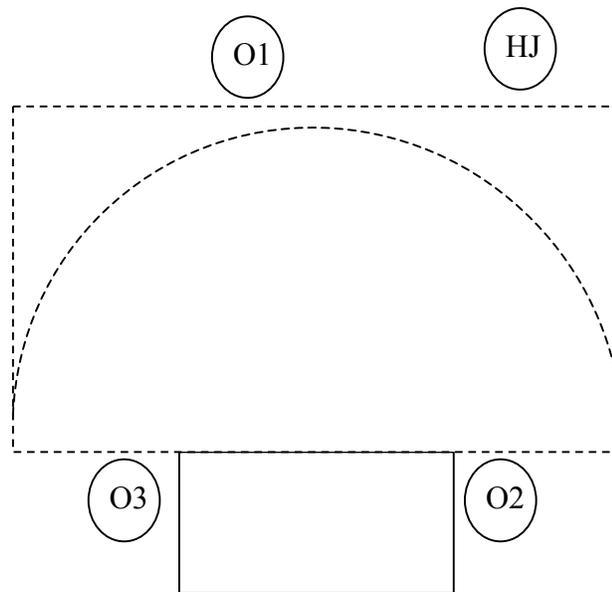


HIGH JUMP OFFICIALS AND RESPONSIBILITIES:



PIT 1:

HEAD JUDGE:

- Observes the takeoff area
- Rules on all trials
- Measures each height
- Calls the jumping order
- Marks the legal placement of the standards

OFFICIAL 1:

- Enforces the time limit
- Controls the jumping area

OFFICIALS 3 & 4:

- Determines contact with the crossbar
- Retrieve and replace the crossbar

Rule 7 Jumping Events

SECTION1 DEFINITIONS

ART. 1 . . . A trial is an attempt in a jumping event. Each competitor is allowed a specified number of trials in the horizontal events.

ART. 2 . . . A flight is a round of trials for a group of competitors in jumping event competition.

ART. 3 . . . To qualify is to win the right to participate in finals.

ART. 4 . . . A foul jump is one which is counted as a trial but which is not measured.

ART. 5 . . . Horizontal events include the long and triple jumps.

ART. 6 . . . Vertical events include the high jump and pole vault.

ART. 7 . . . The zero point for pole vault is located at the top of the back of the plant box.

SECTION2 GENERAL RULES

ART. 1 . . . The order in which competitors take their first trials shall be determined by lot or by the games committee. If weather or other conditions might result in unfairness to any competitor, the referee may alter the established order of trials.

ART. 2 . . . The time at which the preliminaries in each horizontal jumping event shall terminate should be set by the games committee. Any competitor who does not complete all preliminary attempts within the time specified shall forfeit any remaining preliminary trials.

ART. 3 . . . If there are preliminaries and finals, the order of competition in the finals shall be the reverse of the best performances in the preliminaries; i.e., the competitor having the best preliminary performance will be last in order.

ART. 4 . . . In two-session meets, it is recommended all competition in jumping events be conducted in one session.

ART. 5 . . . Contestants shall report promptly to the event judge at the designated location when the event is announced. A competitor shall initiate a trial that is carried to completion within:

a. One and one-half minutes in the pole vault.

b. One minute in all other jumping events, after being called for a trial, unless excused by the event judge to participate in some other event.

However, when three or fewer competitors remain in the competition, the high jump competitors will be allowed three minutes and those in the pole vault four minutes to initiate a jump. When one competitor remains in the high jump, he/she will be allowed up to five minutes and the pole vaulter six minutes to initiate a jump. The competitor may elect to pass a trial which must be communicated to the event judge before the clock is started.

PENALTY: An unsuccessful trial is charged.

ART. 6 . . . The head event judge may change the order of competition to accommodate those who may be excused to participate in other events. In the horizontal events, competitors may take more than one trial in succession.

ART. 7 . . . Time limit for competitors excused to compete in another event shall be determined by the games committee.

ART. 8 . . . To place in a jumping event, a competitor must have had at least one successful jump.

ART. 9 . . . Warming-up shall not be allowed in any jumping venue unless supervised by the contestant's coach or an official and, in pole vault, poles have been inspected and approved for use. At the conclusion of any jumping event, there shall be no further practice and, in the pole vault, vaulting poles shall be removed from the area. (7-5-5).

PENALTY: Warming up without the contestant's coach or event official at the site shall result in a warning and, if repeated, disqualification from that event. If the incident recurs, the athlete will be disqualified from further competition in the meet.

ART. 10 . . . Competitors in the jumping events shall not use any weights or artificial aids. They shall not wear a shoe or shoes which incorporate or contain any device that gives the competitor an unfair advantage. In addition, illegal aids shall include pushing the vaulter on his/her back at take-off in the pole vault, in the warm-ups or during competition.

ART. 11 . . . A competitor shall not use an illegal implement during warm-up or competition.

PENALTY: (Arts. 10, 11) Disqualification from the event.

ART. 12 . . . If improperly fastened supports slip downward when a jumper hits the crossbar without displacing it, the head judge of the event shall rule no jump, and allow the jumper another trial. Should the bar be displaced, it shall be a failed attempt.

SECTION3 BREAKING TIES

ART. 1 . . . A tie in a jumping event occurs when two or more competitors finish with the same distance or height.

ART. 2 . . . When there is a tie at any height or distance in the finals of a jumping event, places and points scored shall be awarded as follows:

a. For places determined by distance:

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 preliminary trials or the finals.

2. If after (a1) 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.

b. For places determined by height:

1. The competitor with the fewest number of trials for the height at which the tie occurs, i.e., the last height successfully cleared, shall be awarded the higher place.

2. If the tie still remains, the competitor with the fewest total number of unsuccessful trials throughout the competition, up to and including the height last cleared, shall be awarded the higher place.

3. Passed trials shall not count as misses.

4. If the tie remains after applying (1) and (2) and:

(a) It concerns first place, the competitors tying shall make one more attempt at the height at which they failed. If no decision is reached, the bar shall be lowered in increments of 1 inch in the high jump and 3 inches in the pole vault. If two or more of the tying contestants cleared the height, the bar shall be raised by intervals of 1 inch in the high jump and 3 inches in the pole vault. Each competitor shall attempt one trial at each height until a winner is determined.

NOTES:

1. If the height which the tied competitors last attempted is not the same, because of a passed height by one or more of the remaining competitors, the bar shall be lowered to the lowest height last attempted by any of the remaining competitors to begin the jump-off.

2. No passed heights shall be permitted in the jump-offs.

(b) The tie concerns any place other than first, the competitors shall be awarded the same place.

ART. 3 . . . In the vertical jumping events, a competitor shall be credited with his/her best achievement if it occurs in a jump-off for first place.

ART. 4 . . . If there is a tie by any number of competitors for any scoring places, the points for tied places shall be added together and divided by the number of competitors who are involved in the tie.

SECTION 4 HIGH JUMP

ART. 1 . . . The inclination in the approach shall not exceed 1:100 (1 percent).

ART. 2 . . . The approach shall consist of a semicircle or rectangle of level and unvarying surface. The center of the semicircle or rectangle is to be the midpoint between the standards. The depth of the approach should be a minimum of 50 feet.

ART. 3 . . . The landing pad shall not be less than 16 feet (4.80 meters) wide by 8 feet (2.40 meters) deep. The material in the pad shall be high enough and of a composition that will decelerate the landing. The rules committee strongly recommends the use of 24 inches (60 centimeters) of foam rubber or shock-absorbing synthetic soft material or an encased commercially compressed foam rubber mattress at least 18 inches (45 centimeters) thick. When the landing pad is made up of two or more sections, they shall be attached and include a common cover or pad extending over all sections.

ART. 4 . . . Hard and unyielding surfaces, such as but not limited to concrete, wood or asphalt, that extend out from beneath the sides and back of the high jump landing pad shall be padded with a minimum of 2-inch dense foam or other suitable material.

NOTE: It is recommended that any excess material such as asphalt or concrete that extends out from beneath the side or back of the landing pad be removed.

ART. 5 . . . The upright standards which support the crossbar shall be at least 12 feet apart. The platforms which support the crossbar shall be rectangular planes 11/2 inches by 23/8 inches. The long dimensions shall point toward the opposite upright so that it will be parallel to the crossbar. There may be an extension of the standard above the crossbar. The base of the standards shall not be moved during the competition, and its position should be marked prior to the start of competition.

ART. 6 . . . The nonmetal crossbar shall not be less than 12 feet (3.66 meters) or more than 14 feet, 10 inches (4.52 meters) in length, of uniform thickness and shall have a weight of not more than 5 pounds. It may be square with beveled edges and not more than 11/8 inches in thickness; or triangular with each face not more than 13/16 inches; or circular with a diameter of not more than 13/16 inches and with the ends flattened to a surface 13/16 inches by 6-7/4 inches (150-200 millimeters).

ART. 7 . . . The games committee shall specify the marking material, if any, as well as the number and location of the individual check marks.

ART. 8 . . . Each competitor is allowed a trial in the order in which names are drawn or assigned by the games committee, and is granted a maximum of three trials at any one height. The competitor may use all three trials or elect to pass any one of them. Unless the competitor has had three unsuccessful trials at a given height, the competitor may elect to pass a height and take the remaining trial or trials at a subsequent height, but the competitor is eliminated as soon as he/she has had three consecutive unsuccessful trials, regardless of the height or heights at which the unsuccessful trials were attempted. The decision to pass a trial shall be communicated to the event judge before the clock is started.

Example: If a competitor has one unsuccessful trial at 6 feet and elects to pass the next opportunity, the competitor may then choose to accept his/her third opportunity in the proper order. If this trial is failed, the competitor has one more opportunity at a subsequent height. The competitor may pass both the second and third opportunities at 6 feet and then have two opportunities at a subsequent height or heights. All previous failures are disregarded as soon as the competitor legally clears the bar.

ART. 9 . . . A competitor who has passed three consecutive heights after the competition has begun, may be permitted one warm-up jump without the crossbar in place but shall enter the competition at that height. Such a warm-up must be taken at a height change.

ART. 10 . . . When the number of entries dictates, the games committee may assign competitors to flights of 4 to 12 for preliminary competition or may conduct the event in continuing flights. In continuing flights, the first three to five competitors, as determined by the games committee, constitute a flight. As a contestant clears the bar, passes a turn at the height or is eliminated, the next competitor in order will be moved up so that the number of competitors in the active flight remains constant.

Example: If competitors A, B, C, D, E, F, G, H, I, J, K, L, M and N were entered, the first five (A, B, C, D and E) would be grouped to begin competition. F would be moved into the continuing flight whenever one of the competitors cleared the height, passed the remaining turns at that height or was eliminated. G would be the next competitor to move into the continuing flight under the same conditions and would be followed by H, I, J, K, L, M and N, in order. This procedure would be repeated for each height, with five the maximum number to begin an active flight. The competitors would be assigned in order as they appear on the event card.

ART. 11 . . . The judges shall place the crossbar at the starting height as determined by the games committee. If desired, a cloth marker may be placed on the crossbar for sighting purposes.

NOTE: When only one competitor remains in the competition, the competitor may determine successive heights of the crossbar.

ART. 12 . . . A competitor may attempt to clear the bar in any manner, provided the takeoff is from one foot and provided no weights or artificial aids are used. All of the competitor's body must go over the bar.

ART. 13 . . . After competition has started, the bar shall not be lowered, except to determine a first-place winner when a tie for that place is involved.

ART. 14 . . . An accurate measurement of the height of the crossbar shall be taken before each record attempt. Mark the crossbar and base of the standards to ensure consistent placement of the crossbar. Any displaced crossbar should be placed on the standards in exactly the same position as before its displacement.

ART. 15 . . . Measurements shall be recorded to the nearest lesser 1/4 inch or centimeter. Measurements shall be made with nonstretchable tape such as fiberglass, nylon, steel or certified scientific measurement device (laser). Measurement of the official height shall be from a point on the same level as the takeoff to the lowest point on the upper side of the crossbar.

ART. 16 . . . It is a foul if the competitor:

- Displaces the crossbar in an attempt to clear it.
- Touches the ground or landing area beyond the plane of the crossbar, or the crossbar extended, without clearing the bar.
- After clearing the bar, contacts the upright and displaces the crossbar or steadies the bar.
- Fails to initiate an attempt that is carried to completion within the 1 minute defined time period after being called. (See 7-2-5)
- Fails (total body) to go over the bar.

PENALTY: An unsuccessful trial is charged, but not measured.

ART. 17 . . . Breaking ties for places:

- The competitor with the fewest number of trials for the height at which the tie occurs, i.e., the last height successfully cleared, shall be awarded the higher place.
- If the tie still remains, the competitor with the fewest total number of unsuccessful trials throughout the competition, up to and including the height last cleared, shall be awarded the higher place.
- Passed trials shall not count as misses.
- If the tie remains after applying (a) and (b) and:

- It concerns first place, the competitors tying shall make one more attempt for the height at which they failed. If no decision is reached, the bar shall be lowered by one inch. If two or more of the tying competitors clear the height, the bar shall be raised by intervals of 1 inch. Each competitor shall attempt one trial at each height until the winner is determined.

NOTES:

- If the height which the tied competitors last attempted is not the same, because of a passed height by one or more of the remaining competitors, the bar shall be lowered to the lowest height last attempted by any of the remaining competitors to begin the jump-off.

- No passed heights shall be permitted in the jump-offs.

- The tie concerns any place other than first place, the competitors shall be awarded the same place.