

SHOT PUT OFFICIATING INSTRUCTIONS

(Last Updated 3/22/19)

- **What officials/judges/volunteers need to be present (Meet Director to follow-up):**
 - Head Official/Judge: (A) – Checks athletes in/out/call to Shot Put Ring; (B) instructs athletes on rules and procedures; (C) Be sure throws / fouls are recorded for each athlete before proceeding with the next athlete; (D) use the flags to control the throwing competition – white is safe to begin throw and red is halt competition until safe to proceed; and (E) Do Not call the next thrower up until you're sure all officials are ready.
 - Recorder: (A) record all throws including fouls/failures; (B) Advise Head Judge when you have completed a recordation. Do NOT allow a throw to proceed until the last throw was recorded.
 - Field Judge: (A) spot/select the first break (imprint) in ground where shot put first lands; (B) place point of stake in shot put imprint (edge of imprint closest to shot put circle); (C) make certain the tape is not twisted or tangled; (D) hold stake position until Recorder says the measurement has been recorded.
 - Measurement Judge: (A) stand to the side of the throwing circle with tape measure; (B) make certain the stake is secure on the imprint; (C) check to see the tape is not twisted; (D) stand in the throwing circle placing the tape in the center of the circle; (E) pull the tape tight and read the distance achieved at the point the tape meets the inside edge of the throwing circle; (F) measure to the closest $\frac{1}{4}$ "; (G) verbally read off the measurement twice; (H) ask the Recorder if the measurement has been recorded (verify) before removing the tape measure; (I) be certain the tape is moved outside the throwing field.
 - Shot Put Judge #1: (A) makes certain that no one is in the throwing field prior to each throw; (B) retrieves the shot put after each throw and hand (not throw) the shot put to Shot Put Judge #2.
 - Shot Put Judge #2: (A) Stands to the side of the throwing circle and determines if a foul has been committed and use red/white flag to signal (white successful throw and red is foul); (B) takes the shot put from Shot Put Judge #1 and gives it to the next contestant; (C) checks the area to be certain it is safe.
- **Inspect Throwing Circle & Equipment (Head Official to follow-up):**
 - Is the area inside the throwing circle clear of moisture / debris?
 - Is the circle boundary secure and well defined?
 - Are all shot puts available: two - 6 lb. (red ball) and two - 8 lb. (blue ball)?
 - Do you have a 50' measuring tape, and a cane/spike attached to one end of the tape?
 - Do you have one pole flag with a white flag and red flag on opposite ends?
 - Do you have a broom to sweep field of imprints?
 - Do you have Head Official's clipboard with list of events/competitors, rules? Clipboard for recorder with pencil/eraser/sharpner?
- **Register & Instruct Shot Put Athletes (Head Official to follow-up):**
 - Using the roster of athletes provided by the Head Scorer for this specific Long Jump, call off the names on the list asking each person called to step forward and show you their wrist band. Verify their Name, Athlete's Number, and School on the list.
 - If an athlete who is not on your roster asks to compete, explain that the athlete can throw in the event, but will not be scored. They must, however, be wearing a wristband to throw.
 - Instruct Competitors:
 - Each competitor is allowed one practice throw.
 - Each competitor will get three (3) throws.
 - Read "A Foul is Recorded.." below.

- Equipment: **6 lb. Shot (red)** – Boys Grade 6 and Girls Grades 6, 7 & 8
8 lb. Shot (blue) – Boys Grades 7 and 8.
- **TIES** produced by identical measurements shall be separated by the second-best performances of the tying competitors, and then the third-best if necessary.
 - If a tie still remains: Each of the competitors who tie for a particular place (e.g. 1st Place) will be given credit (rank = 1st) and team points will be split between them [e.g. 1st Place (10 points) plus 2nd Place (7 points) = 17 points / 2 = 8.5 points each for 1st and 2nd place], and then 3rd place would receive 5 points; 4th place would receive 3 points and 5th place 1 point.
 - If a tie occurs for 1st place and a new “meet record” is established for that event, each of the tied contestants will be credited with the new meet record.
- **How is a Throw Measured?**
 - The Field Judge spots/selects the first break/impact (imprint) in ground where shot put first lands, and places the point of stake in shot put imprint (edge of imprint closest to shot put circle). He holds the staked position until the Recorder says the measurement has been recorded.
 - The Measurement Judge makes certain the stake is secure on the imprint; check to see the tape is not twisted; and then moves in the throwing circle placing the tape in the center of the circle. (He then pulls the tape tight, and reads the distance achieved at the point the tape meets the inside edge of the throwing circle/board/red tape. He then verbally reads off the measurement to within the closest ¼”. He calls out the measurement twice, and asks the Recorder if the measurement has been recorded (verify) before removing the tape measure. He then makes certain the tape is moved outside the throwing field.
- **A Foul is Recorded When an Athlete:**
 - Does not pause within the circle before beginning the throwing motion.
 - Does not begin the throwing motion within sixty seconds of having his/her name called.
 - Allows the shot to drop below his/her shoulder or outside the vertical plane of his/her shoulder during the put.
 - During the throwing motion, touches, with any part of the body (including shoes);
 - the top or ends of the stopboard or red tape.
 - the top of the iron ring or white tape.
 - anywhere outside the circle.
 - Throws a shot which either falls outside the throwing sector or touches a sector line on the initial impact.
 - Leaves the circle before the shot has landed.
 - Does not exit from the rear of the half of the circle.
- **Recording Throws / Record Keeping:**
 - All throws are to be recorded to the nearest ¼”.
 - A foul or failed throw is to be recorded with an (F).
 - The athlete’s best throw is to be circled, and recorded in the “Best” column.
 - Ties are broken as noted above.
 - After all throws are made in a specific event, record the places in the “Place” column.
 - The final results of each event (e.g. Shot Put Girls – Grade 7) is to be taken via Scoring Runner to the Head Scorer. You may call the Scoring Marshal - Gerald Cody (520-260-7572) to have a Scoring Runner sent to your location. This will expedite the scoring process.