

## SECTION IV - FIELD EVENTS

### Rule 24: General Conditions

(Rule 180)

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

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.

COMMENT: 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 24.1 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.

2. Once a competition has begun, athletes are not permitted to use, for practice purposes,
  - a) The runway or take-off area;
  - b) Implements;
  - c) The circles or the ground within the sector with or without implements.

COMMENT: In the Long Jump or Triple Jump, athletes are not allowed to use the track for warm up when the track is being used for competition at the same time. They must stay within the immediate confines of the competition area and observe carefully the instructions of the Officials. As a Referee, an ITO must control the event site, and warn athletes who wander away from the competition area without permission. The issuance of a Yellow Card or Red Card is appropriate depending upon the circumstances.

The application of this Rule should not prevent an athlete from touching or preparing his selected implement in readiness for his 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 he so chooses to take his trial immediately his time begins.

### ***Markers***

3.

- a) In 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 LOC) to assist him in his run-up and take-off. If such markers are not supplied, he may use adhesive tape but not chalk or similar substance nor anything that leaves indelible marks;
- b) 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. 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 comprised of a single piece only.*

COMMENT: If the ground is wet the adhesive tape used for High Jump 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 of material to make a single marker which is intended to be used that way, this marker should be allowed. Similarly, if the athlete chooses to place both his markers in the same place, that is also acceptable. In the case of the High Jump, an athlete who tears the tape he is given into one or more pieces to make a single marker of a different shape to stand out more clearly, that should also be acceptable.

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

4.

- a) A distinctive flag or marker may also be provided to mark the existing World Record and,

when appropriate, the existing Regional, National or Meeting Record.

- b) One or more wind sock(s) 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***

- 5. Except where Rule 24.6 applies, the athletes shall compete in an order drawn by lot. If an athlete by his own decision makes a trial in an order different from that previously determined, Rule 2.13.5 and Rule 8.2 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.

COMMENT: If an athlete, by his own decision, makes a trial in an order different from that previously determined, he shall be warned (or disqualified in case of a second infringement) according to Rule 2.13.5 and Rule 8.2, but the result of the trial (valid or failure) will be considered in the case of a warning.

- 6. Except for the High Jump and the Seated Throwing Events, no athlete shall have more than one trial recorded in any one round of trials of the competition.

In all ambulant Field Events, except for the High Jump, 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.

COMMENT: 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 fewer 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 fewer than eight athletes proceeding.

In the case of the last qualifying place, if two or more athletes have the same best performances, Rule 24.22 shall be applied. If it is thus determined that there has been a tie, the tying athletes shall be placed in the final allowed any additional trials. In the case of a tie

in High Jump for the last qualifying place, it shall be resolved as described in Rule 24.22 below.

In Seated Throwing Events, six consecutive trials shall be staged for each athlete, which for the avoidance of doubt may be held in two or more pools. In IPC Games and IPC Competitions (Part B - 3.1.2 (a) and (b)), it is recommended that the competing order for six consecutive trials shall be in reverse ranking order recorded from the relevant list of valid performances achieved during the predetermined period.

Where there are eight athletes or fewer, each athlete shall be allowed six trials unless the applicable regulations provide otherwise. If more than one fails 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, in the same relative order according to the original draw.

In both cases:

- a) 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;
- b) 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 25.*

*Note (ii): If one or more athlete(s) is permitted by the Referee to continue in a competition under protest in accordance with Rule 50.5, such athletes shall compete in all subsequent rounds of trials before all other athletes 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): In ambulant Field Event, 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.*

**COMMENT:** This provision for a change in order after the fifth round in field events was removed in 2011. This in effect returns the Rule to the original situation that applied when change of

order was first introduced. It was considered that this provision did not add to the presentation of a competition, in fact in many cases detracting from it when the leading athlete decided there was no need to take his final trial.

## **Recording of Trials**

7. Except in High Jump, a valid trial shall be indicated by the measurement taken.

For the standard abbreviation and symbols to be used in all other case see Rule 2.20.3

## ***Completion of Trials***

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 he believes he raised the incorrect flag.

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

- a) In the case of Vertical Jumps, once the Judge has determined that there is no failure according to these Rules;
- b) In the case of Horizontal Jumps, once the athlete leaves the landing area in accordance with these Rules;
- c) In the case of throwing events for ambulant athletes, once the athlete leaves the circle or runway in accordance with these Rules;
- d) In the case of seated throwing events, once the implement has landed within the permitted zone.

**COMMENT:** This is why it is important for the judge in the field (for a Throwing Event) or landing area (for a horizontal jumping event) to ensure that there is a prism or mark in the case where a Chief Judge raises the incorrect flag in error.

## ***Qualification Rounds***

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). Where a Qualification Round is held, all athletes shall compete in, and qualify through, that round

except that the body having the control over a competition may for one or more events authorise the conduct of additional Qualification Round(s) either at the same or at one or more earlier competition(s) 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 e.g. achieving entry standards during a specified period, by specified placing in a designated competition or by 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 shall not be considered as part of the final.

**COMMENT:** While the performance will not count as part of the final, if a World Record is achieved and all other criteria as required for submission as a World Record, it can still be considered by WPA as a World Record performance.

10. The athletes shall normally be divided into two or more groups at random, but wherever possible representatives of each nation 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.
11. It is recommended that, in competitions of more than three days, a rest day be provided between qualifying competitions and the finals in the High Jump.
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 LOC. It is desirable that there should be at least 12 athletes in the final unless otherwise provided in the Regulations for the competition.

**COMMENT:** This essentially means that if there is a tie for the 12<sup>th</sup> position for a final, more than 12 may be selected for the final. While there is no “maximum” number for qualification, it would not be unusual for more than 12 athletes to be part of the final group.

13. In a Qualifying Round, apart from the High Jump, each athlete shall be allowed up to three trials. Once an athlete has achieved the qualifying standard, he shall not continue in the Qualifying Round.
14. In the Qualifying Round for the High Jump, the athletes, not eliminated after three

consecutive failures, shall continue to compete according to Rule 25.2 (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. Once it is determined that an athlete will be in the final, he shall not continue in the Qualifying Round.

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 qualifying competition. In the case of the last qualifying place, if two or more athletes have the same best distances or heights in the overall results of the competition Rule 24.22 shall be applied. If it is determined that there is still a tie, the tying athletes shall be placed in the final.
16. When a Qualifying Round for the High Jump 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 also recommended that the two groups be of approximately equal strength.

**COMMENT:** It is important when seeding High Jump qualifying groups that the requirements of Rule 24.10 and Rule 24.16 are both observed. The Technical delegates and the ITO/Referee must follow closely the progress of the qualifying rounds of the High Jump 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 25.2 until the qualifying standard has been reached (unless the number of athletes for the final has been reached as defined in Rule 24.12) and on the other hand, any tie between athletes in the overall standings in the two groups is resolved according to Rule 25.9. Close attention must also be kept to the application of Rule 24.14 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***

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.

If after the time for a trial has begun, an athlete decides not to attempt that trial, it shall be considered a failure once the 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 24.18, the trial shall be recorded as a failure:

### ***Individual Events***

Number of athletes left in the competition

	<u>High Jump</u>	<u>Others Ambulant Events</u>	<u>Seated Throw Events</u>
More than 3 (or for the very first trial of each athlete)	1min	1min	1min
2 or 3	1.5min	1min	1min
1	3min	-	-
Consecutive trials	2min	2min	1min

*Note (i): For Seated Throws Events, an extra minute shall be added between the third and fourth throws.*

**COMMENT:** In a practical sense, the Chief Judge or the Referee is in a position to allow additional time between throws if he determines that the athlete is not ready, or if the officials are not ready. For Seated Throwing the time clock should be initiated after the passing of the implement to the athlete and when the sector is ready, and officials are out of the way. This may require some sort of audible instruction from the Chief Judge to the athlete. When the athlete finishes the third throw, and the measurement is completed the time clock must be initiated for the one-minute break. During the one-minute break period the implement should not be provided to the athlete unless the athlete requests it. If the athlete asks for the implement before the one minute break has elapsed, then the time for the fourth throw shall commence immediately (i.e., at the moment the implement is handed to the athlete and when the sector is ready, and officials are out of the way).

*Note (ii): A clock that shows the remaining time allowed for a trial should be visible to an athlete. In addition, an official shall raise and keep raised, a yellow flag, or otherwise indicate, during the final 15 seconds of the time allowed.*

*Note (iii): In the High Jump, 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 raised to a new height.*

*Note (iv): When only one athlete (who has won the competition) remains in High Jump 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.*

**COMMENT:** This can be a troubling situation for Officials where more than one class of athlete has been combined for a specific competition. Where this is the case if an athlete in one class has “won the event” for his class he can ask for the bar to be moved to a height of his choosing if the Technical Specifications for the competition allow this or if the Technical Delegate determines that it is appropriate to allow this practice. This may disrupt the competition for the other class(es) within the competition.

*Note (v): For the first trial of any athlete upon entering the competition, the time allowed for such trial will be 1 minute.*

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

*Note (vii): In Field Events for Sport Classes 11 and 12 where athletes receive assistance from Callers or Escorts, the time allowed shall begin from the moment when the official responsible is satisfied that the athlete has completed the process of orientation. Should any athlete request verbal confirmation of the starting of the timing clock; an official shall give such confirmation.*

**COMMENT:** Whilst the Judges should always use a system which notifies or calls the next athlete who is to take his trial plus the one who is to follow, this is essential when the time allowed for an athlete to take his trial is 1 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 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 Track 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.

To be clear, the time limit will not change in the final round of any horizontal Field Event, once only 2 or 3 athletes remain to take their trials.

*Note (viii): If the athlete loses orientation and requires to be re-oriented, the clock shall be stopped and only restarted (to include any elapsed time already recorded) once orientation has again been completed.*

**COMMENT:** Additional time is not permitted in this situation. Time is simply suspended for the duration of the reorientation of the athlete.

*Note (ix): In Seated Throwing Events, the time allowed shall begin from the moment when the throwing implement has been presented to the athlete after the throwing frame has been fixed to the throwing circle and the athlete has been positioned and strapped on that frame.*

**COMMENT:** The time may be started earlier if the athlete has not been positioned within the allocated time period. And, where the athlete is ready, as indicated in the commentary under Note (i) on Rule 24.17, the time should start when the sector is free of officials.

It is also important to note that the count-down clock must be placed in such a position so that the athlete can see it.

### ***Substitute Trials***

18. If, for any reason beyond his 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 him a substitute 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 substitute trial according to the particular circumstances of the case. In cases when the competition has progressed before the substitute trial is awarded, it should be taken before any other subsequent trials are then made.

**COMMENT:** There are several situations in which it may be appropriate for an athlete to be given a substitute 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 substitute trial taking into account the specific circumstances of each particular case.

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

19. An athlete may not leave the immediate area of the event during the progress of the competition, unless he has 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.

COMMENT: This should not be interpreted as preventing an athlete from crossing the track to speak to his coach.

### ***Change of Competition Area***

20. The Technical Delegate or the appropriate Referee shall have the authority to change the place of the competition if, in his 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.*

COMMENT: 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.

### ***Result***

21. Each athlete shall be credited with the best of all his trials, including in the case of High Jump, those achieved in resolving a tie for the first place.

### ***Ties***

22. Except for the High Jump, 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 24.22, it shall be determined to be a tie.

Except for the High Jump, in the case of a tie for any place, including first place, the tie shall remain (See Rules 25.9, Rule 25.10).

### ***Hopping Technique***

23. For athletes in Classes T42-44 and T61-64 the hopping technique is permitted during the approach in Jumping Events.