# **SHOT PUT**

## Legal Put

- 1. A legal put shall be made from within the circle and shall land within the prescribed sector.
- 2. A legal put shall be made from the shoulder, with one hand only, so that during the attempt the shot does not drop behind or below the shoulder.
- 3. A competitor must start from a stationary position inside the circle.
- 4. No harness or mechanical device attached to the hand or arm shall be used.
- 5. A competitor may enter the circle from any direction but must exit by the back half. A competitor may exit and re-enter the circle provided he/she does not violate the time limit.
- 6. A competitor shall pause once entering the circle/runway before he/she initiates the attempt.
- 7. A competitor shall not warm-up or compete while using an illegal implement.

## Foul Put

It is a foul if the competitor:

- 1. After stepping into the circle, fails to pause before starting the put.
- 2. After initiating the attempt, touches any surface outside the circle during a put.
- 3. Allows the shot to drop behind or below the shoulder during the put attempt.
- 4. Touches the top or end of the stop board before the put is marked.
- 5. Puts the shot so it does not fall within the sector lines.
- 6. Leaves the circle before the implement has landed.
- 7. Does not exit the back half of the circle.
- 8. Uses the "cartwheel" technique of shot putting.
- 9. Does not initiate purposeful action of completing the requirements of the athletic challenge (throw) of the event (trial) within one minute (or other prescribed time limit) after the competitor's name has been called for trial.

| # of athletes competing<br>at the start of the<br>round | Individual Events |    |          | Combined Events |    |          |
|---|-------------------|----|----------|-----------------|----|----------|
|   | HJ                | PV | Other FE | HJ              | PV | Other PE |
| More than 3   | 1                 | 1  | 1        | 1               | 1  | 1        |
| 2 or 3 remaining  | 3                 | 3  | 1        | 3               | 3  | 1        |
| 1 remaining   | 5                 | 5  | 1        | 5               | 5  | 1        |
| Consecutive Trials                                      | 2                 | 3  | 2        | 2               | 3  | 2        |

#### PENALTY: The put is not measured, but counts as a trial.

#### **Throwing Aids**

- 1. Taping may be used on the hand and fingers provided that no two fingers are taped together. The tape may be continuous and connect to the wrist, but all fingers must be able to move independently.
- 2. Taping of the wrist is permissible. A wrist wrap used in lieu of tape is acceptable and is not considered an artificial aid provided there are no hard pieces in the wrap to keep the wrist stiff.
- 3. Gloves are not permitted; however, a support belt may be worn.
- 4. To obtain a better grip, competitors are permitted to use chalk or an adhesive (or similar substance such as rosin) on their hands during competition.

#### **Preliminaries**

The Games Committee may elect to open the competitive area and specify a time by which all preliminaries shall be completed. Any competitor who does not complete all preliminary attempts within the time specified shall forfeit any remaining trials (open pit).

#### Measuring Legal Throw

- 1. Measurement shall be from the nearest edge of the first mark made by the shot to the inside edge of the stop board nearest such a mark, measured along the extended radius of the circle.
- 2. Measurements shall be recorded to the nearest lesser <sup>1</sup>/<sub>4</sub> inch or centimeter using a non-stretchable tape (fiberglass, nylon, or steel) or a certified scientific measuring device.

3. The judge shall hold the tape in such a way that the readings will be at the circle so that the competitors will immediately know the results of their efforts.

# **Breaking Ties**

When there is a tie at any distance in the finals of a field event, places and points scored shall be award as follows:

- 1. If the distance resulting from the best performance of competitors is identical, the higher place is awarded to the tying competitor whose second best performance is better from either the preliminaries or finals.
- 2. If after (1) the tie remains, the higher place is awarded to the tied competitor whose third best performance is better than the third best performance of any tied competitor, etc.