector at the ring.
2. **Do not toss, throw, or roll** the implement back to the ring.
3. **Check each implement** to make sure it is certified and not damaged.