

NATIONAL FEDERATION H.S. HIGH JUMP RULES

1. The Referee shall meet with coaches and captain(s) before the meet. Emphasize the uniform rules: a school issued uniform must be worn during the competition, all visible undershirts must be a solid color, singlet cannot be knotted, no visible jewelry (exception: religious jewelry must be taped to the body), body suit is OK if school issued. No blood allowed on athlete or uniform.
 2. Warm-ups shall not be allowed unless supervised by an official or a coach. No further practice shall be allowed once the event has concluded.
 - 3 After three (3) passed heights in a row a jumper is allowed 1 warm-up jump. The jumper must then make an attempt at that height.
 4. Jumpers have 1 minute to initiate a trial carried to completion. When 2 or 3 jumpers remain, they have three minutes to jump. When one jumper remains they will have five minutes to jump.
 5. The standards shall be placed at least 12 feet apart. The base of the standards shall not be moved during the competition, and its position should be marked prior to the start of the competition. Mark the crossbar to ensure consistent placement of the crossbar. Any displaced crossbar should be placed on the standards in exactly the same position as before its displacement.
 6. An **unsuccessful attempt** is when:
 - a. Bar is displaced during an attempt
 - b. Jumper touches ground, landing area or the pit beyond the plane of the bar or its extension
 - c. All parts of the body do not go over the bar
 - d. After clearing the bar, the jumper contacts the upright and displaces the bar or steadies the bar
 - e. Fails to initiate a trial carried to completion within the allotted time limit
 - f. The jumper fails to take off from one foot
- Note: If the official is certain that the jumper clears the bar and the landing pad hits the standard and causes the bar to be dislodged, the jump shall be ruled a fair jump.
7. After competition starts, the bar shall not be lowered except in a jump-off to determine first place.
 8. Normal tie breaking procedure will be used following Rule 7-4-17. (2007)
 9. The starting height and increments will be determined by the games committee. Heights shall be recorded to the nearest lesser $\frac{1}{4}$ inch or to the nearest centimeter. Measurements shall be from the point on the same level as the takeoff to the lowest point on the upper side of the crossbar.
 10. Time limits for competitors excused to compete in other events will be established by the games committee. Be flexible but record time they leave. The official may change the order of the competition to accommodate those who may be excused to participate in another event.
 11. No viewing of visual aids during the competition. A competitor using a wireless communication device will be disqualified.
 12. Competitors shall continue jumping until they have three consecutive misses.

NATIONAL FEDERATION H.S. HIGH JUMP INSTRUCTIONS

1. We will be using National H.S. Federation rules for this competition.
2. This is a final event so you will continue jumping until you have **three (3) consecutive misses**.
3. A foul will be called if you touch the ground, landing area or the pit beyond the plane of the bar or its extension on an approach.
4. A jumper has **60 SECONDS** to initiate a jump after being called;
 - a. Three or fewer jumpers left = 3 minutes to jump
 - b. One jumper left = 5 minutes to jump
5. There will be ____ scoring places in this contest
6. Your call up order will be: **“UP, ON DECK, ON HOLD, THEN, CALLED UP AGAIN.”**
Your 60 seconds will start at that time. Please respond immediately to my calls.
8. No viewing of visual aids during competition. Penalty is Disqualification.
9. Your competition order will be:

Good Luck.