

LONG JUMP OFFICIATING INSTRUCTIONS

(Last Update 3/22/19)

- **What officials/judges/volunteers need to be present (Meet Director to followup):**
 - Head Official: (A) - Checks athletes in/out/calls to board; (B) records all jumps including failures, and breaks ties unless a Recorder is specifically designated for this task. Be sure each jump is recorded before proceeding to the next jumper.
 - Board Judge: (A) – Uses flag (white/red) to control when board lane is open for jumper, (B) judges whether a jump is success or failure.
 - Measurement Judge: Use tape measure and calls out measurement of successful jumps to nearest ¼”; be sure the person recording the jumps has recorded the jump you just read-off prior to removing tape from board.
 - Recorder Judge: (A) Verify the name/school/athlete # of the person making the jump; (B) record the jumpers results including failures; (C) verbally read out-loud any measurements you have made immediately after writing it on the scoring sheet.
 - Pit Judge: (1) - Spots/selects the first break (imprint) in sand made by athlete’s foot, hand or other body-part, whichever is closest to the board; (2) Places point of cane/stake in imprint (edge/portion closest to board). Tape measure is attached to stake. Hold stake position until Head Official or Recorder records jump measurement.
 - Rakers (1 or more): - Rake sand in pit to be level with jump board.
- **Inspect Board, Pit & Equipment (Head Official to follow-up):**
 - Is the Board clear of moisture/sand/debris?
 - Is the Sand Pit clear of rakes and/or debris?
 - Is the sand level with the top of the Board/Runway?
 - Is the takeoff/foul tape (white/red) secured to the Runway Board, and is it approximately 36” from the end of the Board/Runway? Red tape should be closest to the pit.
 - Do you have all the equipment? Official’s clipboard with list of participating athletes, pencil and sharpener. Cane/spike used to identify successful imprint in sand. Tape measure. Rake(s) for sand. Flag (white/red) for Board Judge.
 - Review responsibilities with other judges and volunteers.
- **Register & Instruct Long Jump Athletes (Head Official/Judge to followup):**
 - Using the roster of athletes provided by the Head Scorer for this specific Long Jump, call off the names on the list asking each person called to step forward and show you their wrist band. Verify their Name, Athlete’s Number, and School on the list.
 - If an athlete who is not on your roster and asks to compete, explain that the athlete can jump in the event, but will not be scored. They must, however, be wearing a wristband to jump.
 - Instruct Competitors:
 - “Your time limit is one minute to initiate the attempt; the clock starts when I call you up and step off the runway; there will not be a timing device to display your time.”
 - “Each athlete will be allowed one (1) practice jump.”
 - “Each athlete will be allowed three competitive (3) jumps.”
 - “Official Call Outs: The calls will be “Up”, “On Deck” “Hold”.
 - “If you see a “red” flag over the runway, do NOT run down the runway. When you see a “white” flag, you are cleared to run, but first wave or signal to the Board Judge to verify you are ready to jump.”

- “After you have completed your jump, stop by the Recorder to be certain he has recorded your name and school. Do this on all jumps whether they are success or failure.”
 - “Good luck athletes, we begin in five minutes.”
- After each event (e.g. Long Jump – Boys – Grade 6) is completed, the officials will rank all the competitors in that event based on their best jump. Each of the competitor’s best jump is to be listed in the Best Jump Column.
- **TIES** produced by identical measurements shall be separated by the 2nd best performances of the tying competitors. If a tie still exists after comparing all the tying competitors’ jumps. The competitors’ 3rd best performance will be used to break the tie. If a tie still exists: 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.
- **How is the Jump Measured?**
 - The Pit Judge places the point of the measuring stake at the first break (imprint) in the sand by the athlete’s foot, hand, or other body-part, whichever is closest to the Board/Raceway. Plant the stake firmly so it will not easily move since it has the tape measure attached to the stake.
 - The Board or Measurement Judge lines up the measuring tape perpendicular to the jump board (white/red tape). The reading should be at the point where the white and red tapes meet.
 - Regardless if the athlete takes off before the board (white/red tape), then the jump shall be measured from the break (imprint) in the sand, in a perpendicular line, to the back edge of the board take-off area (where white tape meets red tape).
 - Take measurement to the closest quarter inch (1/4”). Round down.
 - The tape measuring tape is to be kept straight and untangled.
- **When is a Foul Recorded?**
 - If any part of athlete’s foot is beyond the front edge (white tape) and touches red tape or if the entire foot is outside either end of the take-off area.
 - If after completing the jump an athlete walks back through the landing area toward the take-off area.
 - In the course of landing an athlete must not touch the ground outside the landing area nearer to the take-off point than the nearest break (imprint) in the landing area.
 - If any sort of somersault is used.
 - If an athlete takes longer than 60 seconds to begin a jump.
- **Recording Jumps / Record Keeping:**
 - All jumps are to be recorded to the nearest ¼”.
 - A foul or failed jump is to be recorded with an (F).
 - Do NOT allow a jump to proceed until the last jump was recorded.
 - The athlete’s best jump is to be circled, and recorded in the “Best” column.
 - Ties are broken as noted above.
 - After all jumps are made in a specific event, record the places in the “Place” column.
 - The final results of each event (e.g. L J Girls – Grade 7) is to be taken via Scoring Runner to the Head Scorer. You may call the Scoring Marshal - Gerald Cody (520-260-7572) to have a Scoring Runner sent to your location. This will expedite the scoring process.