

## PART III - FIELD EVENTS

---

### 25. General Conditions – Field Events

#### *Practice Trials at the Competition Area*

- 25.1 At the competition area and before the beginning of the event, each athlete may have practice trials. In the case of throwing events, the practice trials will be in draw order and always under the supervision of the Judges.

Whilst in the past the Rules specified that there should be two practice trials for each athlete in throwing events, there is currently no such specification. Rule 25.1 of the Technical Rules should be interpreted as allowing whatever number of practice trials that may be included in the warm-up time available. Whilst for major events, two remains a standard practice, this is regarded as a minimum and should time be available and some or all of the athletes request additional practice trials, this can be permitted.

- 25.2 Once a competition has begun, athletes are not permitted to use, for practice purposes, as appropriate,

25.2.1 the runway or take-off area;

25.2.2 vaulting poles;

25.2.3 implements;

25.2.4 the circle or runway or the ground within the sector with or without implements.

However, the use of implements outside the circle or runway is prohibited at any time.

The application of this Rule should not prevent an athlete from touching, preparing or taping their vaulting pole or their selected implement in readiness for their trial provided that it does not endanger, delay or obstruct another athlete or other person. It is particularly important that the Judges interpret this Rule reasonably so as to ensure the competition proceeds in an efficient manner and the athlete is able, if they so choose, to take their trial immediately their time begins.

#### **Markers**

- 25.3 Markers, as follows:

25.3.1 In all Field Events where a runway is used, markers shall be placed alongside it, except for High Jump where the markers can be placed on the runway. An athlete may use one or two markers (supplied or approved by the Organisers) to assist them in their run-up and take-off. If such markers are not supplied, they may use adhesive tape but not chalk or similar substance nor anything which leaves indelible marks.

25.3.2 For throws made from a circle, an athlete may use one marker only. This marker may be placed only on the ground in the area immediately behind or adjacent to the circle but not on any lines or in the landing sector. It must be temporary, in position only for the duration of each athlete's own trial, and shall not impair the view of the Judges. No personal markers may be placed in or beside the landing area.

*Note: Each marker shall be composed of a single piece only.*

25.3.3 The Judges shall direct the relevant athlete to adapt or remove any marks not complying

with this Rule. If they do not, the Judges shall remove them.

*Note: Serious cases may further be dealt with under Rules 7.1 and 7.3 of the Technical Rules.*

- 25.3.4 For Pole Vault, the Organisers should place suitable and safe distance markers beside the runway at each 0.5m between the points 2.5m to 5m from the “zero” line and at each 1.0m from the 5m to the 18m point.

If the ground is wet, the adhesive tape can be fixed to the ground by drawing pins of several colours.

The requirement for each marker to be a single piece should be interpreted sensibly by the Referee. If for example the manufacturer has used two pieces connected to make a single structure which is intended to be used that way, it should be allowed. Similarly, if an athlete chooses to place both their markers in the same place or, in the case of the High Jump, an athlete who tears the tape they are given into one or more pieces to make a single marker of a different shape to stand out more clearly, these should also be acceptable.

Rule 25.3.4 of the Technical Rules is designed to assist athletes and their coaches in determining their take-off points and the progress on the runway. There is no set concept as to how they should be constructed or look – with Organisers and Referees having discretion in interpreting what is acceptable and fair within the intention of the Rule in each particular competition environment.

### ***Performance Markers and Wind Socks***

- 25.4 Performance Markers and Wind Socks, as follows:

- 25.4.1 A distinctive flag or marker may be provided to mark the existing World Record and, when appropriate, the existing Area, National or Meeting Record.
- 25.4.2 One or more wind socks should be placed in an appropriate position in all jumping events, Discus Throw and Javelin Throw, to show the athletes the approximate direction and strength of the wind.

### ***Competing Order and Trials***

- 25.5 Except where Rule 25.6 of the Technical Rules applies, or the applicable regulations provide otherwise, the athletes shall compete in an order drawn by lot.

If any athlete by their own decision makes a trial in an order different from that previously determined, Rules 7.1 and 7.3 of the Technical Rules shall be applied. In the case of a warning, the result of the trial (valid or failure) will stand.

If there is a Qualification Round, there shall be a fresh drawing of lot for the final.

- 25.6 Except for the High Jump and Pole Vault, no athlete shall have more than one trial recorded in any one round of trials of the competition.

In all Field Events, except for the High Jump and Pole Vault, where there are more than eight athletes, each athlete shall be allowed three trials and the eight athletes with the best valid performances shall be allowed three additional trials, unless the applicable regulations provide otherwise.

In the case of the last qualifying place, if two or more athletes have the same best performances,

Rule 25.22 of the Technical Rules shall be applied. If it is thus determined that there has been a tie, the tying athletes shall be allowed any additional trials, permitted by the applicable regulations.

Where there are eight athletes or fewer, each athlete shall be allowed six trials, unless the applicable regulations provide otherwise. If one or more athletes fail to achieve a valid trial during the first three rounds of trials, such athletes shall compete in subsequent rounds of trials before those with valid trials, and if more than one, in the same relative order according to the original draw.

In both cases:

- 25.6.1 the competing order for any subsequent rounds of trials shall be in the reverse ranking order recorded after the first three rounds of trials, unless the applicable regulations provide otherwise;
- 25.6.2 when the competing order is to be changed and there is a tie for any position, those tying shall compete in the same relative order according to the original draw.

*Note (i): For Vertical Jumps, see Rule 26.2 of the Technical Rules.*

*Note (ii): If one or more athletes are permitted by the Referee to continue in a competition “under protest” in accordance with Rule 8.5 of the Technical Rules, such athletes shall compete in all subsequent rounds of trials before all others continuing in the competition and if more than one, in the same relative order according to the original draw.*

*Note (iii): The regulations of the relevant governing body may specify the number of trials (provided it is no more than six) and the number of athletes which may progress to each additional round of trials after the third.*

*Note (iv): The regulations of the relevant governing body may specify that the competing order be changed again after any further round of trials after the third.*

*Note (v): In competitions held under paragraphs 1. (d) and 2. (d) of the World Rankings Competition definition, athletes may be seeded, ranked and/or allocated to competing order in accordance with the applicable regulations for the competition or any other method determined by the Organisers but preferably notified to the athletes and their representatives in advance.*

When an athlete has retired from an event either by their own decision or by a decision made in accordance with Rule 6 of the Competition Rules, they may take no further part in that event, including, in the case of Vertical Jumps, in a jump-off for first place or, in the case of Combined Events, in that particular event of the Combined Events.

In situations in the horizontal Field Events where there are more than eight athletes, only the eight athletes with the best valid performances are allowed any additional trial(s). This requires an athlete to have a measured mark recorded from a fair jump or throw in at least one of their first three trials. Where less than eight athletes achieve such a valid performance it is only those athletes who are allowed any additional trial(s) even though it will mean less than eight athletes proceeding.

### **Recording of Trials**

- 25.7 Except in High Jump and Pole Vault, a valid trial shall be indicated by the measurement taken.

For the standard abbreviations and symbols to be used in all other cases, see Rule 25.4 of the Competition Rules.

### ***Completion of Trials***

- 25.8 The Judge shall not raise a white flag to indicate a valid trial until a trial is completed. The Judge may reconsider a decision if they believe they raised the incorrect flag.

The completion of a valid trial shall be determined as follows:

- 25.8.1 in the case of Vertical Jumps, once the judge has determined that there is no failure according to Rules 27.2, 28.2 or 28.4 of the Technical Rules;
- 25.8.2 in the case of Horizontal Jumps, once the athlete leaves the landing area in accordance with Rule 30.2 of the Technical Rules;
- 25.8.3 in the case of throwing events, once the athlete leaves the circle or runway in accordance with Rule 32.17 of the Technical Rules.

### ***Qualification Round***

- 25.9 A Qualification Round shall be held in Field Events in which the number of athletes is too large to allow the competition to be conducted satisfactorily in a single round (final). When a Qualification Round is held, all athletes shall compete in, and qualify through, that round except that the relevant governing body may, for one or more events, authorise the conduct of additional qualification round(s) either at the same or at one or more earlier competitions to determine some or all of the athletes who shall be entitled to participate and in which round of the competition. Such procedure and any other means (such as achieving entry standards during a specified period, by specified placing in a designated competition or by specified rankings) by which an athlete is entitled to participate, and in which round of the competition, shall be set out in the regulations for each competition.

Performances accomplished in a Qualification Round or additional qualification round(s) shall not be considered as part of the final.

- 25.10 The athletes shall normally be divided into two or more groups such that the groups are of approximately equal strength and whenever possible so that athletes of each Member or team shall be placed in different groups. Unless there are facilities for the groups to compete at the same time and under the same conditions, each group should start its practice trials immediately after the previous group has finished.
- 25.11 It is recommended that, in competitions of more than three days, a rest day be provided between Qualification Rounds and the finals in the vertical jumping events.
- 25.12 The conditions for qualifying, the qualifying standard and the number of athletes in the final, shall be decided by the Technical Delegate(s). If no Technical Delegate(s) have been appointed, the conditions shall be decided by the Organisers. For competitions conducted under paragraphs 1. (a), (b), (c) and 2. (a), (b) of the World Rankings Competition definition, there should be at least 12 athletes in the final unless otherwise provided in the regulations for the competition.

*Note: The applicable regulations may specify how vacant positions due to withdrawals in finals may be filled in by athletes ranked next following the qualification round after those qualified.*

- 25.13 In a Qualification Round, apart from the High Jump and the Pole Vault, each athlete shall be allowed up to three trials. Once an athlete has achieved the qualifying standard, they shall not continue in the Qualification Round.
- 25.14 In a Qualification Round for the High Jump and the Pole Vault, the athletes, not eliminated after

three consecutive failures, shall continue to compete according to Rule 26.2 of the Technical Rules (including passing a trial) until the end of the last trial at the height set as the qualifying standard, unless the number of athletes for the final has been reached as defined in Rule 25.12 of the Technical Rules. Once it is determined that an athlete will be in the final, they shall not continue in the Qualification Round.

25.15 If no athletes, or fewer than the required number of athletes, achieve the pre-set qualifying standard, the group of finalists shall be expanded to that number by adding athletes according to their performances in the Qualification Round. In the case of the last qualifying place, if two or more athletes have the same best performances in the overall results of the competition, Rule 25.22 or 26.8 of the Technical Rules as appropriate shall be applied. If it is thus determined that there has been a tie, the tying athletes shall be placed in the final.

25.16 When a Qualification Round for the High Jump and Pole Vault is held in two simultaneous groups, it is recommended that the bar be raised to each height at the same time in each group.

It is important when seeding High Jump and Pole Vault qualifying groups that the requirements of Rule 25.10 of the Technical Rules are observed. The Technical Delegates and the Referee must follow closely the progress of the Qualification Rounds of the High Jump and the Pole Vault to ensure that, on the one hand, the athletes must jump (or indicate that they are passing) as long as they are not eliminated under Rule 26.2 of the Technical Rules until the qualifying standard has been reached (unless the number of athletes for the final has been reached as defined in Rule 25.12 of the Technical Rules) and, on the other hand, any tie between athletes in the overall standings in the two groups is resolved according to Rule 26.8 of the Technical Rules. Close attention must also be kept to the application of Rule 25.14 of the Technical Rules to ensure that athletes do not unnecessarily continue in the competition once it is certain that they will be in the final regardless of what may happen to the other athletes continuing to compete in the Qualification Round.

### ***Time Allowed for Trials***

25.17 The official responsible shall indicate to an athlete that all is ready for the trial to begin, and the period allowed for this trial shall commence from that moment.

For the Pole Vault, the time shall begin when the crossbar has been adjusted according to the previous wishes of the athlete.

If the time allowed elapses after an athlete has started their trial, that trial should not be disallowed.

If after the time for a trial has begun, an athlete decides not to attempt that trial, it shall be considered a failure once that period allowed for the trial has elapsed.

The following times shall not be exceeded. If the time is exceeded, unless a determination is made under Rule 25.18 of the Technical Rules, the trial shall be recorded as a failure:

### ***Individual Events***

Number of athletes remaining in the competition	High Jump	Pole Vault	Other
More than 3 athletes (or for the very first trial of each athlete)	1 min	1 min	1 min
2 or 3 athletes	1.5 min	2 min	1 min
1 athlete	3 min	5 min	-

### ***Combined Events***

Number of athletes remaining in the competition	High Jump	Pole Vault	Other
More than 3 athletes (or for the very first trial of each athlete)	1 min	1 min	1 min
2 or 3 athletes	1.5 min	2 min	1 min
1 athlete	2 min	3 min	-

### ***Consecutive Trials***

	High Jump	Pole Vault	Other
Consecutive trials	2 min	3 min	2 min

*Note (i): A clock which shows the remaining time allowed for a trial should be visible to an athlete. In addition, an official shall normally raise and keep raised a yellow flag during the final 15 seconds of the time allowed. Alternate visual indication may also be approved.*

*Note (ii): In the High Jump and Pole Vault, any change in the time period allowed for a trial, except the time specified for consecutive trials, shall not be applied until the bar is placed to a new height. In the other Field Events, except for the time specified for consecutive trials, the time limit allowed will not change.*

*Note (iii): When calculating the number of athletes remaining in the competition, this shall include those athletes who could be involved in a jump off for first place.*

*Note (iv): When only one athlete (who has won the competition) remains in High jump or Pole Vault and is attempting a World Record or other record relevant to the competition, the time limit shall be increased by one minute beyond those set out above.*

*Note (v): In Vertical Jumps, the number of athletes remaining in the competition is determined at the time the bar is raised to a new height.*

*Note (vi): The time for consecutive trials will be applied for any consecutive trial regardless of it being in the same round for a replacement trial, at the same height or consecutive heights in Vertical Jumps or when the order is changed at the end of a round of trials. The time for consecutive trials will be applied if it is longer than the time allowed for the trial based on the calculation of the number of athletes remaining in the competition. However, when an athlete, based on the calculation of the number of athletes remaining in the competition, is entitled to a longer time, then that will be applied.*

Whilst the Judges should always use a system which notifies or calls the next athlete who is to take their trial plus the one who is to follow, this is essential when the time allowed for an athlete to take their trial is one minute. They must also ensure that the competition area is completely ready for the next trial before calling the athlete and then starting the clock. The Judges, and the Referee in particular, must be fully aware of the current competition environment, including direction from Event Presentation, when deciding when to start the clock or to “time out” and call a failure.

Particular circumstances which should be taken into account are the availability of the runway for an athlete’s trial in High Jump and Javelin Throw (when Running or Race Walking Events are being held simultaneously in the same competition area) and the distance for athletes to walk to and through the cage to reach the circle to take their trial in Discus Throw and Hammer Throw.

### ***Replacement Trials***

- 25.18 If, for any reason beyond their control, an athlete is hampered in a trial and is unable to take it, or the trial cannot be correctly recorded, the Referee shall have the authority to award them a replacement trial or to re-set the time either partially or in full.

No change in the order shall be permitted. A reasonable time shall be allowed for any replacement trial according to the particular circumstances of the case. In cases when the competition has progressed before the replacement trial is awarded, it should be taken before any other subsequent trials are then made.

There are several situations in which it may be appropriate for an athlete to be given a replacement trial including where because of procedural or technical failure a trial is not measured and it is not possible for a re-measurement to be accurately made. Whilst this should be avoided by good systems and backups, with technology being used more and more provision needs to be made for when things do go wrong. As no change in the competition order should be permitted (unless the problem is not immediately discovered and the competition has continued), the Referee must decide how long should be allowed for the replacement trial taking into account the specific circumstances of each particular case.

### ***Absence during Competition***

- 25.19 An athlete may not leave the immediate area of the event during the progress of the competition, unless they have the permission of, and is accompanied by, an official. If possible, a warning should be given first, but for subsequent instances or in serious cases the athlete shall be disqualified. If an athlete subsequently is not present for a particular trial, it will be counted as a failure once the period allowed for the trial has elapsed.

### ***Change of Competition Area or Time***

- 25.20 The Technical Delegate(s) or appropriate Referee shall have the authority to change the place or time of the competition if, in their opinion, the conditions justify it. Such a change should be made only after a round of trials has been completed.

*Note: Neither the wind strength nor its change of direction is sufficient condition to change the place nor time of the competition.*

The phrase “round of trials” instead of “rounds” is designed to ensure a clear difference between a “round of trials” within a Field Event competition and a “round of the competition” (i.e. a Qualification Round or a Final).

If the conditions make it impossible to complete a round of trials before a change of place or time is made, the Technical Delegate (through the Referee) or Referee should normally void those trials already completed in that round of trials (always depending on and evaluating the conditions and the results of the trials up to the time of the interruption) and recommence the competition at the beginning of that round of trials. See also Rule 11.4 of the Technical Rules.

### ***Result***

- 25.21 Each athlete shall be credited with the best of all their trials, including, in the case of High Jump and Pole Vault, those achieved in resolving a tie for first place.

### ***Ties***

- 25.22 Except for the High Jump and Pole Vault, the second best performance of the athletes having the same best performances shall determine whether there has been a tie. Then, if necessary, the third best, and so on. If the athletes are still equal following the application of this Rule 25.22, it shall be determined to be a tie.

Except in Vertical Jumps, in the case of a tie for any place, including first place, the tie shall remain.

*Note: For Vertical Jumps, see Rules 26.8 and 26.9 of the Technical Rules.*