

High School High Jump Rules

(Also see “High School Field Event General Rules”)

1. The starting height and increments for bar raises are determined by the Games Committee.
2. The order in which competitors take their trials is determined by lot or the Games Committee. The head official may change the order of competition to accommodate those excused to participate in other events.
3. The number of individual check marks and marking materials are determined by the Games Committee.
4. The time limit for competitors excused to compete in another event is determined by the Games Committee. When that time limit expires, the bar is raised to the next level. Always record the time when competitors leave to compete in another event and when they return. Upon return, excused competitors make their next attempt at whatever height the bar is currently set at; the bar is not lowered for them. **After competition has started, the bar is never lowered except to resolve a tie for first place.**
5. Each competitor is allowed a maximum of three trials at any one height. A competitor is eliminated when they have had three consecutive unsuccessful trials, regardless of the height or heights at which the trials were attempted. Competitors may use all three trials or may elect to pass a height and take the remaining trial or trials at a subsequent height. The decision to pass a trial must be communicated to the head judge before the clock is started.
6. A competitor who has passed at least three consecutive heights after the competition has begun, is permitted one warm-up jump without the crossbar in place, taken at a height change, and shall enter the competition at that height.
7. When only one competitor remains in the competition, the competitor may determine successive heights of the crossbar.
8. One face of the crossbar should be marked for identification to ensure it is placed on the standards in exactly the same position for every attempt.
9. Measurements are recorded to the nearest lesser ¼ inch or centimeter. Measurements are made with a non-stretchable tape or a certified scientific measurement device (laser) from a point on the same level as the takeoff to the lowest point on the upper side of the crossbar. The height of the crossbar is measured before every record attempt.
10. A competitor may attempt to clear the bar in any manner, provided the takeoff is from one foot and provided no weights or artificial aids are used. All of the competitor’s body must go over the bar.
11. **It is a failed attempt, if the competitor:**
 - a. Displaces the crossbar in an attempt to clear it.
 - b. Touches the ground or landing area beyond the plane of the crossbar, or the crossbar extended, without clearing the bar.
 - c. After clearing the bar, contacts the upright and displaces the crossbar or steadies the bar in the completion of the jump.
 - d. Fails (total body) to go over the bar.
 - e. Fails to initiate a trial carried to completion within **1 minute** after being called for a trial, unless excused to participate in another event. If three or fewer competitors remain in the competition - three minutes; if only one remains - five minutes.
12. To place in the high jump a competitor must have had at least one successful jump.
13. **In the event of ties**, places are determined as follows:
 - a. First tiebreaker: 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.
 - b. Second tiebreaker: If the tie remains, the competitor with the fewest total number of unsuccessful trials throughout the competition, up to and including the height last cleared, is awarded the higher place. Passed trials do not count as misses.
 - c. If the tie still remains, then:
 - i. If the tie concerns any place other than first place, the competitors are awarded the same place.
 - ii. If it concerns first place, the competitors tying make one more attempt at the height at which they failed. If no decision is reached, the bar is lowered by one inch increments. If two or more of the tying contestants clear that height, the bar is raised by increments of one inch. Each competitor attempts one trial at each height until a winner is determined.

Note 1: If the height which the competitors last attempted is not the same because of a passed height by one or more of the remaining competitors, the jump-off begins at the lowest height last attempted by any of the remaining competitors.

Note 2: No passed heights are permitted in the jump-off.

Time Limits.

Open - 4 or more athletes	1 Min	Combined events - 4 or more	1 Min
Open - 2-3 athletes	3 Min	Combined events - 2 or 3	3 Min
Open - 1 athlete	5 Min	Combined events - 1 athlete	5 Min
Open - Consecutive jumps	2 Min	Combined events - consecutive	2 Min

High School Field Event General Rules

1. **Warm ups** or practice jumps or throws are not allowed at the field event venues unless supervised by an adult coach or official. Penalties: first occurrence: warning; second occurrence: disqualification from the event; third occurrence: disqualification from the meet. At the end of competition, field event venues are closed and no practice is allowed.
2. **Reporting.** Athletes who fail to report prior to the first competitive jump or throw may not participate in the event.
3. **Wounds.** Athletes who are bleeding, have an open wound, or have an excessive amount of blood on the uniform may not participate further until treatment is administered and/or the excessive blood is removed from the uniform.
4. **Assistance.** During the competition athletes are not allowed to view videotape or any other visual reproduction of the competitor's performance, nor use any wireless communication device.
5. **Records.** A record is recognized for each competitor when two or more tie at the record distance or height even though the points and places in the event are determined by the method of breaking ties. A record is valid whether made in preliminaries or finals.
6. **Placings.** To place in a field event a competitor must have had at least one legal throw or jump. If after applying the tie-breaking criteria, there is still a tie by any of the 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. The head event official must sign the event card, indicating all the place winners.
7. **Unacceptable conduct** by a competitor includes, but is not limited to: willful failure to follow the directions of a meet official; using non-excessive profanity which is not directed at someone; or any action which could bring discredit to the individual or his school. Unacceptable conduct shall result in disqualification from the event.
8. **Unsportsmanlike conduct** is behavior, which is unethical or dishonorable. It includes, but is not limited to: disrespectfully addressing an official; any flagrant behavior, intentional contact; taunting, criticizing an opponent or an official; the use of excessive profanity or profanity directed at some one. This applies to all coaches, contestants and other school or team personnel. Unsportsmanlike conduct shall result in disqualification from the event and any further competition in the meet.
9. **Disqualification.** When a disqualification is obvious, and in the absence of a field event referee or a head field event judge overseeing all of the field events, notify the competitor of his/her disqualification and the reason for it. Make note of the disqualification and the specific reason for it on the result sheet. Pass this information on to the referee so he/she can verify the disqualification and be prepared to discuss it with the competitor's coach. In situations where the disqualification is not obvious, immediately notify the referee, who will determine if a disqualification is justified. Whenever possible the head event official should stay at the event location and continue the competition.
10. **Uniforms.** Each competitor is required to wear a legal uniform. A competitor shall not compete while wearing an illegal uniform. In the event of uniform violations, issue a warning and require the athlete to make the uniform legal before competing; notify the Referee who notifies the coach. A subsequent violation results in a disqualification.
 - a. A uniform shall consist of:
 - i. Shoes (slippers or socks do not meet this requirement).
 - ii. A school-issued full-length track top and track bottom, or one-piece uniform.
 - b. Uniforms shall be worn as intended by the manufacturers. They should be worn "right side out".
 - c. The waistband of a competitor's bottoms shall be worn above the hips.
 - d. The top must hang below or be tucked into the waistband of the bottom when the competitor is standing upright. Bare midriffs are not acceptable.
 - e. The top shall not be knotted or have knot-like protrusions.
 - f. The top and bottom or one-piece uniform may have school identification the top may have competitor's name.
 - g. Teammates' bottoms may vary in length and style but must be the same color by the school.
 - h. Loose-fitting, boxer-type bottoms, one-piece uniforms and closed-leg briefs are acceptable.
 - i. When numbers are used, each competitor shall wear the assigned, unaltered contestant number.
 - j. A single manufacturer's logo/trademark/reference, no more than 2 ¼ square inches with no dimensions more than 2 ¼ inches is permitted on the uniform bottom or top or one-piece uniform.
 - k. An American flag, not exceeding 2 X 3 inches, and either a commemorative or memorial patch, not to exceed 4 square inches, may be worn on the uniform top or bottom.
 - l. Any visible apparel worn under the top or bottom or one-piece uniform must be unadorned (except for a single school name, school insignia, or manufacturer's logo, none of which can be more than 2 ¼ square inches and be of a single solid color. Visible apparel worn under the top and bottom do not have to be the same color.