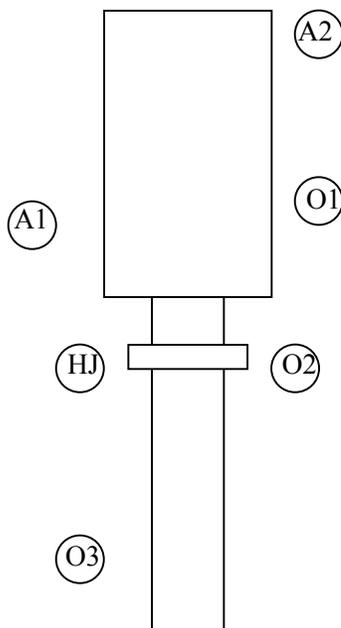


LONG JUMP AND TRIPLE JUMP OFFICIALS AND RESPONSIBILITIES



HEAD JUDGE:

- Rules on all trials
- Reads measurements
- Records results

OFFICIAL 1:

- Marks attempts
- Supervises the action around the landing pit

OFFICIAL 2:

- Pull tape

OFFICIAL 3 (the flight coordinator):

- Calls the jumping order
- Enforces the time limit

ASSISTANTS 1 AND 2:

- Level the pit

General guidelines for site preparation:

- Survey the location of the runway and the pit
- Review any potential safety issues with regard to layout and meet schedule
- Ensure that barriers have been erected to keep everyone but those officiating out of the runway or landing area
- Check to be sure that rakes, brooms, tapes, pens, watches, and so on are available
- Check the runway and normal walking areas for any tripping hazards or standing water
- Remove any marker left from previous competitions
- Check the marked area for possible interference with other events

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 6 LONG JUMP AND TRIPLE JUMP

ART. 1 . . . The inclination in the approach shall be limited to 2:100 (2 percent) laterally and 1:1000 (0.1 percent) in the jumping direction.

ART. 2 . . . The runway should have a minimum length of 130 feet and, where conditions permit, it should be 147 feet, 6 inches measured from the long jump foul line. The runway should be between 42 inches and 48 inches wide.

ART. 3 . . . Equipment shall meet the following standards: The takeoff area shall be marked by a rectangular shaped takeoff board, manufactured from wood or synthetic material which provides a firm base, 8 inches to 24 inches wide and 42 inches to 48 inches long. The takeoff board shall be set firmly in the ground level with the runway and the surface of the landing pit. If the takeoff board is 8 inches wide, an additional 8 inches of firm, resilient material may be placed so that it abuts against the edge of the takeoff board farthest from the foul line. On hard surfaced runways, a painted foul line of a contrasting color and with the same size specifications may be used in lieu of a takeoff board.

ART. 4 . . . The landing pit shall be filled with sand or other soft material to a depth that will ensure a safe landing. The surface shall have the same elevation as that of the takeoff board.

ART. 5 . . . The landing pit shall have a minimum width of 9 feet and a minimum length of 15 feet.

ART. 6 . . . The foul line is the hairline which is used to mark the limit of a competitor's run during a trial.

ART. 7 . . . The foul line shall be located by measuring from the nearer edge of the landing pit a distance of approximately:

	BOYS	GIRLS
Long Jump	12 feet	8 feet
Triple Jump	32 feet	24 feet

NOTE: Distance from foul line or takeoff board may be adjusted to accommodate different levels of competition. Competitors may change which foul line or takeoff board they are using during competition, but only with the prior notification of the event judge.

ART. 8 . . . Each competitor shall be allowed three preliminary trials. In the finals each qualifier is allowed three additional trials. In meets with limited entries, the games committee may allow all competitors just four trials. Competitors shall be credited with their best performance regardless of whether this occurs in the preliminaries or finals.

ART. 9 . . . When preliminaries are held, one or more competitors than there are scoring places shall qualify for the finals. The three preliminary trials shall be taken in flights of from 4 to 12 in the order in which the competitors are listed for competition. All competitors tying for the last position shall be finalists. To be eligible to participate in the finals, a competitor shall have had at least one legal jump in the preliminaries. If a qualifying competitor withdraws from competition in the finals, no substitute may replace the withdrawn competitor.

ART. 10 . . . Following the preliminaries, final competition in these events shall be in the reverse order of performance, in single rotation or more than one trial in succession, so that the best qualifier will compete last. In both preliminaries and finals, trials may be taken in succession to accommodate those who may be excused to participate in other events. If weather or other conditions might result in unfairness to any competitor, the referee shall alter the plan and prescribe single trials in the prelims and in the finals.

Example: A, B or C might compose the first group and D, E and F, the second. A, B and C complete their three trials before D, E and F take their first trials. Also, for larger meets, competitors in these events may be arranged in groups within which each competitor takes two trials before the next group takes its trials.

ART. 11 . . . The head event judge may change the order of competition in the preliminaries to accommodate those who may be excused to participate in other events. In the horizontal jump events, any reasonable request for a change in order should be granted. The judge may choose to permit a competitor to take preliminary and final trials in succession. A time limit should be set for completion of all preliminary trials.

ART. 12 . . . A marker shall not be placed on the runway or in the landing pit.

- A competitor may place one or two markers (supplied or approved by the games committee) alongside the runway to assist in the run-up and take-off.
- Meet management may place markers to the side of the landing pits for the purpose of marking meet, state and/or national records, as well as minimum qualifying standards, etc. (3-2-4c)

NOTE: It is not a foul if the competitor runs outside of the white lines marking the runway at any point.

ART. 13 . . . It is a foul if the competitor:

- Allows his/her shoe to extend over the foul line or make a mark in front of it on the takeoff.
- Runs across the foul line, or foul line extended.
- In the long jump, does not keep his/her head in the superior position, i.e., no somersault.
- In the triple jump, in hopping does not land on the same foot used in takeoff, or in stepping does not land on the other foot from which the jump is performed.
- In the process of landing or leaving the pit, touches the ground outside the landing nearer the foul line than the nearest mark made in the landing pit.
- Fails to initiate a trial that is carried to completion within 1 minute after being called.

PENALTY: An unsuccessful trial is charged but not measured.

ART. 14 . . . Each legal jump shall be measured perpendicularly to the foul line or its extension and from that point in the pit touched by the person or apparel of the jumper which is nearest the foul line or its extension.

ART. 15 . . . The judges shall hold the tape in such a way that the readings will be at the takeoff board.

ART. 16 . . . Measurements shall be recorded to the nearest lesser 1/4 inch or centimeter. Measurements may be made with nonstretchable tape such as fiberglass, nylon, steel or certified scientific measurement device (laser). Other scientific measuring devices may be used if approved by the games committee.

ART. 17 . . . Breaking ties for places:

- 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.
- If after (a) 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.