

General Field Event Procedures

I. ANNOUNCING the Event.

A. **FIRST Call.** (e.g.: "5th Grade Girls, Long Jump, First Call".)

1. FIRST call can be made half-way through third sequence of official jumps (or throws) for prior competing group, OR 10 minutes before scheduled start.
2. The Judge in charge of each field event should coordinate with the Meet Announcer in making the FIRST Call, as well as the subsequent SECOND and FINAL Calls, so as to adequately inform all participants as to that event's status.

B. **SIGN-UP** the Competitors.

1. Record first & last name, and school,...clearly!
2. Inform competitors that they will compete in the SAME SEQUENCE in which they are signed-up,... for practice AND official attempts. Line up athletes, as that will reduce confusion (& quicken the day).
If the sign-up sheet is listed by school, inform competitors of the order.
3. As competitors are signed up, start running the two (2) allowable practice attempts.
4. Clarifications & exceptions:
 - a. Competitor does NOT have to personally sign-in for event; coach or teammate may arrange it.
 - b. Field event participants may NOT be added or changed after FIRST competitor begins event "official" tries.
 - c. Ask whether anyone has a conflicting event and right it down on the scoresheet: are they competing in another field event that is being run at this same time? If so, explain procedure that allows the athlete to perform any or all official attempts out-of-sequence.
- **Exception:** (High Jump crossbar will NOT be lowered for a late-arriving competitor).
 - d. No athlete is allowed to compete in an event AFTER all other competitors have finished, unless he or she is physically present as the last other competitor finishes.
 - e. To assist in running each event more timely, a volunteer working at each event should begin the sign-up process for the next scheduled group of competitors once the group currently competing has begun their 3rd or final round of attempts.

C. **SECOND Call.** (e.g., "5th Grade Girls, Long Jump, Second Call".)

Make this announcement half-way through sign-ups.

D. **FINAL Call.**

Make this announcement half-way through practice attempts, so that all coaches and athletes at the event site are aware of the event status.

E. **Event sign-ups are CLOSED.**

Announce this when all practice attempts completed, so that all coaches and athletes at the event site

II. OFFICIAL COMPETITION.

- A. Competing sequence, per the sign-up & scoring form
- B. Announce name of next competitor :(e.g., “Jones up, Smith on deck”.)
- C. Participant is allowed three (3) official attempts. (2 Attempts in Co-Ed Relays)
- D. ANNOUNCE scored distance or height, for each try.
 - Scorekeeper to REPEAT (LOUDLY) the score, as it is reported by the measuring official.
- E. Head Field Judge will be assigned, to resolve disputes & to ensure event is officiated properly.

III. Conflicts

A. General Information

1. A conflict arises when an athlete is competing in 2 or more field events that are occurring (being run) at the same time.
2. Events where conflicts occur :
 - a. Shot Put and Triple Jump
 - b. Long Jump, Javelin/Discus, and High Jump
3. Conflict with Field Events and Running Events should never occur.
4. The first rotation should be finished before the second one begins. There is no conflict between grade rotations.
5. Please note that a conflict may only be directly connected to the Meet (with the events stated above), Religious Ceremony (Confirmation, First Communion, etc.), or School Function (ie. School Play, School Band Concert, etc.)
6. Conflicts do not include any event outside of the actual track meet (ie. Basketball, Volleyball, Soccer, Lacrosse, Baseball, Softball, Birthday Party, etc.)

B. Conflict Procedures

1. The judge is informed of the conflict by athlete or coach when signing in.
2. Athlete (with conflict) will go to the throwing event (shot put, javelin, or discus) and will complete the two practice throws and three official throws before any other athlete throws their practice throws.
3. Athlete (with conflict) will go to their jumping event to complete their two practice jumps and will proceed to be placed in the normal jumping rotation.

C. Conflict Procedures Involving High Jump

1. The conflicting events are Long Jump and Javelin/Discus
2. Athlete checks into high jump, informs judge of conflict, and proceeds to get their steps.
3. Athlete goes over to their conflicting event (either long jump or javelin/discus) and they inform judge of high jump conflict.
4. The judge allows the athlete to complete their 2 practice jumps/throws and proceed to complete their 3 final jumps/throws immediately.
5. Athlete returns to high jump to compete in the event.

IV. CLOSE the EVENT

- A. Once last competitor has completed all 3 attempts, announce that event has closed.
Competitors with event conflicts will NOT get any more tries, unless present when last other competitor is finishing.
- B. Scoring judge moves to area where he or she can tally the results without interference.
 - 1. RE-CHECK the results; get it right the first time!

V. ANNOUNCE the RESULTS.

Clearly announce the results and distribute the award ribbons, BEFORE beginning the next group's competition.

VI. TURN-IN SCORE SHEETS.

Sign score sheet, verify scores legibility, and turn-in score sheets after EACH competing group. This allows Meet Director to tally TEAM points and to announce team standings in timely fashion.

VII. TRAINING of Event Officials.

The SPL strongly encourages each school to train their designated meet- workers BEFORE the day of the meet. Additionally, the SPL prohibits schools from using volunteer workers who have not graduated from the 8th grade.

Change Brief

2015-04-22 Added Conflict Section.