

## 2025 QUICK REFERENCE TRACK MEET MANAGEMENT



### TO THE MEET DIRECTOR

The director of a track meet will fall upon the HEAD TRACK COACH or ATHLETIC DIRECTOR of the host school.

This document will assist with communication of procedures and rules between MEET ADMINISTRATORS, FIELD EVENT OFFICIALS, and PARTICIPATING TEAMS.

### THE GAMES COMMITTEE

(RULE 3-2-1 thru 7)

The GAMES COMMITTEE is the administrative body that will govern the competition. It could be a single individual or a designated committee of individuals.

### BEFORE THE MEET:

FIELD EVENT JUDGES should be equipped with clipboards containing ...

- 1) RULES SUMMARIES: breaking ties; visible apparel; failed attempts; time limits, etc.
- 2) PROCEDURES: safety considerations; time schedule; inclement weather policies; order of competition; warmups; measurements; starting heights; use of flags; athletes excused to other events; etc.

### EQUIPMENT – TRACK EVENTS

Timing system	Broom(s)	<b>UMPIRE SUMMARIES</b>
Starting blocks	Towel(s)	<b>APPEAL FORMS</b>
Score Sheets	Event Score Sheets	Chalk
Clipboards	Weather proofing	Flags - White, Yellow
Pencils/PENS	Sector lines	Cones

### EQUIPMENT – FIELD EVENTS

Score Sheets	Clipboards	SP/DT Sector lines
Tape Measures	Pencils/PENS	HJ/PV Equipment
Flags	Rake(s)	Landing pit padding
Red, White, Yellow	Broom(s)	<b>RULE SUMMARIES</b>
Cones	Towel(s)	<b>APPEAL FORMS</b>
Crowd CONTROL	Event closed signs	

Have equipment and VOLUNTEER ASSISTANTS ready - before not after. Introduce everyone to the REFEREE.

### CHECK OUT PROCEDURE

Athletes leaving for another event:

- At CHECK IN, Inform the judge before event begins.
- A teammate may assist by 'standing in.'
- Don't check out too early.

Officials' role with check outs:

- Allow athletes to take trials out of order.
- Allow multiple trials before checking out.
- Be clear communicating the TIME LIMIT of return.
- Record two (2) times: CHECK OUT & CHECK BACK IN.
- Don't call the name of an excused competitor.

### Quick Review: FIELD EVENTS

Warmups NOT ALLOWED unless supervised by an official or coach and THE VENUE HAS BEEN DECLARED OPEN.

- Must use approved legal implements during warmup.
- NOT ALLOWED: Practice in the VENUE with ANY associated equipment once the competition has begun.
- Trials: A good trial is 'FAIR' (or WHITE flag);  
A failed trial is 'FOUL' (or RED flag)

**NOTE: When the time limit to BEGIN a trial has reached 15 seconds, a VERBAL or YELLOW FLAG signal is made.**

- Field Event Calls: "UP" .....time clock begins  
"ON DECK" .....athlete is next  
"ON HOLD" .....athlete is ready
- Field Event CONCLUDED means venue is OFF LIMITS.

### Quick Review: THROWS OFFICIALS (SP & DT)

- Mark the 1) CENTER of the DISCUS and SHOT PUT rings; 2) the BACK HALF of circle with 8" lines on the outside of the ring; and 3) the SECTOR OUT OF BOUNDS LINES.
- Measure each legal throw BEFORE the next trial.
- No use of markers EXCEPT for referee review.
- Measure, but don't announce disputed marks.
- Athletes enter from anywhere, but must EXIT the back half of the circle AFTER the implement has landed.

### Quick Review: VERTICAL JUMPS OFFICIALS (HJ & PV)

- Pole vault must have a plant box collar.
- Hard surfaces surrounding landing systems must have a minimum of 2" padding prior to warmups. If not, contact meet management. NOTE: If the meet official finds safety issues that the host school cannot correct, the event will not be contested and points among the visiting teams divided equally. (RULE 2-1-6)
- After the competition has begun, cross bars are not lowered except for a 1<sup>st</sup> place jump off.
- Failed jump if bar falls (even if athlete is off the pit)

### Quick Review: RUNWAY EVENTS (LJ & PV)

- Long jump pits should be filled with sand LEVEL with the height of the take-off board.
- WARM UP APPROACHES may be run ONLY in the direction the event is contested.  
NOTE: It's OK to run in the opposite direction while an athlete is on the clock and after an aborted trial.
- Check marks placed beside the runway is OK.
- Long jump trials are measured perpendicularly to the foul line or its extension and to the point in the pit touched by the athlete nearest the foul line.
- Likewise, if an athlete walks out of the pit back toward the board, that mark is measured.

**PRIORITIZE SAFETY IN FIELD EVENTS**  
FOR ATHLETES    FOR OFFICIALS    FOR SPECTATORS

## 2025 QUICK REFERENCE OFFICIATING THE DISCUS THROW



### TO THE DISCUS OFFICIAL

Thank you for your service.

Please arrive one hour before the scheduled event.

The warmup may not begin without your presence.

(RULE 6-5-1 thru 4)

**BEFORE THE MEET:** Review these points with the participants before the competition begins.

1. SCHOOL ISSUED UNIFORMS must be worn as intended.  
Jersey tops must comply with GAMES COMMITTEE rules.  
(RULE 4-3-1ab)
2. LOGOS ON WAISTBANDS; all UNDERGARMENTS are invisible.
3. Jewelry deemed unsafe is NOT OK.
4. UNSPORTING CONDUCT will result in an EVENT DQ and DISQUALIFICATION from further meet participation.
5. Places are scored according to (RULE 2-1-2)
6. We throw 2 + 2. GAMES COMMITTEE may adjust.
7. Example: Flights are set to no less than 5 athletes.  
Each flight will complete its throws before the next flight. 10 minute warm-up between flights or when everyone has been in the ring twice, 2 throws each.
8. Have a teammate or official OUTSIDE the sector to retrieve your DISCUS during warm-up.
9. Indicate if you are in another event. It's OK to rearrange the order if you need to leave. Time is recorded when you leave. Time is recorded again when you CHECK BACK IN.
10. When your name is called, you have 1 minute to initiate a throw.
11. Be ready to step into the ring when you are 'on hold.'  
Have a teammate OUTSIDE the sector to retrieve your Discus, NOT INSIDE the sector.
12. After entering the ring, PAUSE before you throw.  
Make sure the Discus has landed before you EXIT from the back half of the circle.
13. During the throw it is a foul if you touch the top or outside of the ring.
14. ALLOWED: TAPE on hands or fingers; A WRIST WRAP; (no hard parts to keep the wrist stiff). A support belt.  
NOT ALLOWED: GLOVES; Adjacent fingers taped together.
15. After your final attempt, I will communicate your BEST TRIAL. Listen Carefully. The DISCUS THROW is measured to the NEAREST LESSER WHOLE INCH.
16. The ring is OFF LIMITS after the competition begins
17. Here is the order of the flight ...

### DISCUS OFFICIAL' REVIEW

Warmups NOT ALLOWED unless supervised by an official or coach and THE VENUE HAS BEEN DECLARED OPEN.

- Must use approved legal implements during warmup.
- NOT ALLOWED: Practice in the VENUE with ANY associated equipment once the competition has begun.
- Trials: A good trial is 'FAIR' (or WHITE flag);  
A failed trial is 'FOUL' (or RED flag)

**NOTE: When the time limit to BEGIN a trial has reached 15 seconds, a VERBAL or YELLOW FLAG signal is made.**

- Field Event Calls: "UP" .....time clock begins  
"ON DECK" ..... athlete is next  
"ON HOLD" ..... athlete is ready
- Field Event CONCLUDED means venue is OFF LIMITS.

### GAME TIME

#### 1. AT CHECK IN ...

- a. PLAN AHEAD  
Re-order the flights to accommodate those who have other events. It might be best to add them to the 1<sup>st</sup> flight. They may then throw and leave. Get the OK of all coaches. STATE TOURNAMENT throws 1-1-1.
- b. UNIFORMS  
Correct uniform violations BEFORE competition. A violation observed during competition should be reported to the referee and coach. A second violation is a disqualification.
- c. IMPLEMENTS  
Must be legal in warmup as well as competition.

#### 2. FAILED ATTEMPTS:

- a. Fails to initiate a trial that is carried to completion within 1 minute after being called 'up.'
  - b. Fails to pause in the circle before starting the throw.
  - c. Touches any surface outside the circle (including the top of the ring) during the attempt.
  - d. Discus touches a sector line. The line is OUT.
  - e. Discus hits the cage and/or object outside the sector before landing within the sector.
  - f. Leaves the circle before the discus has landed.
  - g. Does not exit the back half of the circle
3. Measurements are read to NEAREST LESSER WHOLE INCH at the inside of the ring with the tape stretched through the center of the ring.
  4. Each LEGAL TRIAL is to be measured before the next TRIAL. Markers may not be used.
  5. Keep spectators from standing directly behind the circle during competition. NO CELL PHONE USE.
  6. A DISCUS should be carried outside the sector, then back to the ring by a DESIGNATED OFFICIAL.
  7. Athletes may not view videos of any form during a trial.
  8. In FINALS – Athletes throw LOW PRELIM to BEST PRELIM.

**PRIORITIZE SAFETY IN FIELD EVENTS**  
**FOR ATHLETES FOR OFFICIALS FOR SPECTATORS**

## 2025 QUICK REFERENCE OFFICIATING THE SHOT PUT



### TO THE SHOT PUT OFFICIAL

Thank you for your service.

Please arrive one hour before the scheduled event.

The warmup may not begin without your presence.

(RULE 6-5-1 thru 4)

**BEFORE THE MEET:** Review these points with the participants before the competition begins.

1. SCHOOL ISSUED UNIFORMS must be worn as intended.  
Jersey tops must comply with GAMES COMMITTEE rules.  
(RULE 4-3-1ab)
2. LOGOS ON WAISTBANDS; all UNDERGARMENTS are invisible.
3. Jewelry deemed unsafe is NOT OK.
4. UNSPORTING CONDUCT will result in an EVENT DQ and DISQUALIFICATION from further meet participation.
5. Places are scored according to (RULE 2-1-2)
6. We throw 2 + 2. GAMES COMMITTEE may adjust.
7. Example: Flights are set to no less than 5 athletes.  
Each flight will complete its throws before the next flight. 10 minute warm-up between flights or when everyone has been in the ring twice, 2 throws each.
8. Have a teammate or official OUTSIDE the sector to retrieve your SHOT PUT during warm-up.
9. Indicate if you are in another event. It's OK to rearrange the order if you need to leave. Time is recorded when you leave. Time is recorded again when you CHECK BACK IN.
10. When your name is called, you have 1 minute to initiate a PUT.
11. Be ready to step into the ring when you are 'on hold.'  
Have a teammate OUTSIDE the sector to retrieve your SHOT PUT, NOT INSIDE the sector.
12. After entering the ring, PAUSE before you PUT. Make sure the SHOT PUT has landed before you EXIT from the back half of the circle.
13. During the PUT it is a foul if you touch the top of the STOPBOARD or outside of the ring.
14. ALLOWED: TAPE on hands or fingers; A WRIST WRAP; (no hard parts to keep the wrist stiff). A support belt.  
NOT ALLOWED: GLOVES; Adjacent fingers taped together.
15. After your final attempt, I will communicate your BEST TRIAL. Listen Carefully. The SHOT PUT is measured to the NEAREST LESSER ¼ INCH.
16. The ring is OFF LIMITS after the competition begins.
17. Here is the order of the flight ...

### SHOT PUT OFFICIAL'S REVIEW

Warmups NOT ALLOWED unless supervised by an official or coach and THE VENUE HAS BEEN DECLARED OPEN.

- Must use approved legal implements during warmup.
- NOT ALLOWED: Practice in the VENUE with ANY associated equipment once the competition has begun.
- Trials: A good trial is 'FAIR' (or WHITE flag);  
A failed trial is 'FOUL' (or RED flag)

**NOTE: When the time limit to BEGIN a trial has reached 15 seconds, a VERBAL or YELLOW FLAG signal is made.**

- Field Event Calls: "UP" .....time clock begins  
"ON DECK" ..... athlete is next  
"ON HOLD" ..... athlete is ready
- Field Event CONCLUDED means venue is OFF LIMITS.

### GAME TIME

#### 1. AT CHECK IN ...

- a. PLAN AHEAD  
Re-order the flights to accommodate those who have other events. It might be best to add them to the 1<sup>st</sup> flight. They may then throw and leave. Get the OK of all coaches. STATE TOURNAMENT throws 1-1-1.
- b. UNIFORMS  
Correct uniform violations BEFORE competition. A violation observed during competition should be reported to the referee and coach. A second violation is a disqualification.
- c. IMPLEMENTS  
Must be legal in warmup as well as competition.

#### 2. FAILED ATTEMPTS:

- a. Fails to initiate a trial that is carried to completion within 1 minute after being called "UP".
  - b. Fails to pause in the circle before starting the throw.
  - c. Touches any surface outside the circle (including the top of the stopboard) during the trial.
  - d. Allows the shot to drop behind or below the shoulder.
  - e. Shot Put touches a sector line. The lines are OUT.
  - f. The Shot Put is thrown with 2 hands.
  - g. Leaves the circle before the Shot Put has landed.
  - h. Leaves the circle before the shot put has landed.
  - i. Athlete uses a 'Cartwheel' technique.
  - j. Does not exit the back half of the circle
3. Measurements are read to NEAREST LESSER ¼ INCH at the inside face of the stopboard with the tape stretched through the center of the circle.
  4. Each LEGAL TRIAL is to be measured before the next TRIAL. Markers may not be used.
  5. Keep spectators from standing directly behind the circle during competition. NO CELL PHONE USE.
  6. A SHOT PUT should be carried outside the sector, then back to the ring by a DESIGNATED OFFICIAL.
  7. Athletes may not view videos of any form during a trial.
  8. In FINALS – Athletes throw LOW PRELIM to BEST PRELIM.

**PRIORITIZE SAFETY IN FIELD EVENTS**  
**FOR ATHLETES FOR OFFICIALS FOR SPECTATORS**

## 2025 QUICK REFERENCE OFFICIATING THE LONG JUMP



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### TO THE LONG JUMP OFFICIAL

Thank you for your service.

Please arrive one hour before the scheduled event.

The warmup may not begin without your presence.

(RULE 6-5-1 thru 4)

**BEFORE THE MEET:** Review these points with the participants before the competition begins.

1. SCHOOL ISSUED UNIFORMS must be worn as intended. Jersey tops must comply with GAMES COMMITTEE rules. (RULE 4-3-1ab)
2. LOGOS ON WAISTBANDS; all UNDERGARMENTS are invisible.
3. Jewelry deemed unsafe is NOT OK.
4. UNSPORTING CONDUCT will result in an EVENT DQ and DISQUALIFICATION from further meet participation.
5. Places are scored according to (RULE 2-1-2)
6. Warmup approaches shall only be run in the direction of competition.
7. EVERYONE has an identification number. Return these numbers after your final jump.
8. Check marks are to be placed ALONGSIDE the runway, NOT ON the runway. They're to be REMOVED at the end of the competition.
9. Trials will be taken in OPEN ORDER. The pit will remain open for 1HR:15MIN. Or GAMES COMMITTEE decision. ANNOUNCE the TIME that the venue will be closed.
10. Each jumper will receive 3 trials with no finals.
11. If you need to leave to participate in another event, get your jumps in before you leave. You may ask to move to the front of the line. In any case, get your trials completed within the time limit.
12. EXIT the pit beyond your mark to avoid a FOUL.
13. After your final attempt, I will communicate your BEST TRIAL. Listen Carefully. The SHOT PUT is measured to the NEAREST LESSER ¼ INCH.

### LONG JUMP OFFICIAL'S REVIEW

Warmups NOT ALLOWED unless supervised by an official or coach and THE VENUE HAS BEEN DECLARED OPEN.

- NOT ALLOWED: running opposite the direction of competition during warmup.
- NOT ALLOWED: Practice in the VENUE once the competition has begun.
- Trials: A good trial is 'FAIR' (or WHITE flag); A failed trial is 'FOUL' (or RED flag)

**NOTE: When the time limit to BEGIN a trial has reached 15 seconds, a VERBAL or YELLOW FLAG signal is made.**

- Field Event Calls: "UP" ..... time clock begins  
"ON DECK" ..... athlete is next  
"ON HOLD" ..... athlete is ready
- Field Event CONCLUDED means venue is OFF LIMITS.

### GAME TIME

#### 1. AT CHECK IN ...

##### a. PLAN AHEAD

OPEN ORDER: Allow athletes who have other events to move to the front of the line.

FLIGHTS: Re-order the flights by adding only those who will need to check out to the first flight.

##### b. UNIFORMS

Correct uniform violations BEFORE competition. A violation observed during competition should be reported to the referee and coach. A second violation is a disqualification.

#### 2. FAILED ATTEMPTS:

- a. Any part of the shoe violates the FOUL LINE.
- b. Runs through the FOUL LINE, or FOUL LINE extended.
- c. NO SOMERSAULT. Does not keep the head in a superior position while in the air.
- d. When landing or leaving the PIT, touches the ground outside the PIT nearer the FOUL LINE than the nearest mark made in the sand.
- e. Fails to initiate a trial within 1 min after called "UP".

3. A TRIAL is not complete until the pit is exited properly. Athletes should exit the pit BEYOND their mark.

4. NOTE: The mark to be measured is the mark IN THE SAND closest to the takeoff board made by the person or anything attached to the person during the trial. (jersey, finger, competition number, etc.)

5. MEASURE from the mark made nearest the FOUL LINE.

6. Take MEASUREMENTS at the board, NOT the PIT.

7. MEASURE Perpendicularly to the board or board extended and RECORD to the NEAREST LESSER ¼ INCH

8. FINALS: One more place than that which is being scored + those tied for that place advance to finals.

9. Athletes jump LOW PRELIM to BEST PRELIM.

**PRIORITIZE SAFETY IN FIELD EVENTS**  
**FOR ATHLETES    FOR OFFICIALS    FOR SPECTATORS**

## 2025 QUICK REFERENCE OFFICIATING THE HIGH JUMP



### TO THE HIGH JUMP OFFICIAL

Thank you for your service.

Please arrive one hour before the scheduled event.

The warmup may not begin without your presence.

(RULE 6-5-1 thru 4)

**BEFORE THE MEET:** Review these points with the participants before the competition begins.

1. SCHOOL ISSUED UNIFORMS must be worn as intended.  
Jersey tops must comply with GAMES COMMITTEE rules.  
(RULE 4-3-1ab)
2. LOGOS ON WAISTBANDS; all UNDERGARMENTS are invisible.
3. Jewelry deemed unsafe is NOT OK.
4. UNSPORTING CONDUCT will result in an EVENT DQ and DISQUALIFICATION from further meet participation.
5. Places are scored according to (RULE 2-1-2)
6. You will be jumping in flights FIVE ALIVE. When less than 9 jumpers remain, all will be in a single flight in the order listed.
7. Be ready for your trial when you are 'On hold.'
8. BEFORE being called, declare your intent to pass.
9. When you are called, you have 1 min to initiate a trial.  
If there are 2 or 3 athletes left, you have 3 min.  
If there is 1 athlete left, each trial is allowed 5 min and may determine successive heights of the bar.
10. If you're in another event. It's OK to rearrange the order if you need to leave. Time is recorded when you leave. Time is recorded again when you CHECK BACK IN. The GAMES COMMITTEE determines appropriate lengths of absences before the bar is raised. Have a 'stand in' monitor the competition.
11. Once three consecutive misses occur, you are OUT.
12. After the competition begins, the HIGH JUMP venue may not be used for practice.
13. ANNOUNCE the STARTING HEIGHTS and RAISES and the names of competitors in the order they jump.

### HIGH JUMP OFFICIAL'S REVIEW

Warmups NOT ALLOWED unless supervised by an official or coach and THE VENUE HAS BEEN DECLARED OPEN.

- ALLOWED: Use of BUNGEE CORD X-bar during warmup.
- NOT ALLOWED: Practice in the VENUE with ANY associated equipment once the competition has begun.
- Trials: A good trial is 'FAIR' (or WHITE flag);  
A failed trial is 'FOUL' (or RED flag)

**NOTE: When the time limit to BEGIN a trial has reached 15 seconds, a VERBAL or YELLOW FLAG signal is made.**

- Field Event Calls: "UP" ..... time clock begins  
"ON DECK" ..... athlete is next  
"ON HOLD" ..... athlete is ready
- Recording Trials  
O ➔ CLEARED HEIGHT    X ➔ FAILED ATTEMPT    - ➔ PASS
- Field Event CONCLUDED means venue is OFF LIMITS.

### GAME TIME

#### 1. AT CHECK IN ...

- a. PLAN AHEAD  
Re-order the flights to accommodate athletes who are in other events. They may JUMP, then leave. Get the OK from all coaches.
- b. UNIFORMS  
Correct uniform violations BEFORE competition. A violation observed during competition should be reported to the referee and coach. A second violation is a disqualification.

#### 2. FAILED ATTEMPTS:

- a. Displaces the crossbar during an attempt to clear.
  - b. Touches the ground or landing area beyond the plane of the crossbar without clearing the bar.
  - c. After clearing the bar, contacts an upright and displaces the crossbar or steadies the bar.
  - d. After being called and the crossbar is set, fails to initiate a trial that's carried to completion within 1 min or defined time limit.
  - e. Athlete fails (total body) to go over the bar.
  - f. Athlete takes off from two feet.
  - g. Athlete is off landing pad and the bar falls. FOUL.
3. Athletes must declare a PASS - BEFORE being called.
  4. A competitor who has PASSED three consecutive heights, may be permitted one WARMUP jump without the crossbar in place. This WARMUP must be done at a height change and the athlete will then enter the competition at that height.
  5. After three successive misses, Athlete is OUT.
  6. GAMES COMMITTEE defines starting heights and raises.
  7. When there are nine or fewer competitors left – 5-Alive format is discontinued at the beginning of the next height.
  8. When only one competitor is IN, the competitor may determine successive heights.
  9. The bar is NEVER LOWERED Except for a tie-breaking jump off for 1<sup>st</sup> place.
  10. Mark the location of the bases and bar in case they're displaced or jostled during competition. They must be reset in the exact same position. The plane of the crossbar should not be nearer than 4" from the landing pad.

**PRIORITIZE SAFETY IN FIELD EVENTS**  
FOR ATHLETES    FOR OFFICIALS    FOR SPECTATORS

## 2025 QUICK REFERENCE OFFICIATING THE POLE VAULT



### TO THE POLE VAULT OFFICIAL

Thank you for your service.

Please arrive one hour before the scheduled event.

The warmup may not begin without your presence.

(RULE 6-5-1 thru 4)

**BEFORE THE MEET:** Review these points with the participants before the competition begins.

1. SCHOOL ISSUED UNIFORMS must be worn as intended.  
Jersey tops must comply with GAMES COMMITTEE rules.  
(RULE 4-3-1ab)
2. LOGOS ON WAISTBANDS; all UNDERGARMENTS are invisible.
3. Jewelry deemed unsafe is NOT OK.
4. UNSPORTING CONDUCT will result in an EVENT DQ and DISQUALIFICATION from further meet participation.
5. Places are scored according to (RULE 2-1-2)
6. Warmup approaches shall only be run in the direction of competition.
7. You will be jumping in flights FIVE ALIVE.  
When less than 9 jumpers remain, all will be in a single flight in the order listed.
8. Be ready for your trial when you are 'On hold.'
9. BEFORE being called, declare your intent to pass.
10. When you are called, you have 1 min to initiate a trial.  
If there are 2 or 3 athletes left, you have 3 min.  
If there is 1 athlete left, each trial is allowed 5 min and may determine successive heights of the bar.
11. Standards may be set between 18" and 31½" in the direction of the landing pads.
12. Check marks are to be placed ALONGSIDE the runway, NOT ON the runway. They're to be REMOVED at the end of the competition.
13. If you're in another event. It's OK to rearrange the order if you need to leave. Time is recorded when you leave. Time is recorded again when you CHECK BACK IN. The GAMES COMMITTEE determines appropriate lengths of absences before the bar is raised. Have a 'stand in' monitor the competition.
14. If you have passed 3 heights you will have 2 min per athlete entering, as warmups without the bar in place. You must take at least 1 trial at that height.
15. ANNOUNCE the STARTING HEIGHTS and RAISES and the names of competitors in the order they vault.

### POLE VAULT OFFICIAL'S REVIEW

Warmups NOT ALLOWED unless supervised by an official or coach and the venue has been declared open.

- Must use approved legal POLES during warmup.
- NOT ALLOWED: Practice in the VENUE with ANY associated equipment once the competition has begun.
- Trials: A good trial is 'FAIR' (or WHITE flag);  
A failed trial is 'FOUL' (or RED flag)

**NOTE: When the time limit to BEGIN a trial has reached 15 seconds, a VERBAL or YELLOW FLAG signal is made.**

- Field Event Calls: "UP" ..... time clock begins  
"ON DECK" ..... athlete is next  
"ON HOLD" ..... athlete is ready
- Recording Trials  
O ➔ CLEARED HEIGHT    X ➔ FAILED ATTEMPT    - ➔ PASS
- Field Event CONCLUDED means venue is OFF LIMITS.

### GAME TIME

#### 1 AT CHECK IN ...

- a. **BEFORE WARMUP:** Coaches must sign off that competitors are using the correct poles for their weight.
- b. **INSPECT POLES.** Tape should be a uniform thickness. Manufacturer's pole rating for weight is ¾" lettering above top hand hold and 1" tape to indicate top hand hold position.
- c. **PLAN AHEAD.** Re-order the flights to accommodate athletes who are in other events. They may vault, then leave. Get the OK from all coaches.
- d. **UNIFORMS.** Correct uniform violations BEFORE competition. A violation observed during the competition should be reported to the referee and coach. A 2nd violation is a disqualification.
- e. **RECORD HEIGHT.** That the athlete will enter AND their standard settings at CHECK IN. These may be ADJUSTED.

#### 2. FAILED ATTEMPTS:

- a. Displaces the crossbar from the pins with the body or the pole. NOTE: If the standards are placed incorrectly, the trial is not counted and an additional trial is granted.
  - b. Leaves the ground during trial and fails to clear the crossbar. NOTE: Approach is aborted and in stopping plants the pole. Momentum causes the feet to leave the ground.
  - c. During the vault, raises the uppermost hand when off the ground to a higher point on the pole, or the bottom hand is raised to any point above the uppermost hand.
  - d. Allows any part of the body or the pole to touch the ground or the landing pad beyond the vertical plane of the stopboard, without clearing the X-bar.
  - e. After being called and the X-bar is set, fails to initiate a trial that's carried to completion within the 1 minute or defined time limit.
  - f. X-bar cleared but contacts an upright & displaces the X-bar.
  - g. After clearing, steadies the X-bar with hand or arm.
  - h. Grips the pole above the top hand-hold band.
  - i. Touches/catches the pole to save it from dislodging the X-bar.
3. It is the responsibility of the coach to verify the competitor will use a pole rated at or above the competitor's weight.
  4. **NOT ALLOWED:** Gloves. Taping hands or fingers unless to cover an open wound. **ALLOWED:** Forearm cover protection. Chalk or an adhesive such as rosin on hands or the pole.
  5. GAMES COMMITTEE defines starting heights and raises. Athletes deciding to PASS must declare so before being called.
  6. When there are nine or fewer competitors left at the beginning of a height, go to a straight flight. Discontinue 5-alive.
  7. The **WINNER** may determine successive X-bar heights.
  8. Except during a for 1<sup>st</sup> place jump off, the bar is NEVER LOWERED.
  9. Mark the location of the bases and X-bar in case they're displaced or jostled during competition. They must be reset in the exact same position.

**PRIORITIZE SAFETY IN FIELD EVENTS**  
**FOR ATHLETES    FOR OFFICIALS    FOR SPECTATORS**