

## COMMON OFFICIATING MISTAKES

1. Measuring incorrectly-
  - a. Measuring Discus/Javelin to the  $\frac{1}{4}$  inch.
  - b. Measuring SP, LJ, TJ, to the whole inch.
  - c. Measuring to the wrong side of the toe board.
2. Old or imagined rules applied- Rule changes
  - a. Athlete exits HJ or PV pit before a vibrating bar falls and official calls it a good jump.
  - b. Athlete breaks the plane of the HJ or PV bar (without contacting anything) and official calls a foul.
  - c. SP, Discus, or Jav athlete exits circle or runway not under control- this is not a foul if the shot discus or jav has landed.
  - d. SP, Discus, or Javelin roll, slide, bounce on or over sector line- not a foul, the first point of contact is the only important factor
  - e. Tie Breakers. In all throws and LJ & TJ ties are broken by looking at 2nd best throws, if still tied, got to next best etc. PV and HJ – look at the number of attempts at the last height cleared, then compare total number of misses, if still tied you go to a jump off. See Rule 6-3, page 44 of rule book.
3. Finish Line
  - a. Official/coach fails to round up 13.11 is 13.2, you do not have the option to NOT round up.
  - b. Chaos at the finish line. Officials must take charge of the FL and states “I will time 1<sup>st</sup> place” and then assigns the other places. Try to have home and away coaches assigned to 2<sup>nd</sup> & 3<sup>rd</sup> place. Do not have coaches or helpers from one school time all the places. Make sure the home team has provided a recorder for the FL (this should be discussed at the pre-meet meeting).
4. Safety-
  - a. Discus, Javelin, and Shot Put areas are flagged for safety of competitors and fans. Make sure errant throws/puts cannot hit anyone. Flags/ropes create a no-mans land. Flags are not for marking the sectors.
    - i. Discus cage must protect spectators and competitors- nets with holes or hanging down so that they are ineffective must be addressed. Also, local practices such as walking through an area where implements can land must be addressed.
  - b. High Jump and Pole Vault landing systems must be secure and encased within a single cover.

- c. Inspect for holes in cover, broken or missing D rings, pallets protruding from mats.
- d. PV standards should be attached to the ground or weighted so they will not fall over.
- e. Pole vault box must be flush with runway.
- f. Check PV weight certification sheets. Keep sheets until competition is over.
- g. Use X for miss, O for clear, P for pass.
- h. State Law, NFHS and MIAA Rules require officials to stop a meet and evacuate the field in the case of thunder/lightening, 30 minutes from last flash or clap of thunder. NO EXCEPTIONS!!!
- i. Athletes may not begin warm ups until a coach or official is present at the event venue. No athlete may throw and implement without a coach or official present.
- j. Officials preside over and establish how athletes will warm up in the field events. Implements should be left on the ground until an official opens the venue for warmups.