



Officiating Vertical Jumps

High Jump and Pole Vault

High Jump and Pole Vault



Officiating Vertical Jumps

Before the Competition

- Inspect pits, standards, crossbars, runway/apron, pole vault poles
- Confirm what help, if any, you will have
 - Review responsibilities with your helpers
 - Stress SAFETY
- Inform competitors what and how many markers are allowed
 - Games Committee/Host School usually determines what type of marking material (tape, chalk, etc.)
 - No marks are allowed on the pole vault runway itself
- When checking in the competitors, record their opening height
- Meet with the competitors and communicate information about running the even (don't assume they all know the rules)
- Explain 5-alive if being used



Officiating Vertical Jumps

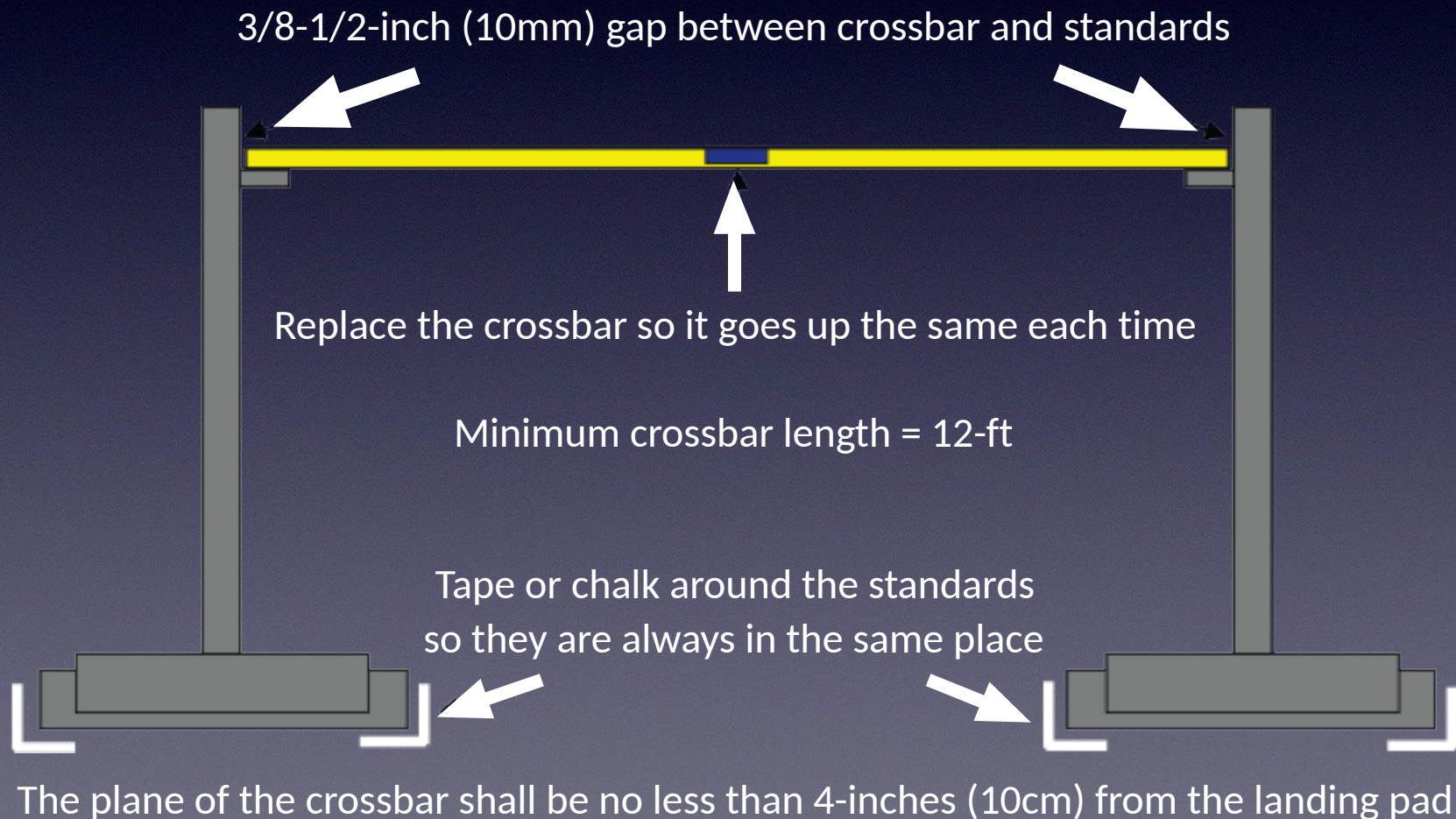
Breaking a Tie for 1st Place

- If a tie for 1st place remains after the first two criteria, a jump-off must be held
 - Tied competitors will have one more attempt at the last height each failed
 - If they both fail, the bar is LOWERED 1-inch in the high jump and 3-inches in the pole vault
 - Each competitor is given one attempt
 - If both make it, the bar is RAISED 1-inch in the high jump and 3-inches in the pole vault
 - If both fail, the bar is LOWERED 1-inch in the high jump and 3-inches in the pole vault
 - 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 (not to scale)





Officiating the High Jump

Safety

- All hard surfaces must be padded with at least 2-inches of dense foam (including anything extending out from underneath the pit)
- Landing pad must be a minimum of 16-ft wide by 8-ft 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 bar (usually in the middle due to the natural sagging of the bar)
- Each athlete entering the competition after 60-minutes have elapsed is allowed 1-1/2 minutes of warmup each, without the bar
- Unsuccessful attempts:
 - Displacing the crossbar
 - Touching the ground or landing area beyond the plane of the crossbar
 - Steadying the crossbar after attempt
 - Taking off with two feet
 - Failure to initiate the trial within time limit
- 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

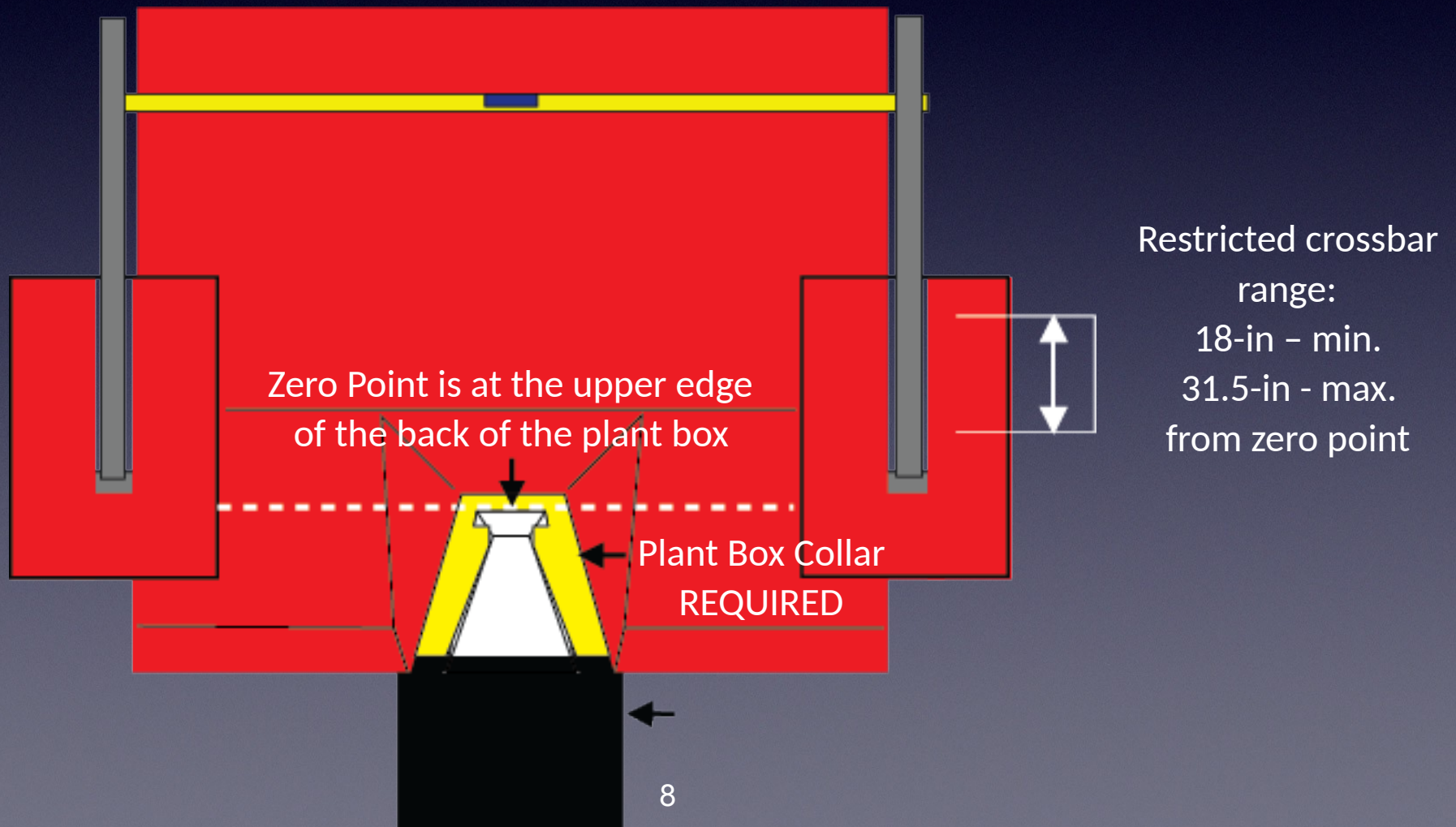
After the Competition

- Close the event area – NO MORE PRACTICING
- Confirm the 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 (not to scale)





Officiating the Pole Vault

Safety

- All hard surfaces must be padded with at least 2-inches of dense foam (including anything extending out from underneath the pit)
- Standards should be secured so they won't tip over
- Landing pad must be a minimum of 19-ft 8-in wide by 20-ft 2-in deep, with a common cover
- Games Committee (host school) determines material for check marks
- No training poles or underweight poles (warmups or competition)
- Bungees may be used during warmups if approved by the Games Committee



Officiating the Pole Vault

During the Competition

- Each athlete entering the competition after 60-minutes have elapsed is allowed 2-minutes of warmup each, without the bar
- Unsuccessful attempts:
 - Displacing the crossbar (with body or pole) from the pins on which it originally rested
 - Touching the ground or landing area beyond the plane of the top of the plant box (zero point) with the pole or any part of the body without first clearing the bar
 - Steadying the crossbar with hands or arms
 - 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
 - Touches or catches the pole preventing it from dislodging the crossbar
 - Failure to initiate the trial within time limit
- 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 Pole Vault

After the Competition

- Close the event area – NO MORE PRACTICING
- Confirm the 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.)