

INSTRUCTIONS TO HEAD TRIPLE JUMP JUDGE

COMPETITORS CHECK-IN

Check in competitors early enough so warm-ups can be completed prior to the scheduled start of competition. Competitors must check in themselves. Coaches, student managers or other contestants may not check in other athletes into their events.

CHECK FOR UNIFORMS: Refer to SDHSAA Track Uniforms

NUMBERS

Each competitor is to wear a paper number (if numbers are used) pinned to the front of the jersey. Any special issued uniforms within a squad must have a number affixed to the front of the jersey also. PENALTY for not wearing a jersey with a competitor's number or wearing a jersey with an incorrect number at the State Track and Field Meet shall be a one point team deduction.

PRACTICE

1. Permit practice jumps prior to the start of competition. After competition starts practice run-throughs will be permitted between flights. Contestants may continue to warm up outside of competition area. Warming up without a coach or event official at the venue shall lead to a warning, and if repeated, disqualification from the event.
2. Competitors may place up to two markers beside the runway but not in the pit, on the runway, or adjacent to the pit.

NOTE: As an aid to competitors measuring their check marks, meet management may place a mark on or at the side of the runway 100ft. from the scratch line. Markers may be placed to the side of the landing pit for the purpose of marking records or minimum qualifying standards.

FLIGHTS AND PROCEDURES

1. Conduct preliminaries in flights of six to ten in the order in which the contestants are listed.
2. Competitors will compete in single rotations of their flight for their three trials.
3. Practice run-throughs will be permitted between flights of the long jump and the triple jump at the state meet. A 5-minute time frame will be allowed for this purpose. Athletes excused to compete in another event are not allowed additional run throughs during the flight upon returning.
4. In the finals, competition shall be in the reverse order of performance, in single rotation or more than one trial at a time, so that the best qualifier will compete last.
5. Eight qualify for the finals. All ties for eighth place qualify for the finals. Each qualifier is allowed three additional trials.
6. Marks made in the preliminaries stand throughout the competition.
7. Award eight places.

MEASUREMENT

1. Pit should be kept level with take-off board.
2. Measure each legal jump. The front of the take-off board is considered the "scratch" line.
3. Measurement should be from that point on the pit touched by the jumper or his/her apparel which is nearest the "scratch" line or its extension and shall be read perpendicular to the scratch line to the nearest lesser quarter inch.
4. It is a foul if the competitor in the process of landing or leaving the pit, touches the ground outside the landing nearer the foul line than the nearest mark made in the landing pit.

TIME: A contestant has 1 minute for his trial after he/she has been called. A COMPETITOR SHALL INITIATE A TRIAL THAT IS CARRIED TO COMPLETION WITHIN 1 MINUTE OR A TRY WILL BE RECORDED! A competitor must indicate a desire to pass immediately after their name has been called.

RECORDS: Call head field judge to witness measurement of record and to attest to them on the judge's sheet.

BREAKING TIES: Refer to information on front side of clipboard.

GUIDELINES FOR A COMPETITOR WHO HAS BEEN EXCUSED FROM A FIELD EVENT TO COMPETE IN ANOTHER EVENT.

- A. Athlete, not coach or other team personnel, must receive permission from event judge.
- B. Judge must record time excused and indicate to the competitor what time they are expected back for their next trial.
- C. Judge may allow/encourage competitor to take a trial out of turn before being excused.
- D. Judge will use some discretion in extending the time excused under special circumstances, e.g. 3200 meter run, reruns, injury, etc..
- E. In the finals, competitors are permitted to take more than one trial at a time during their normal rotation.

AFTER EVENT: EVENT CLOSED SIGNS MUST BE USED

1. Sign judge's sheet and turn it in to headquarters booth. If clipboard contains sheets for more events you are to judge, keep the clipboard.
2. After you have completed final event for which you are responsible, turn in clipboard at headquarters booth.

SOURCES OF HELP: For further details on procedure refer to your Track and Field Rules. If you run into problems you can't handle, call the head field judge.

TRIPLE JUMP

Rule 7-6

Article 17...For breaking ties for places in the long jump and triple jump:

- (a) If the distance resulting from the best performance of competitors is identical, the higher place is awarded to the competitor whose second best performance in either the preliminary trials or the finals is better than the second best performance of any other competitor tied for that place.
- (b) If after (a), the tie remains, the higher place is awarded to the tied competitor whose third best performance in either the preliminary trials or the finals is better than the third best performance of any competitor tied for that place, etc.