

JUMPING EVENTS –VERTICAL: POLE VAULT

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.

EVENT PROCEDURES:

EQUIPMENT: POLES: Manufacturers pole rating shall be a minimum of $\frac{3}{4}$ inch in contrasting color located within or above top handhold position; **Etching is not a legal pole rating!** A one (1) inch circular band indicating top handhold position determined by manufacturer; coach must verify poles meet these specifications and that **the jumpers are using poles rated higher or equal to the weight of the jumper.** Coach must confirm pole rating meets vaulters weight. **Vaulter cannot weigh more than the pole is rated for.** Variable weight poles are not allowed. Poles may be any length and diameter and bottom of pole may be protected with tape, PVC, sponge rubber or other suitable material. If implement breaks during attempt another attempt is allowed with an approved pole, without penalty.

Illegal equipment will not be allowed at any time (including warm-up) and if used results in disqualification. A contestant may not use a pole of another competitor without consent of the owner.

Crossbars must be round. PV crossbar shall be 14'8" to 14'10" in long. **Mark top of bar for consistent sag!** Bungee cord crossbars may be used for warm-up jumps in both vertical events.

LANDING PADS: must be encased in a common cover; hard surfaces shall be padded with two (2) inches of dense foam or other suitable material anywhere contestant might land. A box collar with box padding must be used in pole vault. All surrounding hard surfaces must be covered by (2) inches of dense foam

SUPPORTS: must be weighted or fastened down to prevent them from tipping over

Standards (supports) shall be placed from 18" to 31.5 inches beyond the stop board toward the landing pit. If supports are misplaced for the attempt, the attempt will be voided and another attempt will be allowed. The zero point must align with end of plant box.

RUNNING EVENT: 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.

Call in listed order. **Use the "Five alive" system if capable; when 9 or fewer vaulters are left, call in listed order.**

Time limit is one attempt in one (1) minute in the **pole vault.**

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

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

PASSING HEIGHTS: If a contestant(s) passes three (3) or more consecutive heights and has not entered the competition they should be permitted two (2) minutes of warm-up per number of contestant(s) entering at that height. Contestant(s) will enter at that height and this must occur at a height change. Vaulter must attempt this height

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

The starting height of the cross bar will be determined by the games committee.

WARM UPS - MAY NOT OCCUR without supervision; one (1) warning followed by disqualification. Event official or coach must be present during warm-up once **event area is open.** If problem continues, disqualification from meet is final penalty. Pole vault warm-up may not start until poles have been inspected and approved for use. **Warm-up runs may not be run in the reverse, backward or opposite direction. No marks are allowed on the runway surface.** They may be placed to the side of the runway.

RULES: No tape is allowed on vaulters hand unless it covers an open wound. Taping of wrists is permitted. **Gloves are not allowed.** Chalk or an adhesive such as rosin may be used to assist with grip. Tape on poles should be applied from the bottom handhold upward to prevent rolling of tape and creating an unfair handhold advantage. It may have binding layers of tape of a **uniform thickness on grip end.** No knobs or built in hand grips are allowed.

If a cross bar support slips down when jumper hits the crossbar the judge will rule no jump and allow another attempt.

MEASUREMENTS: all measurements are made to the nearest lesser $\frac{1}{4}$ " or cm.. For record breaking attempts an accurate measurement of the bar to the nearer lesser $\frac{1}{4}$ inch shall occur before each record attempt.

FOULS: displaces crossbar with body or pole; leaves ground in attempt and fails to clear (unless competitor aborts approach); if uppermost hand raises above starting point when they leave the ground or lower hand moves above upper hand on the pole; allows body or pole to touch ground or landing system beyond vertical plane of plant box before clearing bar; after clearing crossbar contacts upright and displaces crossbar; steadies crossbar with hand(s) or arm(s); grips pole above top handhold mark

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 PV bar in three (3) inches increments and jump again. If tie continues due to cleared height go back up one three (3) inches in PV. 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