

## Quick Guide -Vertical Jumps

The purpose of officiating is to create a fair and welcoming environment for the competition. An official is impartial, non-intrusive, and aware at all times of events in the competition area. Officials contribute to the athletes' positive experience of the event by applying the rules consistently and uniformly.

### Trials

- Prior to the competition the starting height and increments or subsequent heights are announced.
- The bar is never raised by less than
  - 2cm – HJ
  - 5cm – PV
 unless there is only one athlete remaining and they have won the competition.
- In Combined Events the bar is raised uniformly throughout the competition
  - 3cm – HJ
  - 10cm – PV

### Scoring and Ties

- – successful attempt
- X – unsuccessful attempt or fault
- – pass or did not jump
- Athletes may pass any heights or the 2<sup>nd</sup> or 3<sup>rd</sup> trial in a height
- There can be a tie for 1<sup>st</sup> place if the Meet allows.
- All ties shall be resolved as follows (in this order)
  - Higher place to the athlete
    - With the highest height
    - With the lowest number of jumps at which the tie occurs
    - Lowest total number of failures throughout the competition
- For ties concerning 1<sup>st</sup> place (if it needs to be broken)
  - 1 jump is given at the next height above the tie
  - If both are successful the bar is raised 2cm
  - If both are unsuccessful the bar is lowered 2cm
  - Competition continues as above until only one Athlete is successful

### Measurements

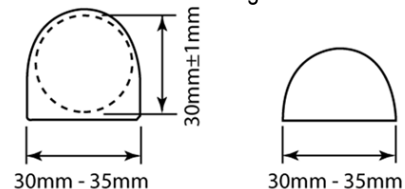
- Measurements are taken at the centre of the crossbar from the ground to the upper side of the bar.
- Measurements are taken prior to the Athletes attempting the height. When the bar is placed at a Record Height the measurement must be rechecked before each subsequent Record Attempt if the bar has been touched.

### Markers

2 markers may be used – usually tape but not chalk or similar substance. In PV the markers must be placed alongside the runway. Markers may be supplied by the competition.

### Crossbar

- HJ – 3.98m – 4.02m long
- PV – 4.48m – 4.52m long



The ends of the cross bar must have only 1 flat surface. (see figure above)  
The HJ crossbar ends should be placed a distance of 1 cm from the uprights.

### Landing Area

- HJ – 3m X 5m (min.)
- PV – 5m X 5m (min.) – this excludes the front projections.

### Runway

- HJ – 16m (width) (min.), 15m (length) (min.) At some facilities the track rail may need to be removed
- PV – 40m (min.) X 1.21m – 1.23m

### Timing

Number of Competitors	Individual Event		Combined Event	
	HJ	PV	HJ	PV
More than 3	1 minute	1 minute	1 minute	1 minute
2 or 3	1.5 minutes	2 minutes	1.5 minutes	2 minutes
1	3 minutes	5 minutes	2 minutes	3 minutes
Consecutive Trials	2 minutes	3 minutes	2 minutes	3 minutes

- Time commences when an indication is made to the Athlete that all is ready for their trial (usually the removal of a cone).
- The Timing Judge will indicate 15 sec. is remaining with the raising of a yellow flag.

## HIGH JUMP

### Site Preparation (at least 1 hour prior to start of Competition)

- Check measurements of Crossbar, Landing Area and Runway.
- Position Uprights 10cm from Landing Area (use tape at base of Uprights to mark their position)
- Place a taped line (5cm wide) from 3m outside the standards to mark the vertical plane.
- Use tape to mark the centre and front of the Crossbar.
- Calibrate the Uprights. The measurement is taken at the centre but the ends must be of a height equal to each other.
- Assign duties and positions to Judges and Volunteers.

### Address the Athletes prior to Warm-Up

- Define the Competition Area.
- Establish the practice heights (1 – 4) as time allows.
- Athletes establish their approach (place markers, run-up, no bar) 15 min.
- Warm-up with Crossbar – 15 min.
- Advise Athletes of Competition Start time.

### Address the Athletes prior to Competition

- Define the Starting Height and subsequent heights or increments.
- Define the 'Coaching Area'.
- Establish individual Athlete's Starting Height and Competition order.
- Review Timing Rules and General Rules of Competition.

### The Competition

- Athletes may pass at any height but cannot re-enter at that height after passing.
- Athletes have the option of wearing only one Competition Number on front or back as preferred.
- Athletes may wear one shoe, two shoes or no shoes.
- The Athlete must take off from one foot.
- Competitors jump in the order indicated on the start list, except as altered by the Chief Judge for an excused absence.

### Fouls

The Athlete fails if:

- After the jump, the bar does not remain on the supports because of the actions of the Athlete whilst jumping.
- He touches the ground including the Landing Area beyond the vertical plane without first clearing the bar. However, if when he jumps, an Athlete touches the Landing Area with his foot and in the opinion of the Judge no advantage is gained, the jump for that reason should not be considered a failure.
- The time allowed elapses before the Athlete commences his attempt.

## POLE VAULT

### Site Preparation (at least 90 min. prior to start of Competition)

- Check measurements of Crossbar, Landing Area and Runway.
- Position the Uprights. Moveable from the '0 Line' or 0cm (the top edge of the back of the box) to 80cm toward the Landing Area.
- An extended line (either taped or painted) should mark the '0 Line'.
- Calibrate the Uprights (see High Jump Site Preparation). The Crossbar must be brought back to the '0 Line' for the purposes of measuring the height.
- If available, place a windsock near to the Landing Area and Runway.
- Ensure that the vaulting poles and holders are stacked neatly beside the Runway.
- Assign duties and positions to Judges and Volunteers.

### Address the Athletes prior to Warm-Up

- Define the Competition Area.
- Establish the practice heights (1 – 4) as time allows.
- Athletes establish their approach (place markers, run-up, no bar) 20 min. A judge is assigned to indicate position of Athletes take-off foot.
- Warm-up with Crossbar – 25 min.
- Advise Athletes of Competition Start time.

### Address the Athletes prior Competition

- Define the Starting Height and subsequent heights or increments.
- Define the 'Coaching Area'.
- Establish individual Athlete's Starting Height, Upright Placement depth and Competition order.
- Review Timing Rules and General Rules of Competition.

### The Competition

- Athletes may pass at any height but cannot re-enter at that height after passing.
- Athletes have the option of wearing only one Competition Number on front or back as preferred.
- Athletes may wear one shoe, two shoes or no shoes.
- Wrists may be taped but there should be no tape on hands or fingers except to cover an open wound.
- A substance (often chalk) to provide a better grip may be applied to the hands and the pole.
- The use of a pole, other than by its owner, is with permission only.
- Competitors jump in the order indicated on the start list, except as altered by the Chief Judge for an excused absence.
- Athletes must inform the appropriate Judge of the desired depth placement of Uprights prior to his trial commencing. Failure to do this shall lead to the start of his time limit.
- After the release of the pole, no one including the athlete shall be allowed to touch the pole unless it is falling away from the bar or Uprights. If it is touched, however,

and the Referee is of the opinion that, but for the intervention, the bar would have been knocked off, the vault shall be recorded as a failure.

- By special arrangement at some Events, Athletes who have been waiting for 1 hour or longer but have not yet entered the Competition (because their Starting Height has not been reached) may have 1 or 2 run-throughs without a Crossbar. This is generally done just prior to the Athlete or group of Athletes entering the Competition.

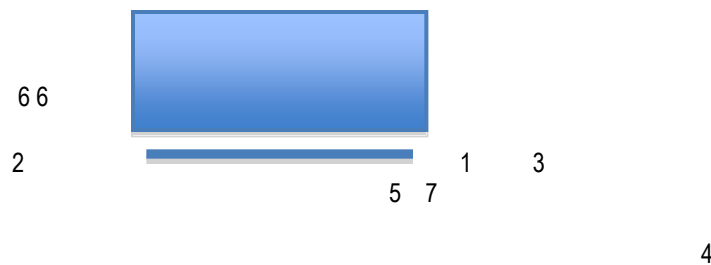
#### Fouls

The Athlete fails if:

- After the vault, the bar does not remain on the pegs because of the action of the athlete whilst vaulting.
- He touches the ground, including the landing area beyond the '0 Line' with any part of his body or with the pole, without first clearing the bar.
- After leaving the ground he places his lower hand above the upper one or moves the upper hand higher on the pole.
- During the vault an athlete steadies or replaces the bar with his hand(s).
- The time allowed elapses before the Athlete commences his attempt.

### HIGH JUMP

#### Positions and Roles of the Judges and Volunteers



- Chief**
  - Assigns roles
  - Addresses Athletes
  - Oversees Competition
  - May use 'Fair' (white) and 'Foul' (red) flags
- Pit Boss**
  - Oversees replacement, raising and measurement of Crossbar
  - Places and removes cone (to signal start of Timing)
- Chief Recorder**
  - Records Results
  - Advises Timer (as to time length for trial)
  - Consults with Call-up Judge to ensure accuracy of Results
- Call-up Judge**
  - Calls upon Athletes to take their trial

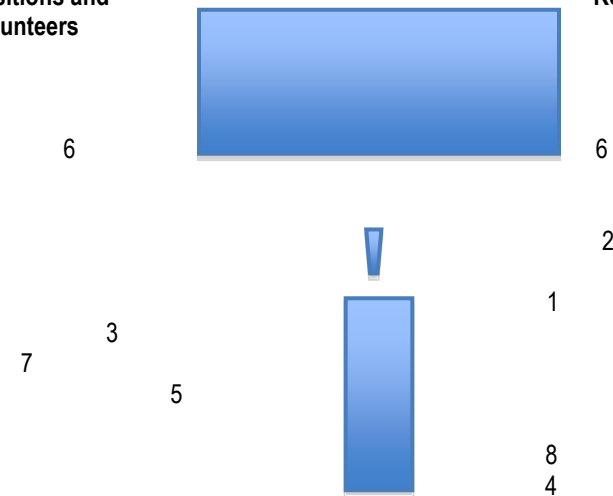
"\_\_jumping, \_\_on deck, \_\_to follow"

- Timer**
  - Keeps a record of Results
  - Consults with Chief Recorder to ensure accuracy of Results
- Bar Judge (or Volunteer)**
  - Replaces and raises the Crossbar
- Indicator Board Operator**
  - Adjusts Indicator Board to display correct height of bar

### POLE VAULT

#### Positions and Volunteers

#### Roles of the Judges and



- Chief**
  - Assigns roles
  - Addresses Athletes
  - Oversees Competition
  - May use 'Fair' (white) and 'Foul' (red) flags
- Pit Boss**
  - Oversees replacement, raising and measurement of Crossbar and depth of Standards.
  - Places and removes cone (to signal start of Timing)
- Chief Recorder**
  - Records Results
  - Keeps a record of athlete requested Standard depths
  - Advises Timer (as to time length for trial)
  - Consults with Call-up Judge to ensure accuracy of Results
- Call-up Judge**

- Calls upon Athletes to take their trial  
“ \_\_\_jumping, \_\_\_on deck, \_\_\_to follow”
  - Keeps a record of Results
  - Keeps a record of athlete requested Standard depths
  - Consults with Chief Recorder to ensure accuracy of Results
- 5 Timer
- Times the trial (begun with removal of cone)
  - Uses a yellow flag to indicate when 15 seconds of time is remaining for the trial
- 6 Bar Judge (or Volunteer)
- Replaces and raises the Crossbar, Moves the Uprights
- 7 Indicator Board Operator
- Adjusts Indicator Board to display correct height of bar
- 8 Depth Indicator Operator
- Assistant to Call-up Judge, adjusts Indicator board or cards to reflect wishes of Athlete for Standard depths