

TECHNICAL RULES FOR ENTRY LEVEL ATHLETICS DEDUCTED FROM THE 2010 IAAF COMPETITION RULES

From the Boland Athletics Website: bolandathletics.co.za

The primary purpose of the "IAAF Competition Rules" is to ensure fair play in athletics. Technical Officials are deployed at athletics meetings to implement the "rules that ensure fair play"

During athletics meetings at entry level, e.g. school athletics meetings, development meetings, etc., it is for various reasons necessary to deploy parents, spectators, friends, etc. as Technical Officials to implement the "rules that ensure fair play".

The "rules that ensure fair play", the Technical Rules of the International Association of Athletics Federations (IAAF) have a Manual called "IAAF Competition Rules" to give guidance to what decisions shall be taken by Technical Officials during Athletics Meetings listed on the IAAF Events Calendar.

At entry level athletics meetings, such as primary and secondary school athletics meetings up to district level, it is some times necessary to modify the "IAAF Competition Rules" mainly to facilitate the transformation process of the athlete from novice athlete to elite athlete.

It is important that the novice athlete has a positive experience when introduced to athletics. Once the athlete chose to accelerate the intensity of his/her athletics involvement, only then, the athlete should be exposed to all IAAF Competition Rules.

The Technical Rules below are intended to provide the novice Technical Official with a brief summary of the basic rules that will be needed for officiating at the event at entry level up to district athletics level. For more advanced athletics meetings, the "IAAF Competition Rules" shall be implemented to ensure that top athletes can qualify for participation at ASA and IAAF Events.

The following categories of Technical Officiating are covered:

1. THE TECHNICAL DELEGATE
2. THE REFEREES
3. THE STARTERS
4. THE TRACK JUDGES
5. THE TIMEKEEPERS
6. THE TRACK EVENTS
7. THE LONG JUMP & TRIPLE JUMP
8. THE HIGH JUMP
9. THE POLE VAULT
10. THE SHOT PUT
11. THE DISCUS THROW
12. THE HAMMER THROW
13. THE JAVELIN THROW
14. THE WIND METER
15. TIES
16. PROTESTS AND APPEALS

1. THE TECHNICAL DELEGATE – A SUMMARY OF THE RULES

The duties of Technical Delegates must not be confused with the duties of Referees. Technical Delegates are normally deployed at provincial meetings or higher, or at any meeting who which for the results of the event to be authenticated by the Federation.

At entry level competitions, Competition Organizer or his/her Assistant normally covers the position of Technical Delegate

Equipment For Delegate
Federation Events List
Federation Events records
List of LOC Members
List of responsibilities of LOC
LOC Meeting Schedule
Minutes of all LOC Meetings
Entry ticket into competition area
VIP Ticket to the event
VIP Parking

1.1. THE DUTY OF THE TECHNICAL DELEGATE

- 1.1.1. Do duty at events on the Federation's Events Calendar.
- 1.1.2. Ensure that the athletics meeting takes place according to IAAF Competition Rules (Or the Federation equivalent).
- 1.1.3. To ensure that Competition Rules is implemented in such a way that fair play is promoted among all participants and officials.
- 1.1.4. Verify that all announcements, advertisements, programmes and printed material state that the athletics meeting takes place in accordance with IAAF Competition Rules (Or the Federation equivalent).
- 1.1.5. Verify if the Referees and Chief Judges keep record of all decisions taken by their respective Team of Officials.
- 1.1.6. Use the Referee Reports and Chief Judge reports to compile a Technical Delegate report and submit it to the Federation together with a complete set of results of the competition.
- 1.1.7. In conjunction with the LOC, are responsible for ensuring that all technical arrangements are in complete conformity with Federation Rules and Manuals.
- 1.1.8. Submit to the appropriate body proposals for the timetable of events, the entry standards, and implements to be used and shall determine the qualifying standards, and the basis on which heats and qualifying rounds shall be arranged.
- 1.1.9. Ensure that the Technical Regulations are issued to all competing Members in good time before the competition.
- 1.1.10. Be responsible for all other technical reparations necessary for the holding of the athletics events.
- 1.1.11. Control the entries and have the right to reject them for technical reasons or in accordance with the Rule 146.1. (Rejection for reasons other than technical must result from a ruling of the Federation Council. For further guidance, refer to the IAAF Competition Rules Chapter 2 with deals with eligibility)
- 1.1.12. Arrange heats and qualifying rounds and the groups for the Combined Events competitions.
- 1.1.13. Submit written reports as appropriate on the preparations for the competition.
- 1.1.14. Cooperate with the Organizational Delegate(s).
- 1.1.15. Chair the Technical Meeting and shall brief the Technical Officials.

1.2. GENERAL RULES

- 1.2.1. The Federation's Council shall approve criteria of selection, qualification and duties of the above-mentioned Delegates.
- 1.2.2. Delegates will be selected and appointed by the Federation on an annual basis to do duty at official Championships events at regional events and higher, within the borders of the Federation.
- 1.2.3. Federation Members may suggest suitably qualified persons for selection.
- 1.2.4. Delegates will be appointed where possible from the area where the event takes place.
- 1.2.5. Delegates will report to the Federation.
- 1.2.6. Delegates will wear distinctive Federation attire or insignia.
- 1.2.7. Where travel expenses and accommodation expenses is necessary, reimbursement will take place in accordance with Federation guidelines.
- 1.2.8. Referees, Officials, Volunteers, etc will be appointed by the LOC after consulting with the Technical Delegate.

2. REFEREES – A SUMMARY OF THE RULES

The panel of Referees needed during capacity building meetings are at the Call Room, for Track Events, for Field Events, for Combined Events and for Running and Race Walking Events outside the stadium

If events take place where more than distances are catered for in the same race e.g. in Road Running, Race Walking, Cross Country, Mountain Running 1 Referee per race distance must be appointed.

2.1. DUTY OF THE REFEREE

2.1.1. Referees shall ensure that the Rules (and applicable Technical Regulations) are implemented and shall decide upon any matters which arise during the competition (including in the Call Room) and for which provision has not been made in these Rules.

2.1.2. The Referee shall have authority to warn or exclude from competition, any athlete guilty of acting in an unsporting or improper manner.

2.1.3. Warnings may be indicated to the athlete by showing a yellow card, exclusion by showing a red card. Warnings and exclusions shall be entered on the result card.

2.1.4. Those warnings and exclusions decided by a Referee shall be communicated to the Competition Secretary and to the other Referees.

2.1.5. The Road Race Referee shall, wherever practicable, give a warning prior to disqualification. If contested, the normal rules regarding protests will apply.

Equipment For Referee
Programme/Events list
List of records
Black ball point pen
Clip board
Two way radio
Entry ticket into competition area

2.2. GENERAL

2.2.1. The Referee must be positioned within walking distance from the designated event, and have at all times, full view of the designated event.

2.2.2. The Referees for track events and for events outside the stadium shall have no jurisdiction over matters within the responsibilities of the Chief Judge of Race Walking events.

2.2.3. In case of a disciplinary case, the Call Room Referee has authority starting from the first Call Room up to the competition site.

2.2.4. The respective Referees for Track Events and for events outside the stadium shall have jurisdiction to decide placing in a race only when the Judges of the disputed place(s) are unable to arrive at a decision.

2.2.5. The relevant Track Referee has the power to decide on any facts related to the starts if he does not agree with the decisions made by the start team except in the cases when it regards a false start detected by an IAAF approved false start control apparatus, unless for any reason the Referee determines that the information provided by the apparatus is obviously inaccurate.

2.2.6. A Track Referee appointed to oversee the starts is designated the Start Referee.

2.2.7. The Referee shall not act as a Judge or Umpire.

2.2.8. The appropriate Referee shall check all final results, shall deal with any disputed points and, where there is no Measurement Judge (electronics), shall supervise the measurements of Record performances. At the conclusion of each event, the result card shall be completed immediately, signed by the appropriate Referee and handed to the Competition Secretary.

2.2.9. The appropriate Referee shall rule on any protest or objection regarding the conduct of the competition, including any matter arising in the Call Room.

2.2.10. He shall have authority to warn or exclude from competition, any athlete guilty of acting in an unsporting or improper manner. Warnings may be indicated to the athlete by showing a yellow card, exclusion by showing a red card. Warnings and exclusions shall be entered on the result card.

2.2.11. If, in the opinion of the appropriate Referee, circumstances arise at any competition such that justice demands that any event or any part of an event should be contested again, he shall have authority to declare the event void and it shall be held again, either on the same day or on some future occasion, as he shall decide.

2.2.12. The Combined Events Referee shall have jurisdiction over the conduct of the Combined Events competition. He shall also have jurisdiction over the conduct of the respective individual events within the Combined Events competition.

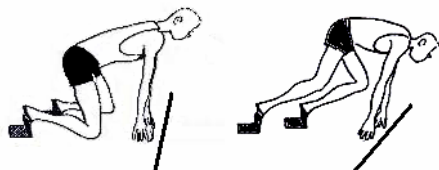
3. STARTING – A SUMMARY OF THE RULES

The panel of Starters will consist of a Start Co-ordinator (elite meetings only), Starter, Recaller and Starter's Assistants.

Equipment For Starting Team
Programme/Events list
List of records
Black ball point pen
Clip board
Two way radio
2 x Starting pistol
Blank ammunition for pistol
Flag (green/red)
Cards (Red, yellow and green)
Loudspeaker
Entry ticket into competition area

- 3.1. The Starter (IAAF Rule 130.5 & 162.2-4)
- 3.1.1. The Starter shall, after receiving the relevant order from the Competition Director that everything is in order to initiate the start procedure; and before every start, the Starter will check if the Timekeepers & Judges are ready.
- 3.1.2. The Starter shall be positioned in such a way that the Starter has full visual control over all athletes during the start procedure.
- 3.1.3. The Starter shall place himself/herself so that the whole field of athletes falls into a narrow visual angle. (Refer to sketches on right hand side)
- 3.1.4. Starting blocks are compulsory for athletes participating up to 400m
- 3.1.5. All races shall be started by the report of the Starter's gun fired upwards after he has ascertained that athletes are steady and in the correct starting position.
- 3.1.6. If, for any reason, the Starter is not satisfied that all is ready for the start to proceed after the athletes are on their marks, he shall order all athletes to withdraw from their marks and the Starter's Assistants shall place them on the assembly line again.
- 3.1.7. At all Competitions, the commands of the Starter will be, up to and including 400m, is "On your marks" and "Set". When all athletes are "Set", the gun shall be fired. An athlete shall not touch either the start line or the ground in front of it with his hands or his feet when on his marks.
- 3.1.8. In races longer than 400m, the command shall be "On your marks" and when all athletes are steady, the gun shall be fired. An athlete shall not touch the ground with his hand or hands during the start. After the "On your marks" command, an athlete shall approach the start line, assume a position completely within his allocated lane and behind the start line. Both hands and at least one knee shall be in contact with the ground and both feet in contact with the foot plates of the starting blocks. At the "Set" command, an athlete should immediately rise to his final starting position retaining the contact of the hands with the ground and of the feet with the foot plates of the blocks.
- 3.1.9. On the command "On your marks" or "Set", as the case may be, all athletes shall at once and without delay assume their full and final set position. Where an athlete in the judgment of the Starter disrupts or delay the starting process, the Starter shall abort the start.

On your marks and set positions for up to 400m on the track



Set position for longer than 400m on the track. No "On our marks" position for distance longer than 400m.



- 3.1.10. The Referee may warn the athlete for improper conduct (disqualify in case of a second infringement of the Rule during the same competition), according to Rules 125.5 and 145.2. In cases where an extraneous reason was considered to be the cause for aborting the start or the Referee does not agree with the Starter's decision, a green card shall be shown to all the athletes to indicate that a false start was not committed by any athlete.

3.2. False Start

- 3.2.1. An athlete, after assuming a full and final set position, shall not commence his start until after receiving the report of the gun. If, in the judgment of the Starter or Recallers, he does so any earlier, it shall be deemed a false start.
- 3.2.2. Note: When an IAAF approved false start control apparatus is in operation (see Rule 161.2 for operational details of equipment), the evidence of this equipment shall normally be accepted as conclusive by the Starter.
- 3.2.3. Except in Combined Events, any athlete responsible for a false start shall be disqualified.
- 3.2.4. In case of a false start, the Starter's Assistants shall proceed as follows:
- 3.2.4.1. The athlete(s) responsible for the false start shall be disqualified and a red card shall be raised in front of him and a corresponding indication shown on the respective lane marker(s). The basic system (to raise a card in front of the athlete(s) responsible for the false start) will also be followed in case lane markers are not being used.
- 3.2.4.2. The Starter or any Recaller, who is of the opinion that the start was not a fair one, shall recall the athletes by firing a gun.

3.3. The Recaller

- 3.3.1. The Recaller shall be placed so that each athlete can be seen. The Recaller is obliged to recall the race if any infringement of the Rules is observed. After a recalled or aborted start the Recaller shall report his observations to the Starter who decides whether and to whom a warning shall be issued. (See also Rules 161.2 and 162.8.).
- 3.3.2. The warning and disqualification under Rule 162.7 and 162.8 IAAF Competition Rules 2008 may be made only by the Starter.

3.4. The Starter's Assistant

- 3.4.1. The Starter's Assistants shall check that the athletes are competing in the correct heat or race and that their number bibs are worn correctly; place each athlete in the correct lane or station; assembling the athletes behind the start line.

4. TRACK JUDGES – A SUMMARY OF THE RULES

The panel of Track Judges consists of 1 Chief Judge, Judges and a Recorder. The Chief Judge shall co-ordinate the work of the Judges as well as allocates duties if it is not done yet.

4.1. DUTY OF CHIEF TRACK JUDGE

- 4.1.1. The Chief Track Judge shall co-ordinate the work of the Track Judges.
- 4.1.2. The Chief Track Judge will allocate the duties of the Track Judges.
- 4.1.3. The Chief Judge will keep the Track Referee, Starter, Chief Timekeeper and Announcer informed of the state of readiness of the Judges by means of a red and green flag/light.
- 4.1.4. The Chief Judge will keep the Judges alert during competition.

Equipment For Chief Judge
Order of draw list
Programme/Events list
Result cards - position placing
Black ball point pen
Clip board
Flag (green/red)
Umbrella
Two way radio
Entry ticket into competition area

4.2. DUTY OF TRACK JUDGES

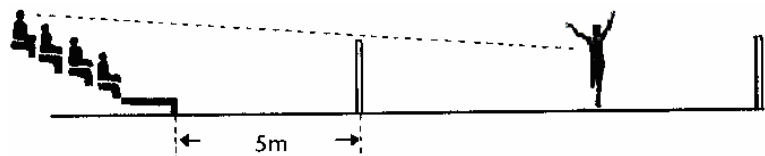
- 4.2.1. Track Judges shall decide the order in which the athletes have finished.
- 4.2.2. If Judges can not arrive at a decision of the final placing of athletes, the Referee shall decide.

4.3. DUTY OF RECORDER

- 4.3.1. The recorder shall record the official placing, complete the official result card and send it to the Competition Secretary.
- 4.3.2. The recorder shall keep a copy of the official result card.
- 4.3.3. The Recorder will keep a written record of all decisions taken, or instructions given, by the Chief Track Judge.
- 4.3.4. The Appeal Board must have access to the written recordings during appeal cases.

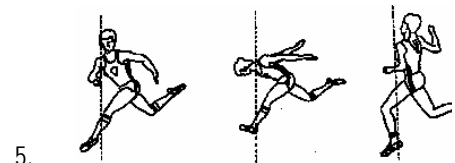
4.4. POSITION OF TRACK JUDGES AND RECORDER

- 4.4.1. Must be on the same side of the track
- 4.4.2. In direct line with the finish.
- 4.4.3. Operate from an elevated platform.
- 4.4.4. At least 5m from the track edge.



4.5. GENERAL RULES

- 4.5.1. Each Place Judge must perform his/her duty independently, and may not discuss his/her position with anyone else.
- 4.5.2. Each Judge must do what he/she is asked to do.
- 4.5.3. Judges may also be appointed as Lap Scorers.
- 4.5.4. Three (3) Judges, one of whom shall be the Chief Judge, shall judge the winner.
- 4.5.5. For all other medal/price placings, there shall be two Judges
- 4.5.6. For all non-medal/price placings, only one Judge is required.
- 4.5.7. The Judges must be alert at all times during competition
- 4.5.8. Placing shall be done when the athlete's torso reaches the inner plane of the finish line.
- 4.5.9. Only when the Judges cannot arrive at a decision, shall the Referee decide.
- 4.5.10. Only when the Judges cannot arrive at a decision, shall the Referee decide.



4.6 TIPS

- 4.6.1. Place Judging can be controversial. Keep clear records of all decisions taken.
- 4.6.2. Place Judging is a specialised task and Place Judging skills only improve with practice.
- 4.6.3. The 2nd position is the most challenging to judge. Use experienced Judges to place the 2nd position.

5. TIMEKEEPERS – A SUMMARY OF THE RULES

The panel of Timekeepers consists of 1 Chief Timekeeper, Timekeepers and a Recorder. The Chief Timekeeper shall co-ordinate the work of the Timekeepers as well as allocates duties if it is not done yet.

5.1. DUTY OF CHIEF TIMEKEEPER

- 5.1.1. The Chief Timekeeper shall co-ordinate the work of the Timekeepers.
- 5.1.2. The Chief Timekeeper will allocate the duties of the Timekeeper.
- 5.1.3. The Chief Timekeeper will keep the Chief Track Judge informed of the state of readiness of the Timekeepers by means of a red and green flag/light
- 5.1.4. The Chief Timekeeper will keep the Timekeepers alert during competition.

Equipment For Chief Timekeeper
Stop watch x 12 + batteries
Programme/Events list
List of records
Result card times
Black ball point pen
Clip board
Flag (green/red)
Umbrella
Two way radio
Entry ticket into competition area

5.2. DUTY OF TIMEKEEPERS

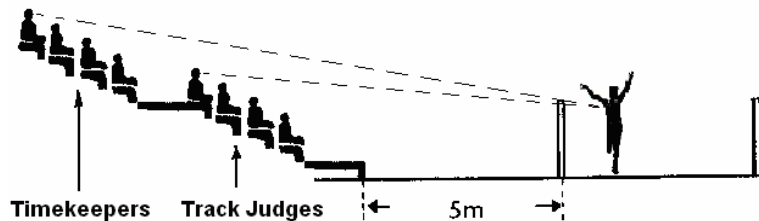
- 5.2.1. Timekeepers shall take the time of the designated athlete, as the athlete cross the finish line.
- 5.2.2. The Timekeeper will keep the time on the watch until the Chief Timekeeper give the instruction to clear the watch.
- 5.2.3. In the case of a record, the Timekeeper will keep the time on the watch until the Track Referee give the instruction to clear the watch.

5.3. DUTY OF RECORDER

- 5.3.1. The recorder shall record of all times recorded, complete the official timekeeping card and send it to the Chief Track Judge.
- 5.3.2. The recorder shall keep a copy of the official timekeeping card.
- 5.3.3. The Recorder will keep a written record of all decisions taken, or instructions given, by the Chief Timekeeper.
- 5.3.4. The Appeal Board must have access to the written recordings during appeal cases.

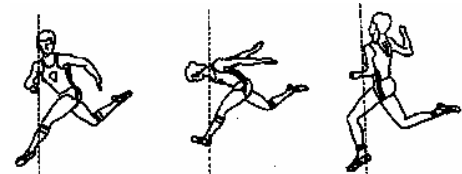
5.4. POSITION OF TIMEKEEPERS

- 5.4.1. Must be on the same side of the track and directly behind the Track Judges
- 5.4.2. In direct line with the finish.
- 5.4.3. Operate from an elevated platform.
- 5.4.4. At least 5m from the track edge.



5.5. GENERAL RULES

- 5.5.1. Each Timekeeper must perform his/her duty independently, and may not discuss his/her time with anyone else.
- 5.5.2. Each Timekeeper must do what he/she is asked to do.
- 5.5.3. Three (3) Timekeepers, one of whom shall be the Chief Timekeeper, shall take the time of the winner. The 2nd of the three times will be the official time
- 5.5.4. For all other medal/price placings, there shall be two Timekeepers. The slowest time will be the official time.
- 5.5.5. For all non-medal/price placings, only one Timekeeper is required.
- 5.5.6. Placing shall be done when the athlete's torso reaches the inner plane of the finish line.
- 5.5.7. Hand times must be rounded of upwards to 1 decimal point e.g. 1.13 become 1.2.
- 5.5.8. The Judges must be alert at all times during competition

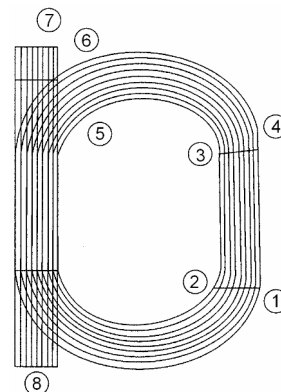


6. UMPIRES AT TRACK EVENTS – A SUMMARY OF THE RULES

The panel of Umpires consist of 1 Chief Umpire, Umpires and a Recorder. The Chief Umpire shall co-ordinate the work of the Umpires as well as allocates duties if it is not done yet. The Umpire(s) shall report to the Referee any breach of the Rules, even if the athlete (or team, for relay races) does not to finish the race.

6.1. DUTIES OF OFFICIALS

- 6.1.1. A minimum of 8 Umpires is required to umpire effectively. The function and position of each umpire is:
- 6.1.2. Judges 1 & 2: Takeover 1 - bend from 400m to 300m; see that athletes cut in after the break line (800m and second leg of 4 x 400m relay)
- 6.1.3. Judges 3 & 4: Takeover 2 - back straight from 300m to 200m
- 6.1.4. Judges 5 & 6: Takeover 3 - bend from 200m to 100m
- 6.1.5. Judges 7 & 8: Straight - 100m to finish
- 6.1.6. Judges 1 to 8: May also be placed by the Track Referee on different places for different races.
- 6.1.7. The Track Judges must record all decisions taken, or instructions given, by the Chief Judge.
- 6.1.8. These notes must be accessible during and after the competition for reference.



6.2. Indicating a foul

- 6.2.1. A foul is indicated by raising a red flag and keep the red flag up until the Referee give the instruction to drop it.
- 6.2.2. Record the incident on the report card.
- 6.2.3. When an Umpire observes that an athlete has run in a different lane from his own, step out of the sector, or that a relay take-over has taken place outside the take-over zone, the Umpire should immediately mark on the track or sector with suitable material the place where the infringement took place.

Equipment For Chief Umpire
Order of draw list
Programme/Events list
Result card times
Black ball point pen
Clip board
Flag (green/red)
Umbrella
Two way radio
Map of route for Race Walking
Warning boards for race walk
Entry ticket into competition area

6.3. GENERAL RULES

- 6.3.1. The Track Umpire
 - 6.3.1.1. Assists the Referee, without authority to make final decisions.
 - 6.3.1.2. Observes the competition closely.
- 6.3.2. Relay races
 - 6.3.2.1. Supervise the take-over zones in relay races to ensure that changeovers take place inside the takeover zones.
 - 6.3.2.2. It is only the position of the baton that is decisive and not the position of the body.
- 6.3.3. Track races
 - 6.3.3.1. Observe that no runner runs on the inside lines of the bend or outside his/her allocated lane or cheat/intimidate/disrupt/disturb other competitors.
- 6.3.4. Hurdle races - A competitor:
 - 6.3.4.1. May not trail his/her foot or leg below the horizontal plane of the top of any hurdle at the instance of clearance.
 - 6.3.4.2. May not jump any hurdle not in his/her own lane.
 - 6.3.4.3. Must stay in his/her lane.
 - 6.3.4.4. May not run around a hurdle, deliberately knock a hurdle down or crawl underneath any hurdle.
- 6.3.5. Steeplechase - A competitor:
 - 6.3.5.1. May not trail his/her foot or leg below the horizontal plane of the top of any hurdle at the instance of clearance.
 - 6.3.5.2. May not run around, crawl underneath a hurdle, or run around the water pit.
- 6.3.6. Race Walk - A competitor:
 - 6.3.6.1. Must walk and not run, or must not cheat/intimidate/disrupt/disturb other competitors.
 - 6.3.6.2. Must have at least one foot on the ground at all times during the race.
 - 6.3.6.3. Must ensure the leading foot make contact with the ground before the other foot leave the ground.
 - 6.3.6.4. Must have the supporting leg straight for at least one moment when in the vertical position.
 - 6.3.6.5. Will be disqualified when the competitor receive 3 similar warnings from different Judges.
 - 6.3.6.6. Can be disqualified by the Chief Judge, regardless of the number of red cards issued.
- 6.3.7. The Competition Secretary

The main function of the TIC is to collect and store all results, protests, appeals, etc. chronologically, ensure smooth communication between each Team Delegation, the Organisers, the Technical Delegates and the Competition Administration regarding technical and other matters relating to the competition.

7. LONG JUMP & TRIPLE JUMP – A SUMMARY OF THE RULES

The panel of Judges consists of 1 Chief Judge, Judges and a Recorder. The Chief Judge shall co-ordinate the work of the Judges as well as allocates duties if it is not done yet.

7.1. DUTIES OF OFFICIALS

- 7.1.1. A minimum of 5 Judges are required to judge effectively. The function and position of each Judge is:
- 7.1.2. Judge 1 (Chief) – Card 1: Call-up, take-off board, warning horn, time lapse, measure.
- 7.1.3. Judge 2 (Recorder): Take-off board, checks measure and exit from runway. The Recorder records all decisions taken, or instructions given, by the Chief Judge. These notes must be accessible during and after the competition for reference.
- 7.1.4. Judge 3: Landing area judge, spike, zero end of tape.
- 7.1.5. Judge 4: Landing area judge, spike, and rake.
- 7.1.6. Judge 5: Wind meter reader

7.2. GENERAL RULES

A competition may be decided in one of the following ways:

- 7.2.1. Each competitor is allowed three trials and the three to eight best are allowed three more trials in the inverse order of the ranking of their performance.
- 7.2.2. At the competition area and before the start of the event, each competitor may have practice trials, in draw order and always under supervision of the judges.

7.2.3. Once the competition has begun competitors are not permitted to use the runway or take-off area for practice purposes.

7.2.4. Measurement of each jump shall be made immediately after the jump from the nearest break in the landing area made by any part of the body or limb to the take-off line, or take-off line extension.

7.2.5. It shall be taken perpendicular to the take-off line or extension.

7.2.6. The trial will only be legal if a wind meter reading is recorded as well.

7.2.7. The Chief Judge shall vary the distance against the national/provincial/competition record and clearly indicate the distance as a new record on the results sheet before releasing it to the Competition Secretary.

7.2.8. A competitor may place two markers alongside the runway.

7.2.9. The Triple Jump shall consist of a hop, step and jump in that order. The hop shall be made so that the competitor lands first upon the same foot as from which he has taken off; in the step he shall land on the other foot from which the jump is performed.

7.2.10. It is not a failure if the 'sleeping' leg touches the ground while jumping.

7.2.11. Time allowed for a trial is 1 minute. If two to three competitors continue the time remains 1 minute.

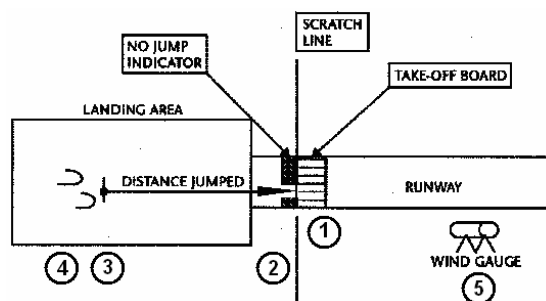
7.2.12. If only one competitor is left the time should be increased to 2 minutes.

7.2.13. For consecutive trials by the same athlete when more than three athletes are still competing the time is 2 minutes.

7.3. A competitor fails if he/she:

- 7.3.1. while taking off, touches the ground beyond the take-off line with any part of his body, whether running up without jumping or in the act of jumping;
- 7.3.2. takes off from outside either end of the board, whether beyond or before the extension of the take-off line;
- 7.3.3. touches the ground between the take-off line and the landing area;
- 7.3.4. employs any form of somersaulting whilst running up or in the act of jumping;
- 7.3.5. in the course of landing, he touches the ground outside the landing area closer to the take-off line than the nearest break made in the sand; or
- 7.3.6. when leaving the landing area, his first contact by foot with the ground outside the landing area is closer to the take-off line than the nearest break made in the sand on landing, including any break made on overbalancing on landing which is completely inside the landing area but closer to the take-off line than the initial break made on landing.
- 7.3.7. Note-When leaving the landing area, an athlete's first contact by foot with its border or the ground outside shall be further from the take-off line than the nearest break in the sand (see Rule 185.1(f)). Note: This first contact is considered leaving the landing area.

Equipment For Chief Judge
Order of draw list
Programme/Events list
Entry ticket into competition area
Result cards
Black ball point pen
Clip board
Flag (green/red)
20 m measuring tape
Skewer for tape
Markers for athletes' run-up area
Umbrella
Two way radio
Table and chair
Cones to indicate take-off area
Sand rake and fork
Wind sock
Distance board next to sand pit
Performance board
Record flags x 2
Stopwatch + batteries



8. HIGH JUMP – A SUMMARY OF THE RULES

8.1. DUTIES OF OFFICIALS

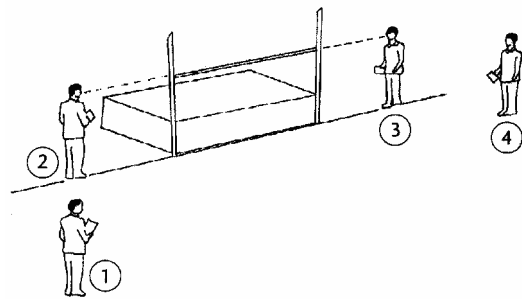
A minimum of 4 Judges are required to judge effectively. The function and position of each Judge is:

- 8.1.1. Judge 1 (Chief): Keeps record of trials, warning horn, time lapse, measures.
- 8.1.2. Judge 2: Measures – Hold end of tape at ground, checks take-off, setting up and replacing bar.
- 8.1.3. Judge 3: Measures – reading of height, checks take-off, setting up and replacing bar, flags.
- 8.1.4. Judge 4 (Recorder): Call-up, keeps record of trials, supervises warm-up. The Recorder records all decisions taken, or instructions given, by the Chief Judge.

Equipment For Chief Judge
Order of draw list
Programme/Events list
Entry ticket into competition area
Result cards
Black ball point pen
Clip board
Flag (green/red)
Step-ladder
Measuring tape 3 m
Markers
Performance board
Markers/powder for run-up area
Stopwatch + batteries

8.2. GENERAL RULES

- 8.2.1. Although a competitor may commence jumping at any height at his/her own discretion:
- 8.2.2. Three consecutive failures, regardless of the height, disqualify a competitor from further jumping except in the case of a tie for the first place.
- 8.2.3. If a competitor forgoes a trial at a certain height, he/she may not make any subsequent attempt at that height, except in the case of a tie for the first place.
- 8.2.4. At the competition area and before beginning the event each competitor may have practice trials, in draw order and always under supervision of the judges.
- 8.2.5. Once the competition has begun, competitors are not permitted to use the runway or take-off area for practice purposes.



8.3. A competitor fails if:

- 8.3.1. He/she touches the ground, including the landing area, without first clearing the bar beyond the plane of the nearer edge of the uprights, either between or outside the uprights, with any part of his/her body, whether running up without jumping or in the act of jumping.
- 8.3.2. After the jump, the bar does not remain on the supports because of the action of the competitor whilst jumping.
- 8.3.3. Measurement of each height shall be made before competitors attempt such height. In the case of records it shall be re-checked before and after each attempt.
- 8.3.4. The Chief Judge shall vary the height against the national/provincial/competition record and clearly indicate the height as a new record on the results sheet before releasing it to the Competition Secretary.
- 8.3.5. A competitor may place two markers alongside the runway.
- 8.3.6. Before the start of the competition, starting height and the subsequent heights shall be announced to the competitors.
- 8.3.7. The bar should never be raised by less than 2 cm after each round.
- 8.3.8. The increment of the raising of the bar should never increase.
- 8.3.9. In a combined event competition each increase shall be uniformly 3 cm throughout the competition.
- 8.3.10. After a competitor has won the competition, the heights to which the bar is raised shall be decided by the competitor.
- 8.3.11. The crossbar must be marked in some way so that after a failure it can always be replaced with the same side facing the runway and the same side at the top.
- 8.3.12. The competitor shall take off from one foot.
- 8.3.13. Time allowed for a trial is 1 minute.
- 8.3.14. When two to three competitors continue the time should be increased to 2 minutes.
- 8.3.15. If only one competitor is left the time should be increased to 5 minutes.
- 8.3.16. For consecutive trials by the same athlete when more than three athletes are still competing the time is 2 minutes, and 3 minutes if only 1 athlete is participating.

9. POLE VAULT – A SUMMARY OF THE RULES

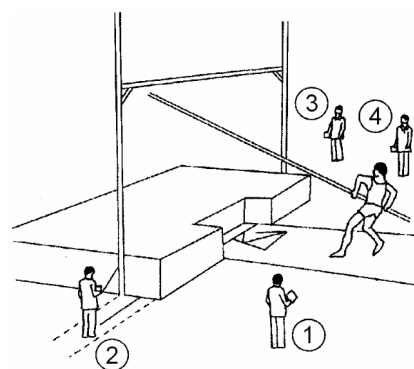
9.1. DUTIES OF OFFICIALS

- 9.1.1. A minimum of 4 Judges are required to judge effectively. The function and position of each Judge is:
- 9.1.2. Minimum number of Officials: 4.
- 9.1.3. Judge 1 (Chief): Keeps record of trials, warning horn, time lapse, measures.
- 9.1.4. Judge 2 (Recorder): Measures – reading of height, checks take-off, setting up and replacing bar, flags, serves as Recorder. The Recorder records all decisions taken, or instructions given, by the Chief Judge. These notes must be accessible during and after the competition for reference.
- 9.1.5. Judge 3: Measures – end of tape at ground, checks take-off, setting up and replacing bar.
- 9.1.6. Judge 4: Call-up, keeps record of trials, supervises warm-up.

Equipment For Chief Judge
Order of draw list
Programme/Events list
Entry ticket into competition area
Result cards
Black ball point pen
Clip board
Flag (green/red)
Measuring pole 7 m long
Forked stick to adjust bar
Step ladder
Performance board
Markers/ powder for run-up area
Stopwatch + batteries

9.2. GENERAL RULES

- 9.2.1. Although a competitor may commence jumping at any height at his/her own discretion:
- 9.2.1.1. Three consecutive failures, regardless of the height, disqualify a competitor from further jumping except in the case of a tie for the first place.
- 9.2.1.2. If a competitor forgoes a trial at a certain height, he/she may not make any subsequent attempt at that height, except in the case of a tie for the first place.
- 9.2.2. At the competition area and before the start of the event, each competitor may have practice trials, in draw order and always under supervision of the judges.
- 9.2.3. Once the competition has begun, competitors are not permitted to use the runway or take-off area for practice purposes.
- 9.2.4. Measurement of each height shall be made before competitors attempt such height. In the case of records it shall be re-checked before and after each attempt. The Chief Judge shall vary the height against the national/provincial/competition record. In the case of a record, the measurement must be ratified by the Referee.
- 9.2.5. A competitor may place two markers alongside the runway.
- 9.2.6. Before the beginning of the competition the starting height and subsequent heights shall be announced to the competitors.
- 9.2.7. The bar should never be raised by less than 5 cm after each round. The increment of the raising of the bar should never increase.
- 9.2.8. In a combined event competition each increase shall be uniformly 10 cm throughout the competition.
- 9.2.9. After a competitor has won the competition, the heights to which the bar is raised shall be decided by the competitor.
- 9.2.10. Competitors may have the uprights, or supports, moved not more than 40 cm in the direction of the runway or not more than 80 cm to the landing area.
- 9.2.11. The crossbar must be marked in such a way that after a failure it can always be replaced with the same side facing the runway and the same side at the top.
- 9.2.12. Competitors may put a substance on their hands and/or pole.
- 9.2.13. Time allowed for a trial is 1 minute.
- 9.2.14. If two to three competitors continue the time should be increased to 2 minutes.
- 9.2.15. If only one competitor is left the time should be increased to 5 minutes.
- 9.2.16. For consecutive trials by the same athlete when more than three athletes are still competing the time is 3 minutes.



9.3. A competitor fails if:

- 9.3.1. He/she touches the ground, including the landing area, without first clearing the bar beyond the plane through the upper part of the stop board, either between or outside the uprights, with any part of his/her body or pole, whether running up without jumping or in the act of jumping.
- 9.3.2. After the jump, the bar does not remain on the supports because of the action of the competitor whilst jumping.
- 9.3.3. After leaving the ground the athlete places his/her lower hand above the upper one or moves the upper hand higher on the pole.
- 9.3.4. During the jump the athlete replaces deliberately with his/her hands or fingers the bar, which is about to fall off the supports.
- 9.3.5. The athlete touches the pole unless it is falling away from the bar or uprights. If the pole is touched and the Judges' opinion is that the bar should have been knocked off, the vault shall be recorded as a failure.

10. SHOT PUT – A SUMMARY OF THE RULES

10.1. DUTIES OF OFFICIALS

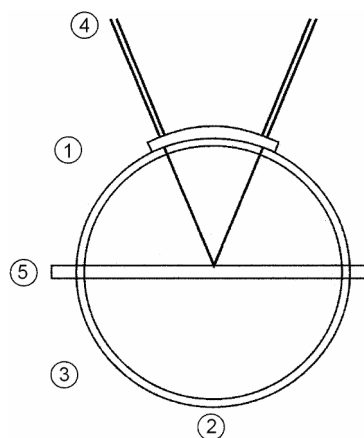
A minimum of 5 Judges are required to judge effectively. The function and position of each Judge is:

- 10.1.1. Judge 1 (Chief Judge): Checks measurements and keeps record of each trial. Monitors overstepping from the circle during execution.
- 10.1.2. Judge 2: Rear Circle Judge: Checks technique, monitors exit from the circle and pulls measuring tape through centre of circle. Controls lapse time.
- 10.1.3. Judge 3: Call-up Judge: Calls up athletes according to order of draw. Checks correctness of implement. Keeps record of order of trials.
- 10.1.4. Judge 4: Sector judge with spike at zero end of tape: Verifies correct landing of implement.
- 10.1.5. Judge 5 (Recorder): Record all decisions taken by Chief Judge.

Equipment For Chief Judge
Broom to sweep sector
Rag to clean sector and equipment
Performance board
Record flags x 2
Measuring tape x 25 m
Stopwatch + batteries
Order of draw list
Programme/Events list
Entry ticket into competition area
Result cards
Black ball point pen
Clip board
Flag (green/red)

10.2. GENERAL RULES

- 10.2.1. A competition may be decided in one of the following ways:
 - 10.2.1.1. Each competitor is allowed from three to six trials.
 - 10.2.1.2. Each competitor is allowed three trials and the three to eight best are allowed three more trials in the inverse order of the ranking of their performance.
- 10.2.2. At the competition area and before beginning the event, each competitor may have practice trials, in draw order and always under supervision of the Judges.
- 10.2.3. Once the competition has begun competitors are not permitted to use implements for practice purposes.
- 10.2.4. The throw shall be made from the circle. The competitor shall commence the throw from a stationary position.
- 10.2.5. It shall be a foul throw if the competitors, after he/she has stepped into the circle and begun to make a throw, touches with any part of his/her body the ground outside the circle or the top of the iron band.
- 10.2.6. A competitor may interrupt a trial once started and lay the implement down inside or outside the circle and leave the circle. When leaving the circle he/she shall step out as in point 8, before starting again as in point 4 and within his/her time limit.
- 10.2.7. For a valid trial, the shot shall fall completely within the inner edges of the landing sector.
- 10.2.8. The Chief Judge shall vary the distance against the national/provincial/competition record. In the case of a record, the measurement must be ratified by the Referee.
- 10.2.9. The competitor shall not leave the circle until the implement has touched the ground. When leaving the circle, the first contact with the iron band or the ground outside the circle shall be completely behind the white line drawn outside the circle.
- 10.2.10. Time allowed for a trial is 1 minute.
- 10.2.11. If two to three competitors continue the time should be increased to 1 minute.
- 10.2.12. If only one competitor is left the time should be increased to 2 minutes.
- 10.2.13. For consecutive trials by the same athlete when more than three athletes are still competing the time is 2 minutes.
- 10.2.14. All measurements must be made from the nearer edge of the first mark in the ground by the implement, to the inner edge of the circle rim along a line drawn from the mark to the centre of the circle.



11. DISCUS THROW – A SUMMARY OF THE RULES

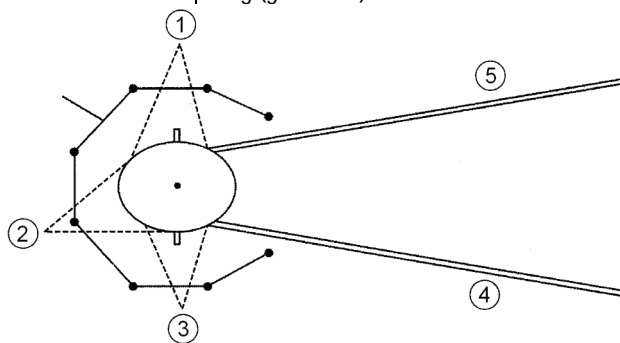
11.1. DUTIES OF OFFICIALS

- 11.1.1. A minimum of 6 Judges are required to judge effectively.
- 11.1.2. The function and position of each Judge is:
- 11.1.2.1. Judge 1 (Leader): Call-up, rear and front of circle, warning horn, time lapse, measure.
- 11.1.2.2. Judge 2 (Recorder): Rear of circle, checks measure, implements, and exit from circle. The Recorder records all decisions taken, or instructions given, by the Chief Judge. These notes must be accessible during and after the competition for reference.
- 11.1.2.3. Judge 3: Front of circle, tape through circle, supervises warm-up, flags.
- 11.1.2.4. Judge 4: Sector judge, spike, zero end of tape.
- 11.1.2.5. Judge 5: Sector judge, spike.

Equipment For Chief Judge
Broom to sweep sector
Rag to clean sector and equipment
Carpet for athletes to clean feet
Performance board
Record flags x 2
Measuring tape x 100 m
Skewer for measuring tape
Stopwatch + batteries
Order of draw list
Programme/Events list
Entry ticket into competition area
Result cards
Black ball point pen
Clip board
Flag (green/red)

11.2. GENERAL RULES

- 11.2.1. A competition may be decided in one of the following ways:
- 11.2.1.1. Each competitor is allowed from three to six trials.
- 11.2.1.2. Each competitor is allowed three trials and three to eight best are allowed three more trials in the inverse order of the ranking of their performance.
- 11.2.2. At the competition area and before the start of the event, each competitor may have practice trials, in draw order and always under supervision of the Judges.
- 11.2.3. Once the competition has begun competitors are not permitted to use implements for practice purposes.
- 11.2.4. The throw shall be made from the circle. The competitor shall commence the throw from a stationary position.
- 11.2.5. It shall be a foul throw if the competitors, after he/she has stepped into the circle and begun to make a throw, touches with any part of his/her body the ground outside the circle or the top of the iron band.
- 11.2.6. A competitor may interrupt a trial once started, may lay the implement down inside or outside the circle and may leave the circle. When leaving the circle he/she shall step out as in point 8, before starting again as in point 4 and within his/her time limit.
- 11.2.7. For a valid trial, the discus shall fall completely within the inner edges of the landing sector.
- 11.2.8. The competitor shall not leave the circle until the implement has touched the ground. When leaving the circle, the first contact with the iron band or the ground outside the circle shall be completely behind the white line drawn outside the circle.
- 11.2.9. The Chief Judge shall vary the distance against the national/provincial/competition record. In the case of a record, the measurement must be ratified by the Referee.
- 11.2.10. Time allowed for a trial is 1 minute.
- 11.2.11. If two to three competitors continue the time should be increased to 1 minute.
- 11.2.12. If only one competitor is left the time should be increased to 2 minutes.
- 11.2.13. For consecutive trials by the same athlete when more than three athletes are still competing the time is 2 minutes.
- 11.2.14. All measurements must be made from the nearer edge of the first mark in the ground by the implement, to the inner edge of the circle rim along a line drawn from the mark to the centre of the circle.



12. HAMMER THROW – A SUMMARY OF THE RULES

12.1. DUTIES OF OFFICIALS

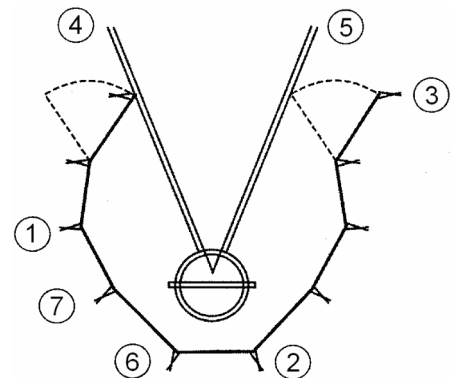
A minimum of 6 Judges are required to judge effectively. The function and position of each Judge is:

- 12.1.1. Judge 1 (Chief Judge): Checks measurements and keeps record of each trial.
- 12.1.2. Judge 2 (Rear Circle Judge): Checks technique, monitors exit from the circle and pulls measuring tape through centre of circle.
- 12.1.3. Judge 3 (Front Circle Judge): Opens and closes relevant front panel, monitors overstepping from the circle during execution.
- 12.1.4. Judges 4 and 5: Sector judges with spike at zero end of tape, verify correct landing of implement.
- 12.1.5. Judge 6 (Call-up Judge): Calls up athletes according to order of draw, checks correctness of implement, keeps record of order of trials.
- 12.1.6. Judge 7 (Recorder): Records all decisions taken by Chief Judge.

Equipment For Chief Judge
Broom to sweep sector
Rag to clean sector and equipment
Carpet for athletes to clean feet
Performance board
Record flags x 2
Measuring tape x 100 m
Skewer for measuring tape
Stopwatch + batteries
Order of draw list
Programme/Events list
Entry ticket into competition area
Result cards
Black ball point pen
Clip board
Flag (green/red)

12.2. GENERAL RULES

- 12.2.1. A competition may be decided in one of the following ways:
 - 12.2.1.1. Each competitor is allowed from three to six trials.
 - 12.2.1.2. Each competitor is allowed three trials and the three to eight best are allowed three more trials in the inverse order of the ranking of their performance.
- 12.2.2. At the competition area and before the start of the event, each competitor may have practice trials, in draw order and always under supervision of the Judges.
- 12.2.3. Once the competition has started competitors are not permitted to use implements for practice purposes.
- 12.2.4. The throw shall be made from the circle. The competitor shall commence the throw from a stationary position. He is allowed to put the head of the hammer on the ground inside or outside the circle, prior to the preliminary swings or turns.
- 12.2.5. It shall not be considered a foul if the head of the hammer touches the ground, or the top of the iron band, when the competitor makes the preliminary swings or turns, but if, after having so touched the ground, or the top of the iron band, the competitor stops throwing so as to begin the throw again, this shall count as a failure.
- 12.2.6. It shall be a foul throw if the competitors, after he has stepped into the circle and begun to make a throw, touches with any part of his body the ground outside the circle or the top of the iron band.
- 12.2.7. For a valid trial, the hammerhead shall fall completely within the inner edges of the landing sector.
- 12.2.8. The competitor shall not leave the circle until the implement has touched the ground. When leaving the circle, the first contact with the iron band or the ground outside the circle shall be completely behind the white line drawn outside the circle.
- 12.2.9. The Chief Judge shall vary the distance against the national/provincial/competition record. In the case of a record, the measurement must be ratified by the Referee.
- 12.2.10. Time allowed for a trial is 1 minute.
- 12.2.11. If two to three competitors continue the time should be increased to 1 minute.
- 12.2.12. If only one competitor is left the time should be increased to 2 minutes.
- 12.2.13. For consecutive trials by the same athlete when more than three athletes are still competing the time is 2 minutes.
- 12.2.14. All measurements must be made from the nearer edge of the first mark in the ground by the implement, to the inner edge of the circle rim along a line drawn from the mark to the centre of the circle.



12.3. ASSISTANCE

- 12.3.1. An athlete shall not use any device of any kind - e.g. the taping of two or more fingers together or using weights attached to the body - which in any way provides assistance when making a trial. If taping is used on the hands and fingers, it may be continuous provided that as a result no two or more fingers are taped together in such a way that the fingers cannot move individually. The taping should be shown to the Chief Judge before the event starts.
- 12.3.2. An athlete shall not use gloves except in the Hammer Throw. In this case, the gloves shall be smooth on the back and on the front and the tips of the glove fingers, other than the thumb, shall be open.
- 12.3.3. In order to obtain a better grip, an athlete may use a suitable substance on his hands only or in the case of hammer throwers on their gloves. Shot putters may use such substances on their neck. In addition, in the Shot Put and Discus Throw, athletes may place chalk or a similar substance on the implement.

13. JAVELIN THROW – A SUMMARY OF THE RULES

13.1. DUTIES OF OFFICIALS

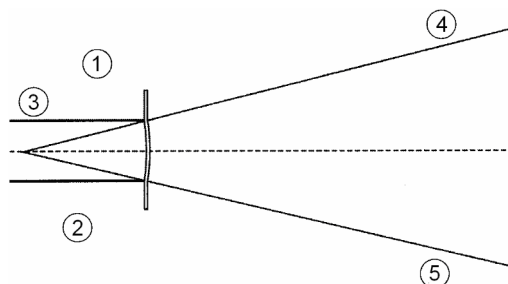
A minimum of 5 Judges are required to judge effectively. The function and position of each Judge is:

- 13.1.1. Judge 1 (Chief): Call-up, left of runway and arc, warning horn, time lapse, measure.
- 13.1.2. Judge 2: (Recorder) Right of runway and arc, checks measure, exit from runway. The Recorder records all decisions taken, or instructions given, by the Chief Judge. These notes must be accessible during and after the competition for reference.
- 13.1.3. Judge 3: Back of runway, tape through centre spot of circle (runway), implements.
- 13.1.4. Judge 4: Sector judge, spike, zero end of tape.
- 13.1.5. Judge 5: Sector judge, spike.

Equipment For Chief Judge
Rag to clean sector and equipment
Performance board
Record flags x 2
Measuring tape x 100 m
Skewer for tape
Markers/powder for athletes' run-up
Stopwatch + batteries
Order of draw list
Programme/Events list
Entry ticket into competition area
Result cards
Black ball point pen
Clip board
Flag (green/red)

13.2. GENERAL RULES

- 13.2.1. A competition may be decided in one of the following ways:
 - 13.2.1.1. Each competitor is allowed from three to six trials.
 - 13.2.1.2. Each competitor is allowed three trials and the three to eight best are allowed three more trials in the inverse order of the ranking of their performance.
- 13.2.2. At the competition area and before beginning the event, each competitor may have practice trials, in draw order and always under supervision of the judges.
- 13.2.3. Once the competition has started competitors are not permitted to use implements for practice purposes.
- 13.2.4. Valid throws:
 - 13.2.4.1. The javelin shall be held at the grip, thrown over the shoulder or upper part of the throwing arm and shall not be slung or hurled; no non-orthodox styles are permitted.
 - 13.2.4.2. For a valid trial the javelin must strike the ground with the tip of the metal head first before any other part of the javelin strikes the ground.
 - 13.2.4.3. At no time during the throw, until the javelin has been discharged into the air, may the competitor turn completely around, so that his/her back is turned towards the throwing arc.
- 13.2.5. A competitor may not:
 - 13.2.5.1. Use a device of any kind that may assist him/her, e.g. the taping of two fingers, except to cover a cut or wound.
 - 13.2.5.2. Use gloves.
- 13.2.6. A competitor may:
 - 13.2.6.1. Use a substance on the hands only, for a better grip.
 - 13.2.6.2. Wear a belt to protect the spine from injury.
- 13.2.7. It shall be a foul if the competitor, after starting the throw, touches with any part of his/her body the lines demarking, or the ground outside the runway or improperly releases the javelin in making an attempt.
- 13.2.8. For a valid trial the tip of the javelin must fall completely within the inner edges of the landing sector.
- 13.2.9. Measurement of each throw shall be made immediately after the throw, from where the tip of the metal head first struck the ground to the inside edge of the arc of a long line from the point of landing to the centre of the circle of which the arc is a part.
- 13.2.10. The competitor shall not leave the runway until the javelin has touched the ground. When leaving the runway, the first contact with the parallel lines or the ground outside the runway shall be completely behind the white line of the arc at right angles to the parallel lines.
- 13.2.11. The Chief Judge shall vary the distance against the national/provincial/competition record. In the case of a record, the measurement must be ratified by the Referee.
- 13.2.12. Time allowed for a trial is 1 minute.
- 13.2.13. If two to three competitors continue the time should be increased to 1 minute.
- 13.2.14. If only one competitor is left the time should be increased to 2 minutes.
- 13.2.15. For consecutive trials by the same athlete when more than three athletes are still competing the time is 2 minutes.
- 13.2.16. All measurements must be made from the nearer edge of the first mark in the ground by the implement, to the inner edge of the circle rim along a line drawn from the mark to the centre of the circle.



14. WIND MEASUREMENT – A SUMMARY OF THE RULES

14.1.1. DUTY OF WIND METER OPERATOR

The Wind Meter Operator will ascertain the velocity of the wind in the running direction in the appropriate event. Wind measurement must be taken by means of a wind gauge in:

- 14.1.2. Track events up to 200m
- 14.1.3. Horizontal jumps

Equipment For A Wind Meter Judge
Programme
Result card of wind meter readings
Black ball point pen
Clip board
Entry ticket into competition area

14.2. TRACK EVENTS

14.2.1. Wind velocity shall be measured as follows:

Up to and including 100m	10 sec from flash of Starter's gun
Up to and including 100m hurdles	13 sec from flash of Starter's gun
110m hurdles	13 sec from flash of Starter's gun
200m	10 sec from first athlete in bend

14.2.2. Placement of wind gauge:

- 14.2.2.1. Next to the straight adjacent to lane 1.
- 14.2.2.2. 50m from the finish line.
- 14.2.2.3. 2m away from the track.
- 14.2.2.4. 1.22m high.

14.2.3. Taking readings from the wind gauge:

- 14.2.3.1. The wind gauge shall be read in metres per second (m/s).
- 14.2.3.2. Wind measured more than +2 m/s is too strong for record purposes.
- 14.2.3.3. Wind readings must be rounded to the next higher tenth of a metre per second, e.g. +2.03 m/s shall be recorded as +2.1 m/s and -2.03 m/s shall be recorded as -2.0 m/s.

14.3. FIELD EVENTS

14.3.1. Wind velocity shall be measured as follows:

Long jump	5 sec from the time a competitor passes a mark on the runway 40m from the take-off board If the run-up is less than 40m, 5 sec from the time the athlete commences the run-up
Triple jump	5 sec from the time a competitor passes a mark on the runway 35m from the take-off board If the run-up is less than 40m, 5 sec from the time the athlete commences the run-up

14.3.2. Placement of the wind gauge:

- 14.3.2.1. Next to the runway.
- 14.3.2.2. 20m from the take-off board.
- 14.3.2.3. 2m away from the runway.
- 14.3.2.4. 1.22m high.

14.3.3. Taking readings from the wind gauge:

- 14.3.3.1. The wind gauge shall be read in metres per second (m/s).
- 14.3.3.2. Wind measured more than +2m m/s is too strong for record purposes.
- 14.3.3.3. Wind readings must be rounded to the next higher tenth of a metre per second, e.g. +2.03 m/s shall be recorded as +2.1 m/s and -2.03 m/s shall be recorded as -2.0 m/s.

14.4. DOCUMENT NEEDED TO AUTHENTICATE WIND METER READINGS

WIND METER READINGS					
NO.	EVENT	TIME OF READING	READING 1	READING 2	SIGNATURE

15. TIES – A SUMMARY OF THE RULES

15.1. TRACK EVENTS

- 15.1.1. If the tie is in any round for a qualifying position for the next round:
- 15.1.2. Both competitors shall be placed in the next round.
- 15.1.3. If the above is not practicable, lots shall be drawn to determine who shall be placed in the next round.
- 15.1.4. In the case of a tie for first place:
- 15.1.4.1. In determining whether there has been a tie in any round for a qualifying position for the next round based on time, the Chief Photo Finish Judge shall consider the actual time recorded by the athletes to 1/1000th of a second. If it is thus determined that there has been a tie, the tying athletes shall be placed in the next round or, if that is not practicable, lots shall be drawn to determine who shall be placed in the next round.
- 15.1.4.2. In case of a tie in any round, and again, for a qualifying position in the next round, but now based on the finishing order, and it is not possible to qualify the tied athletes for the next round, lots shall be drawn to determine who shall be placed in that next round.
- 15.1.4.3. In the case of a tie for any place in any final, including first place, the tie shall remain.

15.2. FIELD EVENTS

Where the result is determined by distance:

- 15.2.1. Except for VERTICAL JUMPS, the second best performance of the athletes having the same best distances shall determine whether there has been a tie. Then, if necessary, the third best, and so on.
- 15.2.2. In vertical Jumps, in the case of a tie for any place, including first place, the tie shall remain. Note: For Vertical Jumps, see Rule 181.8.

15.3. PLACINGS IN VERTICAL JUMPS

If two or more athletes clear the same final height the procedure to decide the places will be the following:

- 15.3.1. The athlete with the lowest number of jumps at the height which was his best height in the competition shall be awarded the higher place.
- 15.3.2. If equal following the application above, the athlete with the lowest total of failures throughout the competition up to and including the height last cleared, shall be awarded the higher place.
- 15.3.3. If still equal following the application above, the athletes concerned shall be awarded the same place unless it concerns the first place.
- 15.3.4. If it concerns the first place, a jump-off between these athletes shall be conducted in accordance with Rule 181.9, unless otherwise decided, either in advance according to the Technical Regulations applying to the competition, or during the competition by the Technical Delegate or the Referee if no Technical Delegate has been appointed. If no jump-off is carried out, including where the relevant athletes at any stage decide not to jump further, the tie for first place shall remain. (ii) If it concerns any other place, the athletes shall be awarded the same place in the competition.

15.4. JUMP-OFF IN VERTICAL JUMPS

- 15.4.1. Athletes concerned must jump at every height until a decision is reached.
- 15.4.2. Each athlete shall have one jump at each height. See example below.

Competitor	Heights						Fail	Jump-off			Pos.
	1.75m	1.80m	1.84m	1.88m	1.91m	1.94m		1.91m	1.89m	1.91m	
A	O	XO	O	XO	XXX		2	X	O	X	2
B	–	XO	–	XO	–	XXX	2	X	O	O	1
C	–	O	XO	XO	XXX		2	X	X		3
D	–	XO	XO	XO	XXX		3				4

- 15.4.3. If the tie concerns any other place, the competitors shall be awarded the same place in the competition. See example below.

Competitor	1.78m	1.82m	1.85m	1.88m	1.90m	1.92m	1.94m	Failures	Position
A	–	XO	O	XO	–	XXO	XXX	4	2=
B	O	O	O	X–	XO	XXO	XXX	4	2=
C	O	O	X–	O	XXO	XXO	XXX	5	4
D	O	–	–	XXO	XXO	XO	XXX	5	1

- 15.4.4. The jump-off shall start at the next height determined in accordance with Rule 181.1 after the height last cleared by the athletes concerned.
- 15.4.5. If no decision is reached the bar shall be raised if more than one athlete concerned were successful, or lowered if all of them failed, by 2 cm for the High Jump and 5 cm for the Pole Vault.
- 15.4.6. If an athlete is not jumping at a height he automatically forfeits any claim to the first place. If only one other athlete then remains he is declared the winner regardless of whether he clears that height.

16. PROTESTS AND APPEALS – A SUMMARY OF THE RULES

- 16.1. Any protest shall, in the first instance, be made orally to the Referee by an athlete, by someone acting on his behalf or by an official representative of a team. To arrive at a fair decision, the Referee should consider any available evidence which he thinks necessary, including a film or picture produced by an official video recorder, or any other available video evidence. The Referee may decide on the protest or may refer the matter to the Jury. If the Referee makes a decision, there shall be a right of appeal to the Jury. Where the Referee is not accessible or available, the protest should be made to him through the Technical Information Centre.
- 16.2. The protested performance of the athlete and any other performance achieved while competing under protest will become valid only if a subsequent decision to that effect is made by the Referee or an appeal to the Jury of Appeal are made and are allowed.
- 16.3. An appeal to the Jury of Appeal must be made within 30 minutes of the official announcement of the, amended result of an event arising from the decision made by the Referee; or of the advice being given to those making the protest, where there is no amendment of any result. It shall be in writing, signed by a responsible official on behalf of the athlete or team, and shall be accompanied by a deposit of R200.00, which will be forfeited if the appeal is not allowed.
- 16.4. The relevant Referee shall, after his decision on a protest, immediately inform the TIC of the time of the decision.
- 16.5. The Jury of Appeal shall consult all relevant persons. If the Jury of Appeal is in doubt, other available evidence may be considered. If such evidence, including any available video evidence, is not conclusive, the decision of the Referee shall be upheld.
- 16.6. The decision of the Jury of Appeal (or, in the absence of a Jury of Appeal, the decision of the Referee) shall be final. There shall be no further right of appeal, including to the Court of Arbitration for Sport.
- 16.7. **PROTESTS BEFORE THE COMPETITION**

Protests concerning the status of an athlete to participate in a competition must be made, prior to the commencement of such competition, to the Technical Delegate(s). Once the Technical Delegate(s) make a decision, there shall be a right of appeal to the Jury of Appeal. If the matter cannot be settled satisfactorily prior to the competition, the athlete shall be allowed to compete "under protest", and the matter will be referred to the Council of the relevant Federation
- 16.8. **PROTESTS DURING THE COMPETITION**
 - 16.8.1. In a Track Event, if an athlete makes an immediate oral protest against having been charged with a false start, a Track Referee may allow the athlete to compete under protest in order to preserve the rights of all concerned. Competing under protest shall not be allowed if the false start was detected by an IAAF approved false start control apparatus; unless for any reason the Referee determines that the information provided by the apparatus is obviously inaccurate. Note: The right of protest and appeal shall apply whether or not a false start control apparatus is used.
 - 16.8.2. In a Field Event, if an athlete makes an immediate oral protest against having a trial judged as a failure, the Referee of the event may, at his discretion, in the case of a horizontal field event, order that the trial be measured and/or the result recorded, in order to preserve the rights of all concerned. If the protested trial occurred (1) during the first three rounds of trials of a horizontal Field Event in which more than eight athletes are competing, and the athlete would advance to the final three rounds only if the protest or subsequent appeal was upheld; or (2) in a vertical Field Event, where the athlete would advance to a higher height only if the protest or subsequent appeal is upheld, the Referee may allow the athlete to continue competing to preserve the rights of all concerned. The protested performance of the athlete and any other performance achieved while competing under protest will become valid only if a subsequent decision to that effect is made by the Referee or an appeal to the Jury of Appeal are made and are allowed.
 - 16.8.3. If one or more athlete(s) is permitted by the Referee to continue in a competition under protest in accordance with Rule 146.4(b), such athletes shall compete in subsequent rounds before all other continuing in the competition and if more than one, in the same relative order according to the original draw.
- 16.9. **PROTESTS AFTER THE COMPETITION**

Protests concerning the result or conduct of an event shall be made within 30 minutes of the official announcement of the result of that event. The Organising Committee of the competition shall be responsible for ensuring that the time of the announcement of all results is recorded.
- 16.10. **JURY OF APPEAL**
 - 16.10.1. A Jury should be appointed at competitions in the interest of the proper conduct of the competitions.
 - 16.10.2. The primary functions of the Jury shall be to deal with all appeals under Rule 146, and with any matters arising during the course of the competition which are referred to it for decision.
 - 16.10.3. A Jury of Appeal should consist of three, five or seven persons. One of its members shall be the Chairman and another, the Secretary. If and when considered as appropriate, the Secretary may be a person not included in the Jury.
 - 16.10.4. In instances where there is an appeal relating to Rule 230 (Race Walking), at least one member of the Jury shall be a current member of the Panel of the Federation's Race Walking Judges.
 - 16.10.5. Members of the Jury of Appeal shall not be present during any deliberations of the Jury concerning any Appeal that affects, directly or indirectly, an athlete affiliated to his own Member Federation.
 - 16.10.6. The chair of the Jury shall ask any member implicated by this Rule to withdraw, in the event the Jury member has not already done so.

17. BIBLIOGRAPHY

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- 17.4. The Referee, Athletics France, 33 avenue Pierre de Coubertin – 75640, Paris, France