# HIGH JUMP OFFICIATING INSTRUCTIONS

(Last Updated 3/25/23)

- ■ **What officials/judges/volunteers need to be present:**
    - ▪ **Head Official:** (A) – Check athletes in; out, and calls to pit; (B)-Establish height of crossbar per each jump and announce same; (C)-Record all jumps including failures, and break ties, and (D) Supervise the judges and cross-bar setters assigned to your high jump pit.
    - ▪ **Field Judges (2):** (A) – Adjust the stanchions and crossbar to the height as directed by the Head Official; (B) Use a tape measurer to verify height (see Measurement below) and verbally read-off height; (C) make certain the take-off area and landing pads are free of foreign objects; (D) make certain the stanchions, crossbar and landing pads are in the exact location designated by the Head Official; (D) The landing pads have a tendency to move when the jumpers land upon them.  Make sure the landing pads are not touching the stanchions and the center of the bar is centered in relation to the overall pad.
- ■ **Inspect Pads, Stanchions, Crossbar & Equipment (Head Official):**
    - ▪ Check that all equipment (pads, stanchions, crossbar) is in good working order.
    - ▪ Inspect the take-off area and landing pad areas are free of foreign objects.
- ■ **Register & Instructions to High Jump Athletes (Head Official):**
    - ▪ **Time Limits:** A Jump must be initiated within 1 minutes after being called.
    - ▪ Competitors may exit the landing pad in any direction. Competitors must jump off of one foot.
    - ▪ Each competitor is allowed three (3) jumps per each bar height. If a competitor misses three consecutive times, that athlete is out of the competition and is given credit for the highest jump they successfully completed. This is to be recorded in the BEST column of the event score form.
    - ▪ Competitors may start at any height and may pass any height.  The decision to pass a trial/jump shall be communicated the Head Official.
    - ▪ If competitors leave to compete in another event, they may have to jump at the current height, when they come back.  The bar will not be lowered.  If a competitor is not available to attempt a jump height due to his/her competing in another event, the competitor will miss that particular height. The competitor must then attempt the height being jumped at the time when he/she returns to that competition. However, if the event (e.g. High Jump – Boys – Grade 6) is completed, when he/she returns to the jump area, he/she will not be allowed to take further jumps and will be scored based on his/her best jump prior to leaving competition.
    - ▪ Late arrivals may begin at the height in progress.  No lowering of the bar; no warm-ups or practice jumps.
    - ▪ The "suggested" starting height for the High Jump are:

        | Girls 6th Grade – 3'6" | Boys 6th Grade – 4'0" |
        | Girls 7th Grade – 3'8" | Boys 7th Grade – 4'2" |
        | Girls 8th Grade – 4'0" | Boys 8th Grade – 4'6" |

    - ▪ Once the last remaining competitor fails a final height, the officials will rank all the competitors in a particular event (e.g.,  2nd Place - High Jump – Boys – Grade 6) based on their best jump.

- ■ **TIES** shall be broken as follows:
    - ▪ The competitor with the lowest number of failed jumps at the highest height at which the tie occurs shall be awarded the higher place.
    - ▪ If the tie still remains, the competitor with the lowest total number of failures throughout the competition up to and including the height last cleared shall be awarded the higher place.
        - o If a tie still remains:

- Each of the competitors who tie for a particular place (e.g. 1st Place) will be given credit (rank = 1st) and team points will be split between them [e.g. 1st Place (10 points) plus 2nd Place (7 points) = 17 points / 2 = 8.5 points each for 1st and 2nd place], and then 3rd place would receive 5 points; 4th place would receive 3 points and 5th place 1 point.If a tie occurs for 1st place and a new "meet record".
- If a new "record" is established for that event, each of the tied contestants will be credited with the new meet record.

■ **How is the Jump Measured?**
- One face of the crossbar should be marked for identification to ensure it is placed on the stanchion in exactly the same position for every attempt.
- Measurements are recorded to the lower one-fourth (1/4") inch.
- Measure from the takeoff level to the lowest point in the upper side of the crossbar, and the measurement must be perpendicular to the crossbar and ground.
- Do NOT allow a jump to proceed until the last jump is recorded.

■ **When is a Failure Attempt Recorded?**
- If an athlete displaces the crossbar in an attempt to clear it.
- If an athlete touches the ground or landing area beyond the plane of the crossbar, or the crossbar extended, without clearing the bar.
- If after clearing the bar, the athlete contacts the upright and displaces the crossbar or steadies the bar in the completion of the jump.
- If the athlete fails to get total body over the bar.
- If the athlete uses a two footed takeoff.
- If the athlete fails to initiate a jump after being called for a jump, unless excused to participate in another event.

■ **Recording Jumps / Record Keeping:**
- Check what athletes are in attendance prior to start of event.
- Record the result sheet and call up competitors.
- Check registration number and name of athletes as they take their jump to ensure result is recorded against correct athlete.
- Results of trails should be recorded as follows:
  - A valid trial (jump) shall be indicated with the symbol "O";
  - A failure shall be indicated with the symbol "X";
  - If the athlete forgoes a trial (a "pass") it shall be indicated with the symbol "P" .
  - Make sure all athletes have a result/failure/absent in final Best column.
  - To place in the high jump a competitor must have had at least one successful jump.
  - Make sure all athletes have been given a placing (where applicable).
  - Ensure field sheet is signed by the Head Official/Judge and you the recorder.
  - Record the start and finish time of the event.
  - After each event (i.e. Boy, 6th Grade) call or text the *Scorer Marshal* – Gerald Cody (520-260-7572 ), and request a runner to pick-up the results from you. This will expedite the scoring process.
  - After you record a valid jump, call out the numbers so the person who has called out the measurement can reconfirm the measurement, and everyone is assured of the accuracy and the fact that the jump was recorded.

- **Flags: (Optional)**
  - Red flag raised is a Miss (fail).
  - White flag raised is a Make (score).
  - Yellow is raised when an athlete only has 15 seconds left to start the jump.

- **SPECIAL RECOMMENDATION:**
  - **You can officiate the event (i.e., Girls Grades 6th, 7th & 8th) as a single unit, rather than three separate events. This is more efficient. For example, the starting height for all girls would be 3'6" regardless of grade level. As the height increases the higher grades jump at their designated starting height or higher height preferred by the athlete. As the height increases, this requires the officials to go back and forth between the scoring sheets (entry rosters) to record the jumps of each athlete.**
  - **At the end of a specific height you may call-out for any athletes who may not have jumped that height. This allows for athletes who have just returned from another event, but have not had time to check-in, again, with the official.**