

Athletes must compete in a **complete uniform** in all circumstances. **See Field Event Reminders for more details!**

Jewelry and watches may be worn. Jewelry can be deemed dangerous by the officials and asked to be removed.

EQUIPMENT: Crossbars must be round. HJ crossbar shall be 12' to 14'10" in length. **Mark top of bar!**

LANDING PADS: Make sure the landing pit is not sitting on or resting against the supports. Must have continuous cover!

SUPPORTS: the support bases shall be marked as to their location at the start of the event to ensure the same placement for each attempt. If supports and or pits must be moved allow adequate time for re-measuring and practicing approaches.

Checks marks may be put on the high jump surface, with discretion, using the proper material. **This does not include tape!**

EVENT PROCEDURES: All competitors receive three (3) trials at each height in **vertical** events.

A competitor may jump in any manner provided take-off occurs from one foot.

In **vertical events:** calling in listed order. **Use the “Five alive” system when capable; when 9 or fewer are left, call in listed order.**

Time limit is one attempt in one (1) minute in the **high jump** per attempt.

When three (3) or fewer are left in the high jump they will be allowed three (3) minutes. With one competitor left in the high jump allow five (5) minutes. When one (1) competitor is left and outcome is determined event winner can pick the height they choose to jump.

WARM-UPS: once **event area is open, warm-up MAY NOT OCCUR** without supervision of official or coach; one (1) warning followed by disqualification from meet. Bungee cord crossbars may be use for warm-up jumps.

RULES: **The bar shall not be lowered once event begins except to determine first place winner when a tie exists for first.**

Trials may be passed and used at the next height but only the number of attempts left from previous height will be available. Once three consecutive misses occur the contestant is finished with event. If bar is raised, attempts left at previous height must be used at new height!

Time limits for excused competitors to compete in another event are determined by the games committee.

If a contestant(s) passes three or more consecutive rounds and had not entered the competition they may permitted one warm-up jump without the crossbar in place but shall enter at that height. Warm-up must occur at height change. Must attempt this height.

MEASUREMENTS: of the bar to the nearer lesser(¼) inch or cm shall occur at each height and before each record attempt.

FOULS: displaces crossbar in an attempt to clear; touches ground or landing area beyond plane of crossbar or bar extended without clearing bar; after clearing bar contacts upright and displaces crossbar or steadies the bar; fails to go over bar. **If in the judge’s opinion the act of attempting to clear the bar causes the bar to be dislodged it is a failed attempt. It does not matter where the contestant is when the bar falls.**

BREAKING TIES – competitor with fewest number of attempts at tied height is winner; if still tied competitor with fewest number of attempts during competition is the winner up to and including last cleared height; if tie remains give one more attempt at tied height to tied competitors then lower HJ bar one (1) inch increments and jump again. If tie continues due to cleared height go back up one (1) inch in HJ. Competitors get **one attempt** at each height until winner is determined.

If ties occur in this event below first place add the points earned from tied positions and divide by the number of tied competitors.

BE AWARE OF COVID PROTOCOLS FOR 2021

RULE 6-4 (p.45) HIGH JUMP SUMMARY OF RULES - 2021

- Landing Area:**
- 1) Landing pads in sections must be attached and encased in a common cover. 6-4-3
 - 2) Bordering surfaces (concrete/asphalt) shall be padded 2" min. dense foam material. 6-4-4
 - 3) Support bases shall be marked as to their location at the start of competition 6-4-5
 - 4) High Jump crossbar shall be circular, non-metal and 12' to 14'10" in length. 6-4-6
- Uniforms:**
- 5) Competitors must compete in a complete uniform (school issued/approved). 4-3-1b
 - 6) Competitors must wear shoes fastened securely to both feet. 4-3-1a
- Warm ups:**
- 7) There must be supervision. An official or coach must be present during warm-up.
 1st Violation: Warning ... 2nd Violation: Event DQ ... 3rd Violation: Meet DQ.
 Once competition begins, venue and associated equipment is off limits for practice.
 Event concluded - there will be no further activity - event area is closed. 6-2-6
 - 8) Bungee cord crossbars may be used for warm-up jumps. 6-2-22
- Order:** **High Jump = Boys 1st [even year], Girls 1st [odd year]**
- 9) Calling contestants in listed order or using the “Five-Alive” system is allowed.
 If number of competitors is less than 9, then ALL will be in a single continuing flight. 6-2-21
 - 10) Order may be changed in any jumping event to allow for participation in other events. 6-2-3
- Check marks:**
- 11) Games committee specifies location, marking material and number of check marks. 6-4-7
- Trials:**
- 12) All competitors receive three (3) trials at each height. 6-2-20
 - 13) Trials may be passed and used at the next height. 6-2-20
 - 14) Only the number of attempts left from previous height will be available. 6-2-20
 - 15) Once three (3) consecutive misses occur the contestant is finished with event. 6-2-20
 - 16) Contestants who pass three or more consecutive heights with NO attempts are permitted one (1) warm-up jump w/o the crossbar in place and enter at that height.
 The warm up must be taken at a height change. 6-4-8
 - 17) Opening heights will be determined by games committee. 6-4-9
 - 18) When only one competitor remains, the event winner can choose the next height. 6-4-9
 - 19) An accurate measurement of the bar shall be taken before each record attempt. 6-4-12
 - 20) Measurements shall be made to the nearest lesser ¼ inch or centimeter. 6-4-13
- Time Limit (6-2-2c: Table 1, p.41):**
- 21) When called competitors must initiate a trial within one (1) min if more than three competitors. Three (3) min when three or fewer are left. Five (5) min when one is left. 6-2-2
 - 22) Time limit when excused to other events = determined by games committee. 6-2-4
- Failed Attempts:**
- 23) Competitor displaces crossbar during an attempt to clear. 6-4-14a
 - 24) Competitor touches ground/landing area beyond plane of crossbar w/o clearing bar. 6-4-14b
 - 25) Competitor clears height, then contacts upright and displaces (or steadies) crossbar. 6-4-14c
 - 26) After x-bar set and name called competitor fails to initiate a trial within one (1) minute. 6-4-14d
 - 27) Competitor fails (total body) to go over the crossbar. 6-4-14e
 - 28) Competitor takes off from two (2) feet; uses weights/artificial aids. 6-4-10 6-4-14f
- General:**
- 29) The crossbar shall not be lowered once the event begins. Exception: 1st place tie. 6-4-11
 - 30) If a support ever slips down, the judge will rule ‘no jump’ and allow another trial. 6-2-23
- Ties (6-3-2b):**
- 31) 1st tie breaker: fewest number of misses at tied height is winner. 6-3-2b1
 - 32) 2nd tie breaker: fewest number of misses during competition is the winner. 6-3-2b2
 - 33) Passed trials shall not count as misses. 6-3-2b3
 - 34) 3rd tie breaker (**for 1st place only**): Allow (1) more trial at tied height.
 Tied jumpers both miss = lower the bar 1" and allow (1) trial.
 Tied jumpers both clear = raise the bar 1" and allow (1) trial.
 Continue to raise/lower the bar and allow (1) trial until winner is determined.
 - 35) Ties below 1st place: add points for places & divide by number of tied competitors. 6-3-4