

HIGH JUMP OFFICIALS

- The minimum number of officials required to run the High Jump is four (4) ideally

CHIEF JUDGE

- Allocate Officials to the various positions
- Supervise the preparation of the area regarding safety, equipment and define the competition area
- Ensure that the facility complies with the rules of competition
- Prior to the commencement of competition, provide an outline of the rules of the event to the competitors and define the competition area
- Determine the starting height of the bar and advise the athletes
- Rule on the validity of the trial and indicate a fair jump with a white flag and a foul jump with a red flag (flags optional)
- Advise the athlete the reason for the foul
- Measure the bar on commencement and as it is raised and announce the new height to the competitors

OFFICIALS ONE AND TWO

- Stand well away from the uprights during trials to avoid distracting the competitors but in line with the plane of the uprights
- Replace the bar as required

OFFICIAL THREE

- Call up the competitors and record the results.
- In marking the sheet a jump is recorded as follows;
A clear jump shall be indicated as a "O"
A failure shall be indicated as a "X"
A jump not taken (pass) shall be indicated as a "-" or "P"
- Repeat the measurement called to ensure the measurement recorded is correct
 - All attempts must be recorded
 - Time the trial and indicate with a flag at one (1) minute, in accordance with the rules of competition

SAFETY

- Ensure that the take-off area is inspected for foreign objects prior to the event commencing
- All athletes are to be advised to jump so that they land in the centre of the bags (landing area)
- The minimum landing area is 4m long x 2.5m wide x 0.4m deep

HIGH JUMP OFFICIALS' DUTIES

Check in at Meet Site

- Get Score sheet(s) for HJ competition and ribbons (in the event package)
- Get measuring tape
- Find out who is the Field Referee
- Coaches and Officials Meeting ---- Get meet information
- Confer with Field Referee or Meet Convenor---Opening heights for boys/girls

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Equipment List

- Event Package containing competitor list, officials' notes, award ribbons
- Clipboard
- . Rule Book (These notes)
- . Pens/Pencils
- . White Athletic Tape / Duct Tape
- . Tape Measure
- . Stop watch and Regular watch
- . Plastic bag (for clip board in case of inclement weather)
- . Small Step ladder (if you CANNOT comfortably reach 7')
- Broom to sweep area
- Folding chair , umbrella
- Appropriate Apparel for the weather--- raingear, hat, sunblock ...

Inspect Area

- Check that all equipment is in good order
- pads , pad cover, standards, crossbar, score sheets
- . Check surrounding area for obstacles and remove,
- . Sweep debris from the area
- . Check crossbar (make sure it is straight) Check with Field Referee for alternate
- . Measure initial starting height on standards and crossbar (middle of crossbar / lowest point).
- One face of the crossbar should be marked for identification to ensure it is placed on the standards in exactly the same position for every attempt.

Check in the competitors

- Check for any athlete who may be at a track event at check in and any who may have to interrupt their attempts to go to a track event
- DNS beside name of any competitors who do not check in.
- There should be no write-in athletes or substitutions unless they appear with a signed sheet.
- Introduce other officials

Before Competition begins, call athletes together and review the rules

- . Proper Uniform
- . Opening heights - verify the height the athlete will enter the competition
- . Clarify the event rules--- Number of jumps
- . Must begin their attempt 60 seconds after being called

- Track events take precedence -allow up to ten minutes after the completion of the track event Shift the order but athlete must join into the round that is in progress (the athlete may miss the round(s) however:
- Athletes must report before the final trial in the third round to be eligible to compete in the event. (OFSAA rule) To place in the high jump a competitor must have had at least one successful jump.

STARTING HEIGHTS

BOYS

Midget 1.40 m

Junior 1.45 m

Senior 1.50 m

GIRLS

Midget 1.05m

Junior 1.10 m

Senior 1.15 m

The chief high jump judge may modify the starting heights with the approval of the field referee or meet convenor. Raising the bar increments can be predetermined and announced to the athletes

Suggestion: Raise the bar 5cm for each round until 6 jumpers then raise by 4 cm. For 4 jumpers raise by 3cm. For 3 jumpers raise by 2cm. When only one competitor remains in the competition, the competitor may determine successive heights of the crossbar.

- Each competitor is allowed a maximum of three trials at any one height.
- All of the competitor's body must go over the bar.
- A competitor is eliminated when they have had three consecutive unsuccessful trials at the one height at which the trials were attempted.
- Competitors may use all three trials or may elect to pass a height and take the remaining trial or trials at a subsequent height.
- The decision to pass a trial must be communicated to the chief judge before time is started.

Fouls (Failed attempts)

- Two foot takeoff
- Fails to initiate a trial carried to completion within 1 minute after being called for a trial, unless excused to participate in another event.
- Displaces crossbar
- After clearing the bar, contacts the standard and displaces the crossbar or steadies the bar.
- Touches ground or landing area beyond plane of crossbar without clearing bar
- Fails (total body) to go over the bar.

Ties (Tie Breaking Criteria)

1. Fewest number of attempts at which tie occurs
 2. Next, fewest number of total misses up to the height of the tie
- **passes do not count as misses****
- . If first place is tied – jump –off
 - . Other than first – same places---split the points
- **ONLY 5 TO ADVANCE TO SOSSA FROM ZONE (tie breaking criteria applies for 5th)**
- Jump Off for 1st place
- . 1 more attempt at last height
 - . Lower the bar 2 cm – 1 attempt until winner is determined
 - . If 2 or more clear 'lowered bar'- raise bar 2cm – 1 attempt until winner is determined

A competitor's best jump can come during a jump-off
The winner of the tie breaker does not continue jumping.

Measurement

- One face of the crossbar should be marked for identification to ensure it is placed on the standards in exactly the same position for every attempt.
- Measurements are recorded to the nearest lesser centimetre.
- Measure from the takeoff level to the lowest point on the upper side of the crossbar
- For a record attempt, measure before and after each attempt

At Meet Conclusion

- . Verify results with other jumps officials
- Gather competitors and announce places and award ribbons(Zone)
- . Finalize by signing score sheet
- . Clean up area of tape marks , and litter
- . Give results to Results Processing Desk for computer entry, scoring

Other important points

- . Be friendly, yet professional and objective
- . Be encouraging
- . Don't hesitate to consult the rules or confer with the Field Referee

VERTICAL JUMP OFFICIALS - ZONE CHAMPIONSHIP PLEASE READ CAREFULLY

Record something for every athlete listed on the sheet and every round.

There should be no write-in athletes or substitutions unless they appear with a signed sheet.

Contact the Convenor if there appears to be a problem with the entries.

If the athlete did not show put DNS beside their name.

Athletes involved in track events must check in at the field event and then go to the track event. They may be given a round or jump before they leave but they must not miss the track event or they will be considered a no show and be ineligible for competition for the rest of the day. They may return to the field event when they have completed the track event but they join in at the height or round that the event is at.

If the athlete shows and says they are scratching caution them that they are ineligible to compete for the rest of the day in all events if they do scratch. If they decide to scratch anyway make a note on the sheet beside their name and indicate with a SCR.

Indicate a Fault with an (X), a Clear with an (O), a Pass with a (-).

To place in the high jump a competitor must have had at least one successful jump. Survey the competitors to determine and set lowest jump height so that each competitor has at least one successful attempt.

Four (4) athletes advance from Zone to SOSSA. In the case of ties make sure that you have not qualified more than four athletes. If the athletes are tied you must use the criteria above break the ties.

Return your official sheets for computer entry as soon as possible after your event.

Thank you for your commitment and participation as an official.