

## INSTRUCTIONS TO HEAD TRIPLE JUMP JUDGE – Updated 2021

### 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 other athletes in for their events.

### CHECK FOR UNIFORMS

1. Must be a school issued top (sleeves or sleeveless) and bottom. one piece body suits are also legal. Shoes must be worn.
2. Sweat outfits, when worn in competition, shall have no markings other than that of the school the contestant is representing. Sweat outfits would generally only be worn under adverse weather conditions.
3. If during the pre-event meeting, the official(s) in charge rules that the uniform is illegal, the athlete must remove the apparel before s/he will be permitted to begin competition. Refusal to remove apparel that is ruled illegal shall constitute disqualification.
4. It is too late to disqualify a competitor, in an individual event, for uniform violation after the competition has been completed.

### 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 only during the times specified by meet management. After competition starts practice run-throughs will be permitted between flights. A five minute time frame will be allowed, however, adjustments may be made based on competitors being ready to compete. Contestants may continue to warm up outside of competition area. Warming up without approval from meet management, and having 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 no less than five in the order in which the contestants are listed. (worst to best)
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.
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. Nine qualify for the finals. All competitors tying for the last position shall be finalist. Each qualifier is allowed three additional trials.
6. Marks made in the preliminaries stand throughout the competition.
7. Award eight places.

Note: No longer a violation if competitors trailing leg touches the ground.

### MEASUREMENT

1. Pit should be kept level with take-off board.
2. Measure each good 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.

**TIME:** Competitors have one minute to initiate a purposeful action of completing the requirements of a trial. The 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 competitor to take a trial out of turn before being excused.
- D. Judge will use some judgement 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.

## Breaking Ties – Field Events

**ART. 2 . . .** When there is a tie at any distance or height of a field event, places and points scored shall be awarded as follows:

a. For places determined by distance:

1. If the distance resulting from the best performance of competitors is identical, the higher place is awarded to the tying competitor whose second best performance is better from either the preliminary trials or the finals.
2. If after (1.) the tie remains, the higher place is awarded to the tied competitor whose third-best performance is better than the third-best performance of any tied competitor, etc.

b. For places determined by height:

1. The competitor with the fewest number of trials for the height at which the tie occurs, i.e., the last height successfully cleared, shall be awarded the higher place.
2. If the tie still remains, the competitor with the fewest total number of unsuccessful trials throughout the competition, up to and including the height last cleared, shall be awarded the higher place.
3. Passed trials shall not count as misses.
4. If the tie remains after applying (1) and (2) and:

(a) It concerns first place, the competitors tying shall make one more attempt at the height at which they failed. If no decision is reached, the bar shall be lowered in increments of 1 inch in the high jump and 3 inches in the pole vault. If two or more of the tying contestants cleared the height, the bar shall be raised by intervals of 1 inch in the high jump and 3 inches in the pole vault. Each competitor shall attempt one trial at each height until a winner is determined.

(b) The tie concerns any place other than first, the competitors shall be awarded the same place.

**NOTES 1.** If the height which the tied competitors last attempted is not the same, because of a passed height by one or more of the remaining competitors, the bar shall be lowered to the lowest height last attempted by any of the remaining competitors to begin the jump-off.

**2.** No passed heights shall be permitted in the jump-offs.

**ART. 3 . . .** In the vertical jumping events, a competitor shall be credited with his/her best achievement including performances made in the jump-off of a firstplace tie.

**ART. 4 . . .** If there is a tie by any number of competitors for any scoring places, the points for tied places shall be added together and divided by the number of competitors who are involved in the tie.