

## 2026 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; uniforms; 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; restricted areas; electronics policy; etc.

#### EQUIPMENT – TRACK EVENTS

Timing system	Broom(s)	UMPIRE SUMMARIES
Starting blocks	Towel(s)	APPEAL FORMS
Score Sheets	Event Score Sheets	Chalk
Clipboards	Weather proofing	Flags –
White, Yellow	Pencils/PENS	Cones (~140)

#### 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)	RULE SUMMARIES	
Cones	Towel(s)	APPEAL FORMS	
Crowd CONTROL	Event closed signs		

Have equipment and VOLUNTEER ASSISTANTS ready - before meet starts. 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 (Games committee defines).
- Record two (2) times: when Athlete CHECKS OUT & when CHECKS BACK IN.
- Don't call the name of an excused competitor.

#### Prioritize Safety in Field Events

**For Athletes For Officials For Spectators**

#### Quick Review: FIELD EVENTS

Warmups PROHIBITED 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.
- At EQ and championship events, implements checked and a "mark of the day" should be indicated to throws officials
- 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 circle 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 complete landing system, including box collar and pads around standards.
- 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 1st place jump off.

#### - Poles and athlete's weight to be checked

- Failed jump if bar falls – exceptions any action that causes bar to fall that athlete not directly responsible for, like windy conditions

- O = make, X = miss, "-" = pass

#### 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 (athletes should get "steps" by measurement).
- 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 are 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.

## 2026 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.
2. UNSPORTING CONDUCT (can include language) will result in an EVENT DQ and DISQUALIFICATION from further meet participation.
3. Places are scored according to (RULE 2-1-2)
4. We throw (either 1-1-1 or 2 + 2). GAMES COMMITTEE/Host will indicate.
5. Flights have been created (if applicable).  
Each flight will complete its throws before the next flight.  
There will be a 10-15 minute warm-up between flights (per Host) – warm up with your flight. If trials and finals, indicate number of athletes that will qualify for finals.
6. Have a teammate or official OUTSIDE the sector to retrieve your DISCUS during warm-up.
7. Indicate now if you are in another event. We can adjust the order if you need to leave. Time is recorded when you leave. Time is recorded again when you CHECK BACK IN.
8. When your name is called, you have 1 minute to initiate your throw.
9. 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.
10. After entering the ring, PAUSE before you throw.  
Make sure the Discus has landed before you EXIT from the back half of the circle.
11. During the throw it is a foul if you touch the top or outside of the ring.
12. Ties are broken by 2<sup>nd</sup>, 3<sup>rd</sup>, etc best throws
13. 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.
14. After your final attempt, I will communicate your BEST TRIAL. Listen Carefully. The DISCUS THROW is measured to the NEAREST LESSER WHOLE INCH.
15. The ring is OFF LIMITS after the competition begins
16. Here is the order of the flight ...

#### Venue Preparation:

- Inspect cage to ensure safety – no gaps, breaks
- Center marked for middle point, and back half of circle
- Sector lines clear and correct
- Sweep circle before start of competition

#### Prioritize Safety in Field Events

For Athletes For Officials For Spectators

### DISCUS OFFICIALS REVIEW

Warmups **PROHIBITED** unless supervised by an official or coach and THE VENUE HAS BEEN DECLARED OPEN.

- Athletes Must use approved legal implements during warmup. (there should be a “mark of the day” when implements are checked at EQ and Championship events)
- 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)
- Glasses or hats that fall off during attempt are not a foul
- Ensure athletes and spectators a safe distance away from sector lines

**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.

### GAMETIME

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

##### a. PLAN AHEAD

Re-order the flights to accommodate those who have other events – they can throw out of order, including in an earlier flight, to be able to leave for other events.  
STATE TOURNAMENT throws 1-1-1.

##### b. UNIFORMS

Report any uniform issue to certified officials at meet

##### c. IMPLEMENTS

**Boys: 1.6 Kg Girls: 1.0 Kg.**

#### 2. FAILED ATTEMPTS:

- a. Fails to initiate a trial 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 (after disc lands) – **“Under Control” not required**

**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. (e.g. **2 5/8 inches = 2 inches**)

**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 (not thrown/rolled) 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 in order from LOW PRELIM mark to BEST PRELIM mark.

## 2026 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.
2. UNSPORTING CONDUCT (can include language) will result in an EVENT DQ and DISQUALIFICATION from further meet participation.
3. We throw 1-1-1 or 2 + 2. GAMES COMMITTEE/Host will indicate.
4. Flights have been created (if applicable). Each flight will complete its throws before the next flight. There will be a 10-15 minute warm-up between flights (per Host) – warm up with your flight. If trials and finals, indicate number of athletes that will qualify for finals
5. Have a teammate or official OUTSIDE the sector to retrieve your SHOT PUT during warm-up.
6. Indicate now if you are in another event. We can rearrange the order if you need to leave. Time is recorded when you leave. Time is recorded again when you CHECK BACK IN.
7. When your name is called, you have 1 minute to initiate a PUT.
8. 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.
9. 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.
10. During the PUT it is a foul if you touch the top of the STOPBOARD or outside of the ring. Ties are broken by 2<sup>nd</sup>, 3<sup>rd</sup>, etc best throws
11. 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.
12. After your final attempt, I will communicate your BEST TRIAL. Listen Carefully. The SHOT PUT is measured to the NEAREST LESSER ¼ INCH.
13. The ring is OFF LIMITS after the competition begins.
14. Here is the order of the flight ...

#### Venue Preparation:

- Ensure center of ring, back half of circle marks present
- Sector lines clear and correct
- Sweep circle before start of competition

#### Prioritize Safety in Field Events

For Athletes For Officials For Spectators

### SHOT PUT OFFICIAL'S REVIEW

Warmups **PROHIBITED** 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)
- Glasses, hats that fall off during a throw are not a foul
- Ensure athletes and spectators safe distance from sector lines

**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.

### GAMETIME

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

##### a. PLAN AHEAD

Re-order the flights to accommodate those who have other events – they can throw out of order, including in an earlier flight if they need to throw and leave.

STATE TOURNAMENT throws 1-1-1.

##### b. UNIFORMS

Report any uniform concerns to the certified officials at meet

##### c. IMPLEMENTS

**Boys – 12 lbs Girls – 4 Kg**

Must be legal in warmup as well as competition.

#### 2. FAILED ATTEMPTS:

- a. Fails to initiate a trial 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. Athlete uses a 'Cartwheel' technique.
- i. Does not exit the back half of the circle (after shot lands)

**"Under Control" not required**

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. **(e.g. 2 3/8 inches = 2 ¼ inches)**

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 (not rolled) 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 in order from LOW PRELIM mark to BEST PRELIM mark.

## 2026 Quick Reference

### OFFICIATING THE LONG JUMP

#### 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.
2. UNSPORTING CONDUCT (which can include language) will result in an EVENT DQ and DISQUALIFICATION from further meet participation.
3. Warmup approaches shall only be run in the direction of competition. Get "steps" from measurement
4. Check marks are to be placed ALONGSIDE the runway, NOT ON the runway. They're to be REMOVED at the end of the competition.
5. Trials will be taken in either FLIGHTS (1-1-1) or OPEN ORDER, per Host/Games committee. If Open Order The pit will remain open for 1HR:15MIN. ANNOUNCE the TIME that the venue will be closed.
6. Each jumper will receive 3 trials with no finals (dual meets) – if trials and finals, indicate number of places that will qualify for finals.
7. Indicate now if you will need to leave for another event. You can jump out of order to participate in another event, get your jumps in before you leave. In any case, get your trials completed within the time limit. Tell the official when you leave and when you return
8. Ties are broken by 2<sup>nd</sup>, 3<sup>rd</sup>, etc best jumps
9. EXIT the pit beyond your mark to avoid a FOUL.
10. After your final attempt, I will communicate your BEST TRIAL. Listen Carefully. The Long Jump is measured to the NEAREST LESSER ¼ INCH.

### LONG JUMP OFFICIAL'S REVIEW

Warmups **PROHIBITED** 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.

### GAMETIME

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 - Report any Uniform concerns to Certified Officials at Meet.
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.
    - a. 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 (e.g. 2 3/8 inches = 2 ¼ inches)
8. FINALS: One more place than that which is being scored + those tied for that place advance to finals.
9. Athletes jump LOW PRELIM mark to BEST PRELIM mark.

**Prioritize Safety in Field Events**  
**For Athletes For Officials For Spectators**

## 2026 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.
2. UNSPORTING CONDUCT (can include language) will result in an EVENT DQ and DISQUALIFICATION from further meet participation.
3. Indicate intended starting height when you check in
4. You will be jumping in flights FIVE ALIVE (Host decision). When less than 9 jumpers remain, all will be in a single flight in the order listed.
5. Be ready for your trial when you are 'On hold.'
6. If you intend to Pass a height, tell Official when called.
7. You can pass to next height after a miss – but 3 consecutive misses at any height is limit
8. If you have passed and waited more than 60 minutes, you can have 1 ½ minutes warm up without crossbar or bungee
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. Must clear a bar first to win – every athlete's first attempt is 1 minute.
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. You may be passed to the next height while gone
12. Once three consecutive misses occur, you are OUT.
13. After the competition begins, the HIGH JUMP venue may not be used for practice.
14. ANNOUNCE the STARTING HEIGHTS and RAISES and the names of competitors in the order they jump.

#### Venue Preparation:

- A reference line (Zero line) is marked 4 inches from the front of the pit. Standards should be aligned with this
- Crossbars should be checked for sag, and marked for Right, Left and Center (height measurement should always happen at center)
- Check opening heights to note whether standards measure true

### HIGH JUMP OFFICIAL'S REVIEW

Warmups **PROHIBITED** 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

Record: **O = make, X = miss, "-" = pass**

- Field Event CONCLUDED means venue is OFF LIMITS.

### GAMETIME

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

##### a. PLAN AHEAD

Re-order the flights to accommodate athletes who are in other events. They may JUMP out of order, then leave.

- b. **UNIFORMS** - Report any uniform concerns to Certified Officials at meet.

##### 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 waited 60 minutes is allowed 1 ½ minutes warmup 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 remains, the competitor may determine successive heights.

9. The bar is NEVER LOWERED Except for a tie-breaking jump off for 1st 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

## 2026 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.
2. UNSPORTING CONDUCT (can include language) will result in an EVENT DQ and DISQUALIFICATION from further meet participation.
3. Warmup approaches shall only be run in the direction of competition.
4. Indicate intended starting height when checking in and whether participating in other events
5. Option per Host/Games Committee: 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.
6. Be ready for your trial when you are 'On hold.'
7. BEFORE being called, declare your intent to pass.
8. 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, after first clearance. Every athlete's first attempt is 1 minute.
9. Standards may be set between 18" and 31½" in the direction of the landing pads.
10. Check marks are to be placed ALONGSIDE the runway, NOT ON the runway. They're to be REMOVED at the end of the competition.
11. 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.
12. You might be passed to the next height while gone
13. If you have passed and waited 60 minutes you will have 2 min per athlete entering to warmups without the bungee or bar in place. You must take at least 1 trial at that height.
14. ANNOUNCE the STARTING HEIGHTS and RAISES and the names of competitors in the order they vault.

#### Venue Preparation:

- A reference (Zero line) is marked at top of plant box and aligned with 0 on standards – center is marked for measurement
- Ensure pit is oriented correctly to standards, and standards are parallel to each other
- Crossbars should be checked for sag, and marked for Right, Left and Center (measurement should always happen at center)
- Check opening heights to note whether standards measure true

Note: Any action causing bar to fall (wind, standards issue) not a direct action of athlete should not count as miss

### Prioritize Safety in Field Events For Athletes For Officials For Spectators

### POLE VAULT OFFICIAL'S REVIEW

Warmups **PROHIBITED** 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)

Record: **O = make, X = miss, "- = pass**

Standards depth can be set between 18" and 31.5"

**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.

### GAMETIME

#### 1 AT CHECK IN ...

- a. BEFORE athletes warm up, coaches must sign off that competitors are using the correct poles for their weight.
- b. PLAN AHEAD. Re-order the flights to accommodate athletes who are in other events. They may vault out of order, then leave.
- c. UNIFORMS. Report any concerns to Certified Officials at Meet.
- d. Record the height at which the athlete will enter AND their standard settings at CHECK IN. These may be ADJUSTED.
- e. **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 (contrasting color). Hair ties and extra layers of tape at hand holds illegal. Weight rating and other labels must be from factory

#### 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. If standards slip, new trial given
  - 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 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. (5-Alive not mandatory)
  7. The WINNER may determine successive X-bar heights.
  8. Except during a for1st 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.