



FIELD JUDGE – LIST OF DUTIES

FOR PROGRESSION TO LEVEL 2 AND 3

The following resource has been developed by the Home Countries Athletics Federations (HCAFs) as a guide and provide additional support to individuals progressing through the levels 2 and 3 within the Field discipline. It provides clarity on the duties that can be undertaken and experience gained in, for each level of official, to enable each official to gain the knowledge and skill sets prior to attaining the next level.

Below is a key where the individual duties have been colour-coded for each level e.g., level 2 and 3 and the types of duties that can be undertaken to progress to the next level. Practical experience across the roles can be gained at any time and this document is there for guidance and providing detailed descriptions for each role/duty. This ensures the process of learning and gaining the practical experiences is as enjoyable as possible, and that it is important that the official feels comfortable and competent to undertake the duty without any supervision in the fullness of time.

LEVEL 2	
LEVEL 3	

Working at your own pace through this resource with a mentor or a more experienced official, will enable you to perform the duties confidently and without supervision. This will, in turn, provide an opportunity for you to give support to less experienced officials who **may** also wish to progress to the next level. **If you require any assistance or additional support with this resource, please contact your Home Country Athletics Federation (HCAF) officiating lead contact.**

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FIELD JUDGE LIST OF DUTIES (FOR PROGRESSION TO LEVEL 2 AND 3)

DUTY	ROLE DESCRIPTION	
LONG JUMP / TRIPLE JUMP		
1. Chief Judge	Overall responsibility for event. Checks in athletes and ask them to mark their runups – if measuring in ‘footsteps’, this is alongside the runway. Only 2 markers allowed alongside the runway. Note on the side of the card any athletes with simultaneous events. Practice jumps – in competition order and a minimum of 2 attempts or more if time permits. Competition – call athletes up in ‘twos’ with the second athlete ‘to get ready’; any athletes returning from another event, can jump in that round if they missed their place within original jumping order, if round completed, they miss that trial. If a wind gauge is available, this may be fulfilled by the chief judge (see below for role descriptions). Give signal to take-off board judge to lift the cone at the board. Signs off results card. If call room in place, brief athletes accordingly.	
2. EDM Operator, Card 1 EDM Set-Up	Pre event, check what buttons to press to measure each jump and adjust focus accordingly so the image through the lens is clear, that the ‘crosshairs through the lens’ are visible, and the height of the machine is suitable for you. Before each trial, check the number of the athlete on the runway, measure each trial, and once the measurement has appeared on the screen, signal to the EDM spiker to remove the spike, record the measurement against each athlete. Sign results card post event. Depending on meeting type – might have to indicate position of athletes after round 3 – field referee will clarify. If no EDM is being used this person would be on tape pull-through. Make sure the tape is straight and in-line with the spike and pulled through the take-off board. Position the legs of the tripod so you are between the legs and not standing over any so that you have a clear view of the pit (including through the lens) and do not need to move whilst measuring each jump. Ask a colleague to assist with holding the EDM spike as part of the setup. Follow the instructions in the EDM box and complete a ‘check measure’, e.g., measure the distance at the pit's left or right-hand front corners. Check the EDM measurements against a manual tape measure and confirm they match. Note measurement on the card or specific sheet – e.g., check measure – 5.50m (front corner LH side of pit)	
3. Take off board, Flags	Practice – if the athlete asks, mark the foot position to the side of the board. Place a cone or stand in front of the take-off board when the pit requires to be raked during warm-up. Competition – If there is no ‘foul’ at the board, wait until athlete has left the pit to raise a white flag or for a no-jump, raise a red flag immediately but avoid making any announcement until the athlete has landed. Hold the flag up for about 3-5 seconds. Place a cone or stand in front of the take-off board after raising the flag until the pit is ready, and then remove it.	
4. Wind Gauge Operator	Pre-event, check wind gauge has been switched on and do a test measurement by pressing the ‘start’ button. This should measure the windspeed for 5 seconds. If not, seek support to get this changed. Press the start button when the athlete passes the marker/cone (placed at 40m from take-off board for Long Jump or 35m for triple jump), and record wind speed on the card against each athlete. If athlete commences their run-up before any marker/cone, press the start button when they start their run-up. If there is no minus symbol ahead of the reading, this is a positive reading. Recording the reading to the next higher tenth unless the second decimal is zero, eg +2.03 becomes +2.1 and -2.03 becomes -2.0. Post event check with card 1 and circle best trial on wind gauge card, then hand to chief judge.	
Wind Gauge Set-Up	The wind gauge should be level, 20m from the take-off board, no more than 2 metres away from/parallel to the runway, at a height of 1.22m to the centre of the measuring device’ (use a tape measure to measure the height). Ensure the arrow on the wind gauge machine facing towards the pit.	
5. Spike	From the side of the pit, judge the ‘nearest break in the sand, to the take-off board, made by any part of the body, or anything attached to the body at the time of landing’ . Approach the mark from behind and place the spike in the sand (stand in the ‘hole’ if required). Hold the spike as vertical as possible Do not remove the spike until the EDM Operator has indicated to do so. If using a tape measure – place the zero end of the tape measure against the spike and not through the loop of tape measure, make sure the tape is straight and in-line with the pull-through	

	person.	
6. Card 2, Scoreboard	Scoreboard – top row, first number, indicates the round of competition and then the athlete’s number, second row the measurement. Check athlete on the runway, record the measurement of each trial on the card, if you have one. Put measurements on the scoreboard, and, if able to, turn the scoreboard around so all spectators can see this. When clearing the scoreboard, take off distance achieved first then athletes number before adding number of the next athlete.	
7. <u>Raking & Pit Exit</u>	Warmup - take-off judge will inform when to rake between jumps. Competition - the pit must be levelled between each trial. Pit Exit – athletes first contact must be beyond their landing mark for trial to be valid. If not, signal to the take-off judge with a thumbs down to indicate the trial is invalid. Once measurement has been taken, level sand.	
8. Time Clock (if in use)	Press the start button for each trial when the cone is removed or indicated by the chief judge. Raise the yellow flag when 15 seconds remain on the clock and hold the flag up until the time has elapsed or the athlete has completed the jump. Reset the clock after each trial.	
9. Foot Sequence (TJ Only)	Check that the athlete completes the correct foot sequence (hop, step, jump), e.g., Left leg, left leg, right leg or opposite. Thumbs down to take-off judge if not to indicate the trial is invalid; the red flag should be raised. This job is normally carried out by one of the rakers.	

FIELD JUDGE LIST OF DUTIES (FOR PROGRESSION TO LEVEL 2 AND 3)

DUTY	ROLE DESCRIPTION
HIGH JUMP/POLE VAULT	
1. Chief Judge, Card 1	High Jump - Overall responsibility for event. Check-in athletes and ask them to mark their run-ups, reminding them that only 2 markers are allowed. Note on the side of the card any athletes with simultaneous events. Practice – minimum of 2 practice jumps across all heights. – alternate between left-hand side and right-hand side athletes for all heights. Ask athletes their starting height and mark on card. Competition – call athletes up in ‘twos’ with the second athlete ‘to get ready’; any athletes returning from other events can jump at that height provided 2nd attempts of other athletes have not started . When the bar has been replaced or set to the new height, signal to the judge to lift the cone (if applicable) and this also signals the time clock to start (if applicable). Sign off results card.
Chief Judge, Card 1	Pole Vault (If available) - Overall responsibility for event. Check-in athletes and ask them to mark their runups – if measuring in ‘footsteps’, this is alongside the runway and only 2 markers allowed. Note on the side of the card any athletes with simultaneous events. Practice - athletes are to specify the height and stand for each practice jump; stands remain at +80 unless asked. Ask athletes their starting height & the position of the uprights and mark on card. Competition – call athletes up in ‘twos’ with the second athlete ‘to get ready’; any athletes returning from other events can jump at that height provided 2nd attempts of other athletes have not started . The time allotted for each trial begins when the uprights are adjusted to previous wishes of the athlete. If athlete wishes to change the position of the uprights again, this is done so within the time allotted for each trial . Athletes should advise before the uprights/crossbar has been set if they wish to change position of the uprights. Signal to judge to lift the cone (if applicable). Sign off results card.
2. Uprights, Validity of Jump, Flags	High Jump - Adjust uprights to a new height, replace the bar as required and steady the bar when necessary. If an athlete touches the ground or the landing area beyond the ‘plane of the uprights,’ this is a no-jump, and a red flag is raised. If the bar moves after the athlete has cleared the bar due to the athlete making contact, wait 3-5 seconds before raising the red or white flag. Pole Vault – Adjust the position of stands according to the athlete wishes for each trial, e.g., +0 - 80cm. Use lifters to replace the bar as applicable and position it on the pegs. When using handles to put bar to new height, co-ordinate with the person on the other side so the bar is raised evenly. If an athlete does not clear the bar but touches the ground or the landing area beyond the ‘plane of the back of the box,’ with their body or the pole, this is a no-jump, and a red flag is raised. If the bar moves after the athlete has cleared the bar due to the athlete making contact, wait 3-5 seconds before raising the white or red flag. Hold the white or red flag for about 3-5 seconds.
3. <u>Card 2, Scoreboard</u>	Scoreboard – top LH number = attempts at the height, then athletes’ number, bottom row = height bar is at. Check that the athlete on the runway is correct and record each trial's clearance or no jump on the card. Turn the scoreboard round so all spectators can see this after each trial. When clearing the scoreboard, remove previous athletes’ number before adding number of the next athlete and attempt number.
4. Time Clock	Press the start button for each trial when the cone is removed or indicated by the chief judge. Raise the yellow flag when 15 seconds remain on the clock and hold the yellow flag up until the time has elapsed or the athlete has completed the jump. Reset the clock after each trial.
Pole Vault only	
Pole Plant	If the pole touches the ground or the mats beyond the back of the ‘pole plant box’ before the athlete takes off, this is a no jump, and signal with a thumbs down to the judge with flags to indicate the trial is invalid; the red flag should then be raised.
Hands-on Pole	The hands-on pole for each trial must remain the same throughout the trial. If, in the process of jumping, the athlete moves the lower hand above the upper hand before releasing the pole, this is a no jump and signal with a thumbs down to the judge with flags to indicate the trial is

invalid; the red flag should then be raised.

FIELD JUDGE LIST OF DUTIES (FOR PROGRESSION TO LEVEL 2 AND 3)

DUTY

ROLE DESCRIPTION

HAMMER / DISCUS

1. <u>Chief Judge</u>	Overall responsibility for event. Check-in athletes for the event. Note on the side of the card any athletes with simultaneous events. Practice throws in competition order and a minimum of 2 attempt or what time permits. Competition – call athletes up in ‘twos’ with the second athlete ‘to get ready’; any athletes who are returning from another event, can throw in that individual round if they missed their place within the original throwing order. If round completed, they miss that trial. For each trial, once previous throw has been measured, ensure all sector judges acknowledge the warning horn , before removing the cone and allowing the athlete to enter the circle. Move gates (hammer only) accordingly, sign off results card. If call room in place, brief athletes.
2. <u>EDM Operator, Card 1</u>	Pre event, check what buttons to press to measure each jump and adjust focus accordingly so the image through the lens is clear, that the ‘crosshairs through the lens’ are visible, and the height of the machine is suitable for you. Before each trial, check the number of the athlete in the circle, measure each trial, and once the measurement has appeared on the screen, signal to the EDM spiker to remove the spike, record the measurement against each athlete. Sign results card post event. Depending on meeting type – might have to indicate position of athletes after round 3 – field referee will clarify. If measuring manually, this role will be ‘pull through’ – go to the back of the circle and pull the tape measure through the centre of the circle for all trials, making sure tape is straight and in-line with spiker.
<u>EDM Set-up</u>	Position the legs of the tripod so you are positioned between the legs and not standing over anything so that you have a clear view of the throwing sector (including through the lens) and do not need to move whilst measuring each throw. Ask a colleague to assist with holding the EDM spike as part of the setup. Follow instructions in the EDM box and complete a ‘check measure’, e.g., at 30m sector line. Place a checkmark or an identifiable marker for the location of the checkmark. Check the EDM measurements against a manual tape measure and confirm that they match. Note measurement on the card or specific sheet – e.g., check measure – 30.01m (30m marker – RH side)
3. Front/Rear Circle, Gates	Stand outside the cage about 1-2mtrs back from the netting in line with the middle of the circle, make sure you have a good view of all of the circle. Move Gates (Hammer only). The athlete should remain entirely inside the circle during their trial and provided no other rules have been broken and the athlete leaves the circle behind the white centre lines, this is a valid throw. If there is a no throw or a valid throw, signal to the judge with the flags with a thumbs up or down, or an agreed signal, after the athlete has released the implement. Left-handed throwers (Hammer only) = right hand gate in closed position, right-handed throwers (Hammer Only) = left hand gate in closed position. (position is when looking into the sector)
4. <u>Front/Rear Circle, Flags</u>	Stand outside the cage about 1-2mtrs back from the netting in line with the middle of the circle, make sure you have a good view of all of the circle. For front/rear circle (see above). For a valid throw, listen for the implement landing and watch the athlete leaving the circle correctly before raising the white flag. Hold flag for about 3-5 seconds. Make sure the EDM operator has seen the flag.
5. <u>EDM Spike</u>	During warmup , look to see how far each athlete is throwing for guidance on where to stand. Competition – when the implement lands, move quickly to the landing point – do not take your eyes off this location until you have placed the spike at the nearest landing point to the circle. Hold the spike as vertical as possible. If using a tape measure – place the zero end of the tape through the loop of the tape measure and stand on the end of the tape with one foot. Do not remove the spike until the EDM Operator or Chief Judge has indicated to do so. When you hear the warning horn, always signal to chief judge you are ready & watching before each trial. Always stay vigilant in and around the landing area. Don’t turn your back on the athlete, when an athlete is in the circle. If implement lands on or outside the sector line, indicate this by one arm stretched out to the side.

6. <u>Card 2, Scoreboard</u>	Scoreboard – top row, first number, indicates the round of competition, and then the athlete's number, second row the measurement. check the athlete in the circle, record the measurement of each trial on the card, if you have one. Put measurements on the scoreboard, and, if able to, turn the scoreboard around so all spectators can see this. When clearing the scoreboard, take off distance achieved first then athletes' number before adding number of the next athlete.	
7. <u>Retrieve Implement, sector judge</u> <u>Hand Signal</u>	Return implements to implement trolley (do not run back with implement or throw them back). Assist spike judge with landing point if needed. When you hear the warning horn, always signal to chief judge you are ready & watching before each trial. Always stay vigilant in and around the landing area. Don't turn your back to the landing area when an athlete is in the circle. If implement lands on or outside the sector line, indicate this by arm nearest to the sector line, stretched out to the side.	
8. Time Clock (if in use)	Press the start button for each trial when the cone is removed or indicated by the chief judge. Raise the yellow flag when 15 seconds remain on the clock and hold the flag up until the time has elapsed or the athlete has completed the throw. Reset the clock after each trial.	
9. Implement Control (if in use)	Arrange implements being used in the event on the top row of the implement trolley in weight order. If implements are marked with a number, note this number on the implement sheet next to the athlete's name, ask the athlete to turn the implement to you if required before noting this down. Record every implement used for every trial by every athlete. No more than 2 implements out at a time.	
10. Implement Striking Cage	Watch the implement leaving the athlete's hand. Left-handed throwers. If the head of the hammer or the discus connects with the cage/cage netting on the right-hand side = this is a no throw. Right-handed throwers. If the head of the hammer or the discus connects with the cage/cage netting on the left-hand side = this is a no throw, (position when looking into the landing sector). Signal to judge with the flags a thumbs down or an agreed signal. The best person to see this is the time clock if being used, or chief judge.	

FIELD JUDGE LIST OF DUTIES (FOR PROGRESSION TO LEVEL 2 AND 3)

DUTY	ROLE DESCRIPTION	
JAVELIN		
1. Chief Judge	Overall responsibility for event. Check-in athletes for the event. Note on the side of the card any athletes with simultaneous events. Practice throws in competition order and a minimum of 2 attempt or what time permits. Competition – call athletes up in ‘twos’ with the second athlete ‘to get ready’; any athletes who are returning from another event, can throw in that individual round if they missed their place within the original throwing order. If round completed, they miss that trial. For each trial, once previous throw has been measured, ensure all sector judges acknowledge the warning horn , before removing the cone and allowing the athlete to throw. Watch the arc to make sure the athlete, does not touch the arc and signal with the red or white flag. Sign off results card. If call room in place, brief athletes.	
2. <u>EDM, Card 1</u>	Pre event, check what buttons to press to measure each jump and adjust focus accordingly so the image through the lens is clear, that the ‘crosshairs through the lens’ are visible, and the height of the machine is suitable for you. Before each trial, check the number of the athlete on the runway, measure each trial, and once the measurement has appeared on the screen, signal to the EDM spiker to remove the spike, record the measurement against each athlete. Sign results card post event. Depending on meeting type – might have to indicate position of athletes after round 3 – field referee will clarify. If measuring manually, this role will be ‘pull through’ – pull tape measure through 8m mark half-way up the runway, for all trials. making sure tape is straight and in-line with spiker.	
<u>EDM Set Up</u>	Position the legs of the tripod so you are positioned between the legs and not standing over anything so that you have a clear view of the throwing sector (including through the lens) and do not need to move whilst measuring each throw. Ask a colleague to assist with holding the EDM spike as part of the setup. Follow instructions in the EDM box and complete a ‘check measure’, e.g., at 30m sector line. Place a checkmark or an identifiable marker for the location of the checkmark. Check the EDM measurements against a manual tape measure and confirm that they match. Note measurement on the card or specific sheet – e.g., check measure – 30.01m (30m marker – RH side)	
3. <u>Validity</u>	During warmup, look to see how far each athlete is throwing for guidance on where to stand. Position yourself approximately 5 metres outside of the throwing sector and as low as you can get to the ground. The head of the javelin should land first; if the javelin lands flat or tail first, raise a red flag. If in doubt, give the benefit of the doubt to the athlete. When you hear the warning horn, always signal to chief judge you are ready & watching before each trial. Always stay vigilant in and around the landing area. Don’t turn your back to the landing area when an athlete is on the runway and do not sit on the grass whilst judging validity.	
4. Arm Action	Positioned alongside the top end of the runway, once an athlete has passed the official, place yourself on the middle of the runway behind the athlete. The Javelin should be thrown over the shoulder, not ‘slung or hurled’ around the shoulder; if the latter occurs, indicate to the judge on the arc with a thumbs down or agreed signal for a no-throw. You may also have to police the track if an athlete’s run-up goes onto the track.	
5. <u>EDM Spike</u>	Warmup , look to see how far each athlete is throwing for guidance on where to stand. Competition – when the implement lands, move quickly to the landing point – do not take your eyes off this location until you have placed the spike at the nearest landing point to the arc. Hold the spike as vertical as possible. If using a tape measure – place the zero end of the tape through the loop of the tape measure and stand on the end of the tape with one foot. Do not remove the spike until the EDM Operator or Chief Judge has indicated to do so. When you hear the warning horn, always signal to chief judge you are ready & watching before each trial. Always stay vigilant in and around the landing area. Don’t turn your back on the athlete, when an athlete is on the runway. If implement lands on or outside the sector line,	

	indicate this by one arm stretched out to the side.	
6. <u>Card 2, Scoreboard</u>	Scoreboard – top row, first number, indicates the round of competition, and then the athlete’s number, second row the measurement. check athlete on the runway, record the measurement of each trial on the card, if you have one. Put measurements on the scoreboard, and, if able to, turn the scoreboard around so all spectators can see this. When clearing the scoreboard, take off distance achieved first then athletes number before adding number of the next athlete.	
7. Retrieve Implement, sector judge	Return implements to implement trolley (do not run back with implement throw them back). Assist spike judge with landing point if needed. When you hear the warning horn, always signal to chief judge you are ready & watching before each trial. Always stay vigilant in and around the landing area. Don’t turn your back to the landing area when an athlete is on the runway. If javelin lands on or outside the sector line, indicate this by one arm stretched out to the side.	
8. Time Clock (if in use)	Press the start button for each trial when the cone is removed or indicated by the chief judge. Raise the yellow flag when 15 seconds remain on the clock and hold the flag up until the time has elapsed or the athlete has completed the throw. Reset the clock after each trial.	
9. Implement Control (if in use)	Arrange implements being used in the event on the implement trolley in weight order. If implements are marked with a number, note this number on the implement sheet next to the athlete’s name, ask the athlete to turn the implement to you if required before noting this down. Record every implement used for every trial by every athlete. No more than 2 implements out at a time.	

FIELD JUDGE LIST OF DUTIES (FOR PROGRESSION TO LEVEL 2 AND 3)

DUTY	ROLE DESCRIPTION	
SHOT PUT		
1. Chief Judge	Overall responsibility for event. Check-in athletes for the event. Note on the side of the card any athletes with simultaneous events. Practice throws in competition order and a minimum of 2 attempt or what time permits. Competition – call athletes up in ‘twos’ with the second athlete ‘to get ready’; any athletes who are returning from another event, can throw in that individual round if they missed their place within the original throwing order, If round completed, they miss that trial. Each trial, ensure all sector judges to acknowledge the chief judge before removing the cone and allowing the athlete to enter the circle. Signs off results card. If call room in place, brief athletes accordingly.	
2. EDM Operator	Pre event, check what buttons to press to measure each jump and adjust focus accordingly so the image through the lens is clear, that the ‘crosshairs through the lens’ are visible, and the height of the machine is suitable for you. Before each trial, check the number of the athlete on the runway, measure each trial, and once the measurement has appeared on the screen, signal to the EDM spiker to remove the spike, record the measurement against each athlete. Sign results card post event. Depending on meeting type – might have to indicate position of athletes after round 3 – field referee will clarify. If measuring manually, this role will be ‘pull through’ – go to the back of the circle, pull the tape measure through the centre of the circle for all trials, making sure tape is straight and in-line with the spiker.	
3. Rear/Front Circle + Flags	The athlete should remain entirely inside the circle during their trial – if an athlete accidentally touches the top of the rim or ground outside of the back half of the circle during the first rotation – this is not a no-throw. Any deliberate leverage or propulsion from the top rim of the circle or ground outside of the circle during the first rotation, is a no throw. If the athlete touches the top of the stopboard, the top rim of the circle or exits the circle before the white centre lines, raise a red flag immediately. It is only a valid throw, after the athlete leaves the circle once the shot has landed and then you can raise the white flag. Check with the spiker that the throw is within the sector. Hold the flag up for about 3-5 seconds.	
4. Arm Action	During practice, look at each athlete putting the shot put. The shot putt should touch or be close to the neck or chin and not behind the shoulder line or be ‘chucked’ during each competition trial. Position yourself so you have a good view of the hand in which the athlete is putting the shot put. You will have to change sides for right & left-handed throwers.	
5. Spike	During warmup, look to see how far each athlete is throwing for guidance on where to stand. Competition – when the shot-putt lands, move quickly to the landing point – do not take your eyes off this location until you have placed the spike at the nearest landing point to the circle. Hold the spike as vertical as possible. If using a tape measure – place the zero end of the tape through the loop of the tape measure and stand on the end of the tape. Do not remove the spike until the EDM Operator or Chief Judge has indicated to do so. Always signal to chief judge you are ready & watching before each trial. Always stay vigilant in and around the landing area. Don’t turn your back to the landing area when an athlete is in the circle.	
6. Card 2, Scoreboard	Scoreboard – top row, first number, indicates the round of competition, and then the athlete’s number, second row the measurement. check athlete in the circle, record the measurement of each trial on the card, if you have one. Put measurements on scoreboard, and, if able to, turn the scoreboard around so all spectators can see this. Clear scoreboard – remove distance then athletes number before putting next athletes number up.	
7. Retrieve, Implement, Sector judge	Return implements to implement trolley (do not run back with implement or throw them back). Assist spike judge with landing point if needed. Always signal to chief judge you are ready & watching before each trial. Always stay vigilant in and around the landing area. Don’t turn your back to the landing area when an athlete is in the circle. If shot putt lands on or outside the sector line, indicate this by one arm stretched out to the side.	
8. Time Clock (if in use)	Press the start button for each trial when the cone is removed or indicated by the chief judge. Raise the yellow flag when 15 seconds remain on the clock and hold the flag up until the time has elapsed or the athlete has completed the throw. Reset the clock after each trial.	
9. Implement Control (if in	Arrange implements being used in the event on the top row of the implement trolley in weight order. If implements are marked with a number, note this number on the implement sheet next to the athlete’s name, ask the athlete to turn the implement to you if required before noting this down.	

use)	Record every implement used for every trial by every athlete. No more than 2 implements out at a time.	
FIELD JUDGE LIST OF DUTIES (FOR PROGRESSION TO LEVEL 2 AND 3)		
COMPETENCY SKILLS	ROLE DESCRIPTION	
GENERAL		
Shadowing Field Referee (League/Club Open) For level 2 Field Judge	• Understanding and supporting referees in creating and undertaking a briefing to officials at a league or club open event. • Creating a simplified duty sheet of officials at a league or club open event, e.g., creating teams of officials to go around a series of field events. • Understanding the role and responsibilities of a field referee at a league/club open, e.g., checking & signing field cards, checking the progress of field events, and dealing with any questions or issues on the day, etc	
Shadowing Field Referee (Regional/County/District) For level 3 Field Judge	• Understanding and supporting referees in creating and undertaking a briefing to officials at a league or club open event. • Understanding and supporting referees in creating and undertaking a briefing to athletes if a call toom is in use. • Creating a duty sheet for officials at a regional or county/district level event, e.g., assigning officials to individual field events and duties • Understanding the role and responsibilities of a field referee at a regional/county event, e.g., checking & signing field cards, checking the progress of field events, changing of duties of officials and dealing with any questions or issues on the day, etc	

Home Country Contact Details

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For further information on the pathway for officials of track/field disciplines please click on the link below for your respective home country athletics federation

[England](#) ; [Northern Ireland](#) ; [Scotland](#) ; [Wales](#)