



WISCONSIN TRACK OFFICIALS ASSOCIATION (WISTOA)

30th Annual WISTCA Coaches Clinic

Friday, February 1, 2019

Madison Marriott West

Middleton, Wisconsin

Horizontal Jumps

RULES & PROCEDURES

Robt. O. Kern



OVERVIEW

- *General Horizontal Jumps Rules*
- *Horizontal Jumps Rules*
 - What Constitutes a Foul
 - Scoring & Breaking Ties in Horizontal Jumps
 - Technical Specifications
- *W.I.A.A. - Field Event “Check-Out” Procedures*



OUTCOMES

After participating in the WISTOA Clinic participants should:

- *Increase their “knowledge” Horizontal Jumps Rules*
- *Increase their “ability to recognize” Horizontal Jumps Fouls*
- *Increase their “ability to administer” Horizontal Jumps Tie Breaking Procedures*
- *Increase their “understanding” of Horizontal Jumps Specifications*
- *Increase their “understanding & ability to administer” the W.I.A.A. Field Event “Check-Out” Procedures*



General Horizontal Jumps Rules

1. The order in which competitors take their initial trials is determined by lot or the Games Committee.
 - In flights of no less than five(5) in preliminary competition.
2. Athletes will take one(1) attempt each time their name is called.
 - 1-1-1
3. When an athletes name is called, and if they do NOT take an attempt,
 - It will be considered a foul
 - Once the allowable time for the trial has elapsed



4. To accommodate those competitors who may be excused to participate in other events, the Head Event Judge may change the order of competition.
 - In the preliminary or final rounds
 - By any method
 - The competitor being excused jumps at a different spot at which he/she is listed.
5. Competitors excused to participate in another event shall not be called for a trial during the excused time.
6. The time limit for competitors excused to compete in another event is determined by the Games Committee.
7. The Games Committee shall specify the marking material as well as the number and location of individual check marks.



8. The time at which the preliminaries in the event shall terminate is set by the Games Committee.
9. A competitor shall be charged with a foul if he/she does not initiate the purposeful action of completing the requirements of the athletic challenge (jump) of the event (trial) within one minute (or other prescribed time limit) after the competitor's name has been called for trial.
10. Warm-ups shall not be allowed unless supervised by an event official or the contestant's coach and the venue has been declared open by the meet director.



11. Measurements shall be recorded to the nearest lesser 1/4 inch or centimeter.
 - Measurements may be made with non-stretchable tape such as fiber- glass, nylon, steel or certified scientific measurement device (laser).
 - Other scientific measuring devices may be used if approved by the Games Committee.
12. Once a competition has begun, except as schedule, the competitors are NOT allowed to use, for practice purposes the following associated with the competition:
 - The runway
 - Takeoff area
 - Landing Pit
 - Other Landing Pits



Time Limits in Horizontal Jumps

Number of athletes competing at the start of a round	Long Jump & Triple Jump
More than 3	1
2 or 3 remaining	1
1 remaining	1
Consecutive Trials	2



13. The calls for the next three(3) competitors in competition are:

- “Up”
- “On Deck”
- “On Hold”

N.F.H.S. - 2019 and 2020 - Officials Manual, page 33

14. Recording Marks on the Field Event Sheet are:

- Recording the measured distance of a Legal Attempt
- “X” - for a Fouled Attempt
- “—” - for a Passed Attempt

N.F.H.S. - 2019 and 2020 - Officials Manual, page 34

15. On the Field Event Sheet record the:

- “Event Start Time”
- “Event End Time”



Horizontal Jumps Rules

1. Each competitor is allowed three(3) preliminary trials.
 - The three(3) preliminary trials shall be taken in flights of no less than five(5).
 - In the finals each competitors is allowed three(3) additional trials.
2. Competitors shall be credited with their best performance regardless of whether it occurs in the preliminaries or finals.
3. In meets with limited entries, the Games Committee may allow competitors just four(4) trials.
4. Any competitor who does not complete all preliminary attempts within the time specified forfeits any remaining preliminary trials.



5. In competitions with finals, each competitor is allowed three(3) additional trials.
6. If there are preliminaries and finals, the order of competition in the finals is the reverse of the best performances in the preliminaries
 - The competitor having the best preliminary performance will be last in order.
7. When preliminaries are held, one more competitor than there are scoring places shall qualify for the finals.
 - All competitors tying for the last position shall be finalists.
8. To be eligible to participate in the finals, a competitor shall have had at least one legal jump in the preliminaries.



9. If a qualifying athlete withdraws from competition in the finals, no substitute may replace the withdrawn athlete.
10. A competitor may place one or two markers (supplied or approved by the games committee), along the runway to assist in the run-up or take off.
11. A foul jump is one which is counted as a trial but which is not measured and declared unsuccessful as a result of a violation of the rules.
12. The competitor with the best mark in the preliminaries has earned the right to make the last attempt of the competition.
 - May choose to wait until after any excused competitors have taken all their trials.



13. If weather or other conditions might result in unfairness to any competitor, the referee may alter any established order of trials and shall alter a plan for successive trials by prescribing single trials in the preliminaries and in the finals.
14. The Distance from foul line or takeoff board may be adjusted to accommodate different levels of competition
 - Competitors may change which foul line or take off board they use during competition,
 - but only with prior notification to the Head Event Judge
15. Each legal jump shall be measured perpendicularly to the foul line or its extension and from that point in the pit touched by the person or apparel of the jumper which is nearest the foul line or its extension.



It Is A Foul If The Competitor:

- Allows his/her shoe to extend over the foul line or make a mark in front of it on the takeoff.
- Runs across the foul line, or foul line extended.
- In the Long Jump, does not keep his/her head in the superior position while in the air after takeoff.
 - NO somersault in the air
- In the Triple Jump,
 - In hopping does not land on the same foot used in takeoff
 - In in stepping does not land on the other foot from which the jump is performed
- In the process of landing or leaving the pit, touches the ground outside the landing area nearer the foul line
 - Then the nearest mark made in the landing pit.



Scoring & Breaking Ties in Horizontal Jumps

1. When there is a tie places and points scored shall be awarded as follows:
 - If the distance resulting from the best performance of competitors is identical,
 - The higher place is awarded to the competitor whose 2nd best performance is better.
 - From either preliminary trials or finals.
 - If 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.



2. This procedure continues until the tie is broken.
3. If the tie cannot be resolved, the points for the tied places shall be,
 - Added together and divided by the number of competitors who are involved in the tie.



Technical Specifications - Horizontal Jumps

1. Measured from the foul line, the runway should have a minimum length of 130 feet
 - Where conditions permit, it should be 147 feet, 6 inches (45m).
 - Measured from the Long Jump foul line.
 - The surface shall have the same elevation as that of the takeoff board.
2. The runway should be between at least 42 inches (1.07 m) and 48 inches (1.22 m) wide of usable runway.



3. The takeoff area shall be marked by a rectangular shaped takeoff board,
 - Manufactured from wood or synthetic material
 - 8 inches (recommended) up to 24 inches wide
 - 42 inches to 48 inches long.
4. The takeoff board shall be set firmly in the ground level with the runway and the surface of the landing pit.
5. On hard surfaced runways, a painted foul line of a contrasting color and with the same size specifications may be used in lieu of a takeoff board.



6. The landing pit shall be filled with sand or other soft material to a depth of at least 12 inches (30 centimeters).
 - The surface shall have the same elevation as that of the takeoff board.
7. The landing pit shall have a minimum width of 9 feet (2.75 m).
 - The distance between the take off board and the nearer edge of the landing area shall be at least 3 feet (1 meter).
 - and not more than 10 feet (3 meters).
8. The foul line is the hairline which is used to mark the limit of a competitor's run during a trial.
 - The foul line shall be located by measuring from the nearer edge of the landing pit.



9. The distance between the foul line and the farther edge of the landing area shall be at least 32 feet (10 meter).
 - Measured from a 10 foot (3 m) take off board.
 - This does NOT mean that a 10 foot is required to be used.
 - This is the board from which the pit is to measured, to determine compliance with the NFHS Rules.
10. In the Triple Jump, the nearer edge of the landing area shall be at least 36 feet (11 meters) for men
 - 27.89 feet (8.5 meters) for women
11. RECOMMENDED BOARD DISTANCES:
 - Men.....32 feet (10 meters)
 - Women.....26 feet (8 meters)





WIAA - FIELD EVENT - Check Out Procedures

W.I.A.A. - Track & Field - Rules and Regulations - May 23, 2016

Guidelines for a Competitor Who Has Been Excused From a Field Event to Compete in Another Event

1. The competitor must receive permission from the Head Event Judge.
2. The Event Judge must make note of the “check out” and record the TIME when the competitors name is called for their next attempt.
 - This gives a more true timeline for their excused time.
3. The Head Event Judge may allow the competitor to take a trial/attempt out of turn before being excused.



When an Athlete CHECKS OUT of the Event:

1. Place a check mark next to his/her name.
2. Do not record the time at this point.
3. The time should be recorded when the athlete's name is called for their next attempt.
 - This gives a more true timeline for their excused time.
4. The Head Event Judge will use some judgement in extending the time excused under special circumstances, e.g., 3200-meter run.



General CHECK OUT Procedures:

Horizontal Jumps

- a. If the competitor has failed to return in the allotted time and all other competitors have either passed, failed, or recorded a mark,
 - The Head Event Judge will call the excused competitor up
 - Once the allowable time for the trial has elapsed
 - The Head Event Judge will automatically record a "Failed Attempt" for the trial/attempt
 - The process is the repeated if the competitor has multiple attempts remaining.

REMINDER - Consecutive trials/attempts are governed by a 2-minute "Time Limit"



- b. If the competitor has failed to return in the allotted time and the competition is still in progress,
 - The Head Event Judge will call the excused competitor up in the proper competition order,
 - Once the allowable time for the trial has elapsed,
 - The Head Event Judge will automatically record a "Failed Attempt" for the trial/attempt
 - The competition will continue until all competitors have completed their trials/attempts.



Questions?

Comments?

Concerns?



REMEMBER:

No

PROBLEMS

Only

SOLUTIONS

....."That's ALL folks!"





Questions

Concerns

Comments

Can be directed to.....

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