INSTRUCTIONS TO HEAD LONG JUMP/TRIPLE JUMP EVENT JUDGE

COMPETITOR CHECK-IN: Check in competitors early enough so warm-ups can be completed prior to the scheduled start of competition. Competitors must check in themselves. Coaches, student managers or other contestants may not check other athletes in for their events.

UNIFORM CHECK:
1. Must be a school-issued top (sleeves or sleeveless) and bottom. One-piece bodysuits are also legal. Shoes must be worn.
2. Sweat outfits, when worn in competition, shall have no markings other than that of the school the contestant is representing. Sweat outfits should only be worn under adverse weather conditions.
3. If the official(s) in charge rules that the uniform is illegal during the pre-event meeting, the athlete must remove the apparel before s/he is permitted to begin competition. Refusal to remove apparel that is ruled illegal shall constitute disqualification.
4. In an individual event, it is too late to disqualify a competitor for a uniform violation after the competition has been completed.

NUMBERS: Each competitor is to wear a paper number (when used) pinned to the front of the jersey. Any special-issued uniforms within a squad must have a number affixed to the front of the jersey. PENALTY for not wearing a jersey with a competitor's number or wearing a jersey with an incorrect number at the State Track & Field Meet shall be a one-point team deduction.

PRACTICE:
1. Permit practice jumps prior to the start of competition only during the times specified by meet management. After competition starts, practice run-throughs will be permitted between flights. A five-minute timeframe shall be allowed; however, adjustments may be made based on competitors being ready to compete. Contestants may continue to warm-up outside of competition area. Warming up without approval from meet management and having a coach or event official at the venue shall lead to a warning, and if repeated, disqualification from the event.
2. Competitors may place up to two markers beside the runway or adjacent to the pit, but may not be placed in the pit. NOTE: As an aid to competitors measuring their check marks, meet management may place a mark on or at the side of the runway 100 feet from the scratch line. Markers may be placed to the side of the landing pit for marking records or minimum qualifying standards.
3. Warm-up approaches, in horizontal jumps, pole vault or javelin shall only be run in the direction the event will be conducted.

FLIGHTS AND PROCEDURES:
1. Conduct Preliminaries in flights of no less than five, in the order in which the contestants are listed (worst to best)
2. Competitors will compete in single rotations of their flight for their three trials.
3. Practice run-throughs are permitted between flights at the State Meet. A five-minute timeframe will be allowed for this purpose.
4. In the Finals, competition shall be in the reverse order of performance, in single rotation or more than one trial at a time, so that the best qualifier will compete last.
5. Nine qualify for the finals. All competitors tying for the last position shall be finalist. Each qualifier is allowed three additional trials.
6. Marks made in the preliminaries stand throughout the competition.
7. Award eight places

TIME: Competitors have one minute to initiate a purposeful action of completing the requirements of a trial. The competitor must indicate a desire to pass immediately after their name has been called.

MEASUREMENT:
1. Pit should be kept level with take-off board.
2. Measure each good jump. The front of the take-off board is considered the "scratch" line.
3. Measurement should be from that point on the pit touched by the jumper or his/her apparel which is nearest the "scratch" line or its extension and shall be read perpendicular to the scratch line to the nearest lesser quarter inch.

RECORDS: Call Head Field Referee to witness measurement of record and to attest to it on the judge's sheet.

BREAKING TIES:

ART. 2…When there is a tie at any distance or height of a field event, places and points scores shall be awarded as follows:

a. For places determined by distance:
    1. If the distance resulting from the best performance of competitors is identical, the higher place is awarded to the tying competitor whose second-best performance (from either Preliminaries or Finals) is better.
    2. If after (1) 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, etc.

ART. 4…If there is a tie by any number of competitors for any scoring places, the points for the tied places shall be added together and divided by the number of competitors who are involved in the tie.

GUIDELINES FOR A COMPETITOR EXCUSED TO COMPETE IN ANOTHER EVENT:
1. Athlete, not coach or other team personnel, must receive permission from event judge.
2. Judge must record time excused and indicate to the competitor what time they are expected back for their next trial.
3. Judge may allow competitor to take a trial out of turn before being excused.
4. Judge will use some judgement in extending the time excused under special circumstances, i.e. 3200 Meter Run, re-runs, injury, etc.
5. In the Finals, competitors are permitted to take more than one trial at a time during their normal rotation.

"EVENT CLOSED" SIGNS MUST BE USED AFTER EVENT COMPLETION: Sign judge's sheet and turn it in to headquarters booth. If no other event to conduct, also return clipboard(s).

HELP RESOURCES: Please refer to your Track & Field Rules Book for further assistance. If you run into a problem that you cannot handle, call the Field Referees.