

HIGH JUMP ATHLETE INFORMATION/BRIEFING (2-3 minutes max)

Athlete check-in:

Get excused athlete information from the Games Committee. Athletes should check out before they leave for another event. If a contestant needs to go to another event they may take 1, 2, or all 3 of their jumps before they leave. The event judge can change the jumping order to achieve this. (If this is not possible you will have to wait for them to return.)

Get the starting height from the Games Committee.

EXAMPLE:

You must check-out and check back in with me. You will get ____ minutes to return. If you return before the time limit expires, and the bar has not been raised, you will get the number of trials remaining when excused. If you arrive after the time limit expired, you will be passed to the current height and will be allowed the number of trials remaining when excused.

Uniform rule:

Athletes must compete in school issued or school approved uniforms.

Undergarments (anything worn under the uniform) are not subject to uniform rule restrictions.

Each competitor shall wear shoes on both feet.

Head coverings worn for religious reason are permitted.

Conduct:

Unsporting conduct will result in disqualification from the event. This includes the use of profanity, willful failure to follow the directions of a meet official, or any action which could bring discredit to the individual or competitor's school.

Warm-ups:

The warm up time will be _____ minutes.

Reminders:

- **No** electronic devices in the competition area during warmup or competition. This includes cell phones, ear buds, headphones, and Meta glasses (glasses that have built in cameras.)
- You may view videos during the competition in an unrestricted area, such as a designated coach's box.
- Once called, you will have one minute to initiate your jump. (This will change based on the number of athletes remaining in the competition. See chart below)
- If you wish to pass a trial, please let me know before you are called for that attempt.
- You may use _____ as a marker. You may place ____ markers in the competition area.
- Jumping order - Read off jumping order and how you will call them up.
(“Jones up, Smith on deck, Lopez on hold).

HIGH JUMP GUIDELINES

CHECK IN:

- Mark each athlete as they check in and record at which height they will enter.
- **ALL** athletes for the competition should check in when the event is called regardless of their beginning height.
- Contestants who fail to report until after the event judge starts the competition shall not be allowed to participate in that event.

UNIFORM: If a contestant is wearing an illegal uniform make them remove it (without delaying the event) and allow them to jump. Record the time of the violation and report it to your Field Referee. The first time is a warning, the second offense will result in an event disqualification.

ELECTRONICS: Electronic devices may not be used in the competition area. This includes cell phones, ear buds, video or audio equipment. The first time is a warning and the electronics must be removed. Record the time of the violation and report it to your Field Referee. The second offense will result in an event disqualification.

WARM UP:

- Warm-ups shall not be allowed unless supervised by an event official or the contestant's coach and the venue has been declared open by the meet director.
- Markers may be placed in the jumping area. The Games Committee determines the marking material, and the number and location of the marks.
- A bungee cord manufactured for use in the high jump may be used in lieu of the crossbar during warm-ups, as approved by the Games Committee.

COMPETITION:

- Record the time when the competitions begins, this is when the first jumper is called up for the first trial.
- Each competitor is granted a maximum of three trials at any one height. The competitor may use all three trials or elect to pass any of the trials. The competitor may use all three trials, or elect to pass any of the trials. Unless the competitor has had three unsuccessful trials at a given height, the competitor may elect to pass a height and take the remaining trial or trials at a subsequent height, but the competitor is eliminated as soon as the competitor has had three consecutive unsuccessful trials, regardless of the height or height at which the unsuccessful trials were attempted.
- A competitor who is to be excused may take jumps out of order, or in succession before being excused to compete in another event.
- A competitor shall initiate the purposeful action of completing the requirements of the jump within one minute after being called for a trial. See chart below for additional time limits.
- A high jump competitor who has not entered the competition within 60 minutes from the first jump of the competition shall be allowed 1½ minutes of warm up without the use of a crossbar or bungee cord under the supervision of an official. This is the reason you record the time the competition begins; and warm will take place only at the beginning of a height change. If more than one athlete is entering at the same time, each athlete is allowed 1½ minutes. This time is not aggregated for the group. The competitors must make a minimum of one attempt at this height.
- A pass shall be communicated to the event judge before the start of the trial clock.

- A pass is not considered a miss or a make.
- Red and White flags should be used to signal if the jump is fair or foul. Without flags, verbal commands may be used, **FAIR** and **FOUL** are the only acceptable terms to use. The words mark and scratch are no longer used.
- Wait until the athlete leaves the pit before declaring **FAIR** or **FOUL**.
- A successful jump will be recorded with an "O" and a failed jump with an "X".
Passes are noted with a " - "
- After competition has started, the bar **shall not be lowered**, except to determine a first-place winner when a tie for that place is involved.
- Before raising the crossbar, the event judge will pass a competitor who has not returned within the designated time limit.
- It is a foul if the competitor:
 - a. Fails to initiate the purposeful action of jumping within the prescribed time limit after the competitor's name has been called, and after the crossbar has been set.
 - b. Displaces the crossbar in an attempt to clear it.
 - c. Touches the ground or landing area beyond the plane of the crossbar, or the crossbar extended, without clearing the bar.
 - d. After clearing the bar, contacts the upright and displaces the crossbar or steadies the bar.
 - e. Fails (total body) to go over the bar.
 - f. Takes off from two feet.
- If improperly fastened supports slip downward when a jumper contacts the crossbar, the event judge shall rule not jump and allow the competitor another trial.
- If a competitor touches the bar and it is not dislodged, it is a successful trial.
- If the bar is dislodged, it is a failed trial regardless of whether the competitor is in or out of the landing pit.
- A competitor may exit the landing pad in any direction they choose as long as they do not touch or displace the bar.
- A crossbar displaced by a force disassociated with the competitor (i.e. wind) after they legally and clearly are over the crossbar shall not be a fault and is considered a successful attempt.
- When only one competitor remains (the winner) in the competition the competitor may determine the next height of the bar.
- Measurements shall be recorded to the nearest ¼ inch.
- Any problems or questions call for the Field Referee.
- Record-breaking performances must be verified by the Field Referee.
- Please have contestants remove their marks after the competition is over.

Number of athletes remaining in the competition at the start of a round or bar height	High Jump Time to initiate jump
First attempt of a competitor in the competition	1 minute
More than 3	1 minute
2 or 3 remaining	3 minutes
1 remaining	5 minutes
Consecutive trials	2 minutes

The time limit for consecutive attempts applies within a height and at a height change.

