## **Javelin Activity Rules**

1. OBJECT OF THE ACTIVITY

The object of the activity is to throw the "javelin" the furthest distance, with the winner being the team of four team members which achieves the greatest total distance when the distance thrown by each team member is added together.

- 2. EQUIPMENT (Canberra Airport to supply)
  - Pool noodle "javelin"
  - Measuring tape or distance markers.
  - Suitable throwing area with a marked throwing sector.
- 3. TEAM

There will be 4 members per team.

## Gameplay:

- 1. THROWING ORDER One team member from each team will throw the javelin at a time. The throwing order will be determined by the team.
- 2. THROWING ROUNDS The competition consists of 4 throws per team. Each team member in the team will have one throw.
- 3. THROWING PROCEDURE The javelin is thrown from behind a designated throwing line. The javelin must be thrown using the overarm technique. A team member must not cross the throwing line with any part of the body in the action of throwing. If any part of the body crosses the throwing line in the action of throwing, that throw will be designated a foul and the team member will be given another attempt to throw. A team member will not be entitled to a third attempt if their second attempt is designated a foul.
- 4. MEASUREMENT After each throw, the distance from the throwing line to that part of the javelin which is the furthest from the throwing line will be measured by the Event Organiser and that distance is recorded in metres (m).
- TEAM SCORE The team score is the total distance of all four throws combined. For example, if Team A's team members throw distances of 10.3m, 9.1m, 8.6m, 11.2m, the total distance for that team would be 39.2.
- 6. WINNING TEAM Points are awarded to the teams that have the highest combined distance, second highest combined distance, and third highest combined distance. If there is a tie, the teams with the same total distance will participate in a supplementary throwing round and those additional rounds of tie-breaker throws may be used to determine placings.

- SCORING 15 points will be awarded to the highest combined distance, 10 points will be awarded to the second highest combined distance and 5 points awarded to the third highest combined distance. These points will count toward the team's overall points tally for the Event.
- 8. SPORTSMANSHIP All teams have read and agreed to the Terms and Conditions. Any team or team member who does not appear to be participating within the spirit or rules of the Event will be asked by the Event Organiser's representative to exit the Event.