



New Hampshire Track Officials Association

Vertical Jumps: High Jump and Pole Vault

Officiating Vertical Jumps

Before the Competition

- Inspect pits, standards, crossbars, runways, (poles)
- Confirm what help, if any, you will have
 - Review responsibilities with helpers
 - Stress SAFETY
- Inform the athletes what may be used for check marks
 - Games Committee (host school) determines what type of material can be used
 - No check marks on the pole vault runway
- When checking in athletes, record their opening height
- Meet with competitors and communicate information about running the event (don't assume all athletes know the rules)
 - Explain 5-alive if being used

Officiating Vertical Jumps

Breaking Ties in the High Jump and Pole Vault

- 1st Criteria
 - The competitor with the lowest number of trials for the height at which the tie occurs is awarded the higher place
- 2nd Criteria (if tie remains after 1st criteria)
 - The competitor with the fewest total misses throughout the competition including the last height cleared is awarded the higher place
- 3rd Criteria (if ties still remains after 1st and 2nd criteria)
 - If the tie is for other than 1st place, athletes will be awarded a tie and points are divided equally
 - If it is a tie for 1st place, then a “jump-off” must be held

There should NEVER be a tie for 1st place in the HJ and PV

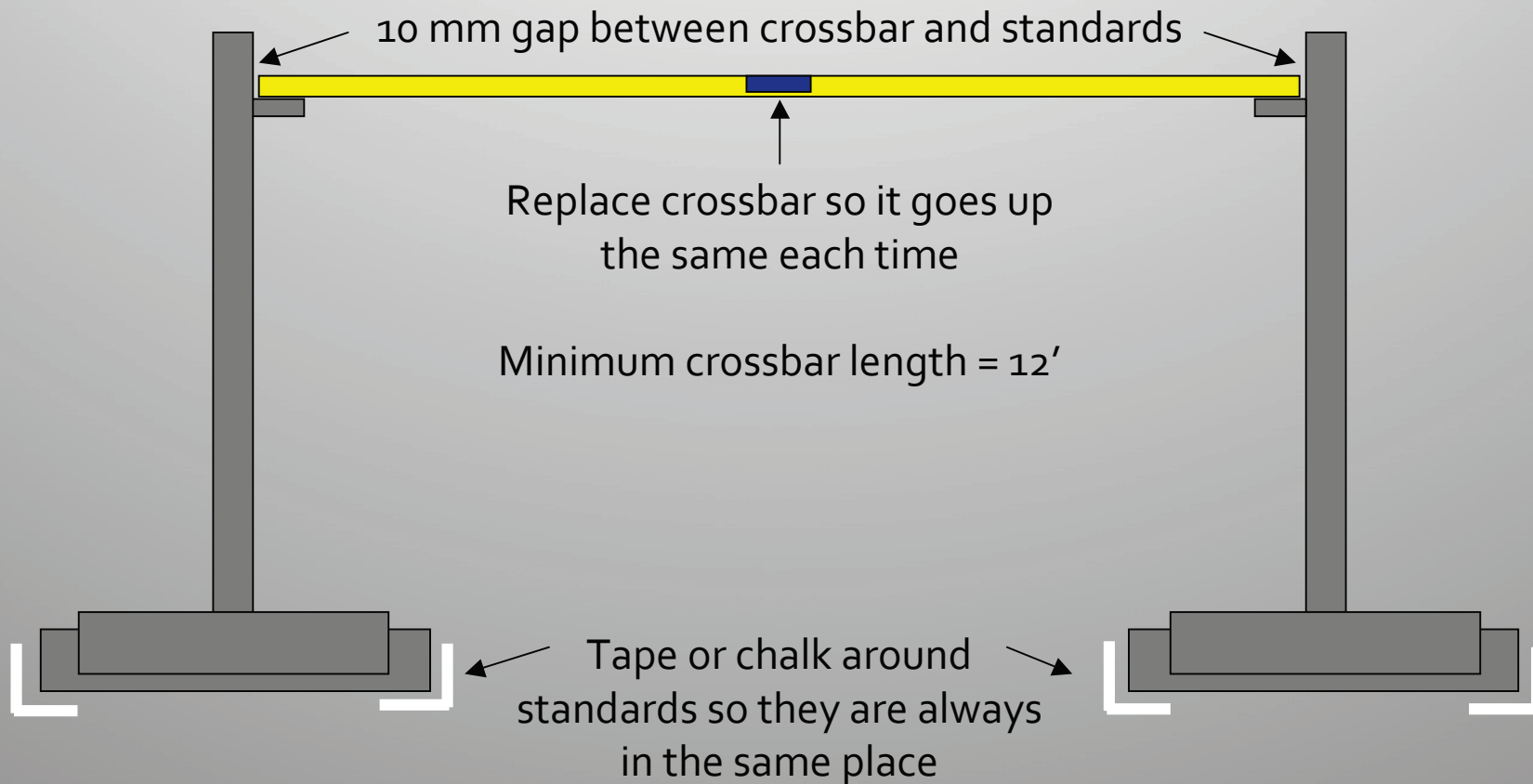
Officiating Vertical Jumps

Breaking a Tie for 1st Place

- If a tie for 1st place remains after the first two criteria, a jump-off must be held
 - Tying competitors will have one more attempt at the last height failed
 - If they both fail, the bar is LOWERED 1" in the high jump and 3" in the pole vault
 - Each competitor is given one attempt
 - If both make it, the bar is raised 1" in HJ, 3" in PV
 - If both fail, the bar is lowered again by 1" in HJ, 3" in PV
 - The bar continues to be raised, or lowered until a winner is determined
 - The winning competitor is awarded the highest height made during the competition, including the tie-breaker

Officiating the High Jump

High Jump Set-Up



Officiating the High Jump

Safety

- All hard surfaces must be padded with at least 2" of dense foam
- Landing pad must be a minimum of 16' wide x 8' deep, with a common cover
- Games Committee (host school) determines material for check marks

Officiating the High Jump

During the Competition

- Measure the bar height each time the bar is raised
 - Measurement is at the lowest point on the upper side of the crossbar
- Unsuccessful attempts:
 - Displacing the crossbar
 - Touching the ground or landing area beyond the plane of the crossbar
 - Steadying the crossbar with hands after attempt
 - Failure to initiate trial to completion within time limit

Officiating the High Jump

During the Competition (continued)

- When there is only one competitor remaining, and he/she has been declared the winner, he/she may determine the successive heights of the bar

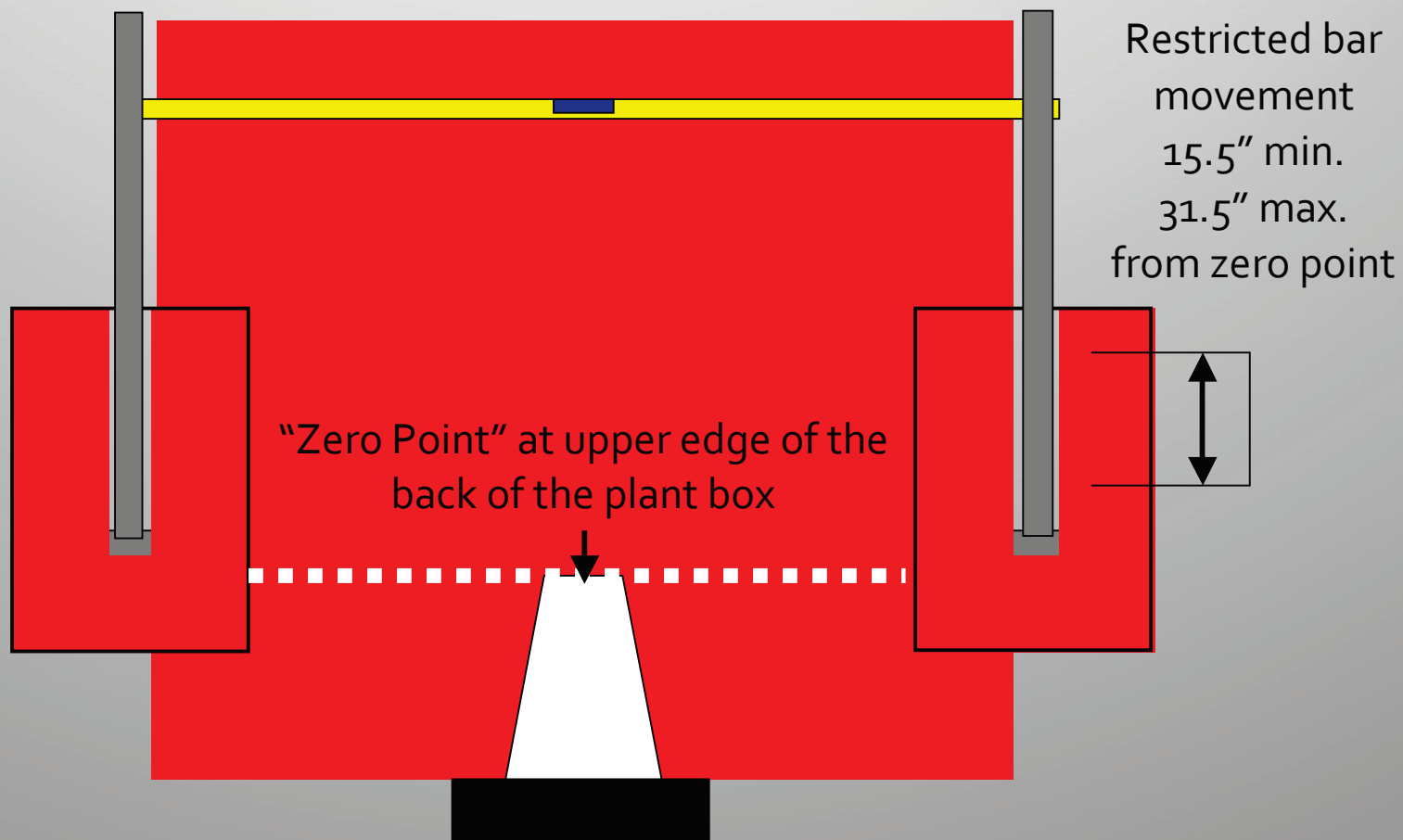
Officiating the High Jump

After the Competition

- Close the event area—no more practicing
- Confirm results are accurate
 - Make sure tie-breaking procedures have been used if needed
- Hand in results to appropriate personnel
- Return any equipment (tapes, clipboards, cones, etc)

Officiating the Pole Vault

Pole Vault Set-Up



Officiating the Pole Vault

Safety

- All hard surfaces must be padded with at least 2" of dense foam
- Standards should be secured so they don't tip over
- Landing pad must be a minimum of 19'8" wide x 20'2" deep, with a common cover
- Games Committee (host school) determines material for check marks
- No training poles or underweight poles
- Bungees may be used during warm-up if approved by the Games Committee

Officiating the Pole Vault

During the Competition

- Unsuccessful attempts:
 - Displacing the crossbar
 - Touching the ground or landing area beyond the plane of the crossbar with any part of the body or pole
 - Leaves the ground in an attempt and fails to clear the bar
 - EXCEPTION: the competitor aborts the approach and in stopping plants the pole and momentum causes the feet to come off the ground
 - Steadying the crossbar with hands after attempt
 - Touches or catches the pole preventing it from dislodging the crossbar
 - Failure to initiate trial to completion within time limit

Officiating the Pole Vault

During the Competition (continued)

- When there is only one competitor remaining, and he/she has been declared the winner, he/she may determine the successive heights of the bar
- If an athlete has passed 3 consecutive heights, he/she is allowed 2 minutes of warm-up without the bar
 - Warm-up takes place between height change

Officiating the Pole Vault

After the Competition

- Close the event area—no more practicing
- Confirm results are accurate
 - Make sure tie-breaking procedures have been used if needed
- Hand in results to appropriate personnel
- Return any equipment (tapes, clipboards, cones, etc)