



# A Guide to Officiating Horizontal Jumps



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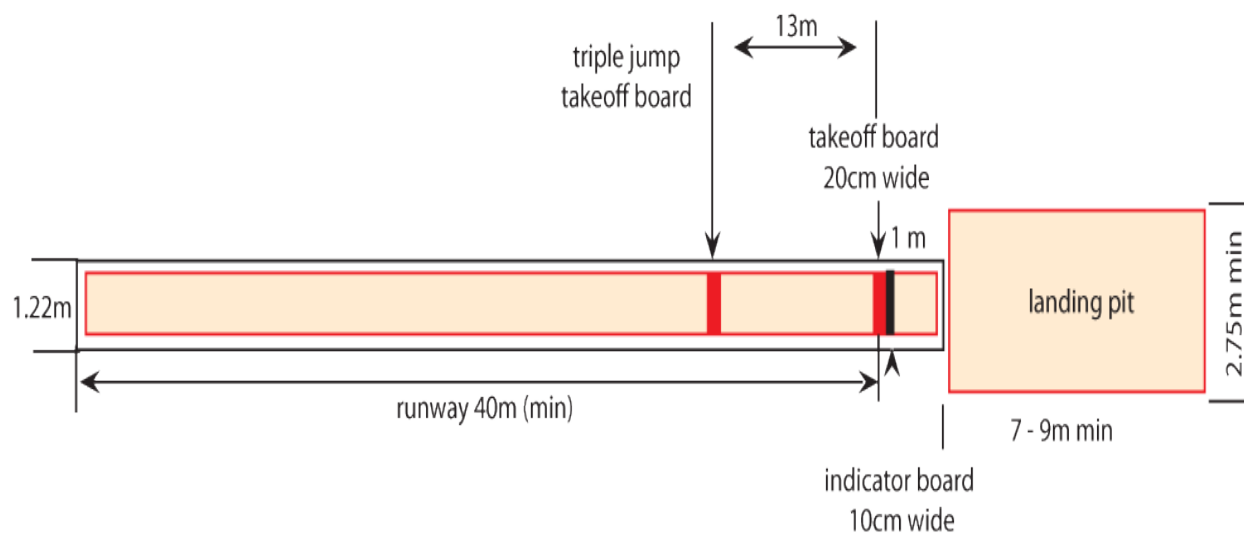
## Introduction

This is a guide to help you officiate the horizontal jumps. Inside of the guide you will find as follows: The Pacific Associate Code of Ethics, Rules Reference, Horizontal Jumps Comparison, Equipment Needed, Officials Positions, Venue Set-up and Safety, Instructions to Athletes, and Scoring. Another reference is the USATF website <https://my.usatfofficials.com/resources>. Click on the link titled Horizontal Jumps and you will see documents that may come in handy.

## PACIFIC ASSOCIATION CODE OF ETHICS FOR OFFICIALS

- Be professional, positive, calm, in charge, and diplomatic.
- Be punctual and honor your commitments and assignments.
- Keep the safety of the athletes, officials and spectators in the forefront at all times.
- Approach your assignment as a means to ensure a fair competition for all athletes. Know the rules for the event that you are officiating and apply all rules objectively and courteously.
- Cooperate with Meet Management.
- Come prepared with your own officiating material and tools, such as rulebooks, lunch, drinks, and rain gear if needed. Dress appropriately. Be aware of the uniform of the day.
- Approach each meet as if it were the most important meet of the year. For most athletes it may be their moment to shine.
- ALWAYS start on time and keep the event moving without rushing.
- NEVER yell at, hamper, embarrass or berate a fellow official, an athlete, or a spectator. IGNORE spectators' or coaches' critical comments.
- DO NOT smoke, drink alcoholic beverages, chew tobacco or use drugs while officiating.
- Do not use your cell phone or other electronic devices for personal purpose while officiating.
- Do not expect personal compensation.
- The Pacific Association uniform is generally consistent with the National uniform.
- The Outdoor uniform is consistent with the National Summer Uniform and consists of khaki pants/skirt/shorts, with white shirt/blouse, white socks and white shoes. The red and blue national shirt should be reserved for National Championships Meets.
- Your hat, which is part of the uniform, is not an advertising implement for pin collectors. It should contain your official's certification pins.
- Please wear your USATF uniform at all invitational meets, regardless of the level. It is not appropriate to wear any other uniform than our association's uniform. There is only one exception, the organizing committee of a major meet may request you to wear a uniform they issue (i.e., a polo shirt and/or hat they supply).

## Long Jump / Triple Jump Layout



**USATF OFFICIALS BEST PRACTICES**

<b>HORIZONTAL JUMPS RULES COMPARISON</b>				
<b>GOVERNING BODY</b>	<b>IAAF</b>	<b>USATF</b>	<b>NCAA</b>	<b>NFHS</b>
<b>EQUIPMENT/FACILITIES</b>				
Pit size (L x W x H)	– 10m-Bd to pit end x 2.75-3m	– 10m-Bd to pit end x 2.75-3m	– 7m x 2.75 - 3m	– 15' x 9'
Runway size (L x W)	>40m x 1.22m	>40m x 1.22m	40m x 1.22m	130' x 42-48"
<u>Distance - Take-off board to pit</u>				
Long jump	1 - 3m	Not addressed	1 - 3m	Boys - 12' Girls - 8'
Triple Jump - Men	Appropriate to level of competition	>13m	11m	32'
Triple Jump - Women	Appropriate to level of competition	>10m	8.5m	24'
<b>ATHLETE MATTERS</b>				
Marks on Runway	– 1 or 2 markers; no chalk/indelible marks	– 1 or 2 markers; no chalk/indelible marks	– 1 or 2 markers, 7x15cm max; no shoes	– 1 or 2 markers
Electronic devices	Not allowed	Not allowed	Not allowed	No wireless communic. device or viewing of video
Warm ups at venue after competition starts	Games Committee	Games Committee	Length-Games Cmte, max 15min; finals same as prelim	Not addressed
Athlete arrives after competition starts	Not addressed	Take remaining trials - if entered	Can't compete	Can't compete
Athletes competing in another event	Not addressed	For one trial at a time may jump out of order. If not at venue, call "up" & record "pass" after time limit	May jump out of order in prelims. In finals, if not at venue call "up" & record "pass" after time limit	May jump out of order- prelims & finals; if leave venue, excusal time set by Games Cmte
<b>TIMING FOR ATTEMPTS</b>				
2 or more - Open & Combined Events (CE)	1 Min	1 Min	1 Min	1 Min
Consecutive jumps - Open	2 Min	2 Min	1 Min	2 Min
Consecutive jumps - CE	2 Min	2 Min	1 Min	2 Min
Time expiration - warning method	Clock, or hold up yellow flag w/15 seconds left	Clock and hold up yellow flag w/15 seconds left, at end drop flag, verbal	Clock, or hold up yellow flag w/15 seconds left	Not addressed
<b>CONDUCTING THE EVENT</b>				
Athlete touches runway lines	– No foul	– No foul	– Not addressed	– Not addressed
Leaving pit - athlete touches ground outside it	Foul	Foul	Foul	Foul
Change takeoff board	Not addressed	Not addressed	No	Yes if prior notification to official
Use flights in prelims	Games Committee	Yes if > 15 jumpers	Yes if > 16 jumpers	Yes
Number to finals	8	8/9	Scoring places + 1, plus ties	Scoring places + 1, plus ties
Finals order	Reverse of perform. in trials	Reverse of perform. in trials	Reverse of perform in trials	Reverse of perform in trials
Recording distance	To next lowest full cm	To next lowest full cm	To next lowest full cm	To next lowest 1/4 inch
<u>Number of jumps</u>				
More than 8 or 9 in competition	3 prelims; 3 finals	3 prelims; 3 finals	3 prelims; 3 finals	3 prelims; 3 finals
8 or 9 or fewer in competition	6 - finals	6 - finals	6 - finals	3 prelims, 3 finals/4 finals
Combined events	3	3	3	Not addressed

Horiz. Jumps Rules Compar., USATF Best Practices, Jan 14

## Horizontal Jumps Comparisons

	NFHS HIGH SCHOOL	NCAA	USATF-YOUTH
<b>Electronic Devices</b>	Not Allowed Rule 3-2-8	Is Prohibited Rule 4-4-15	Not Allowed Rule 159
<b>Wearing Jewelry</b>	Allowed Rule Removed 2015	Allowed	Allowed
<b>Runway Markers</b>	Max. of (2) Two No Shoes Rule 7-6-11	Max. of (2) Two No Shoes Rule 6-1-7c	Max. of Two Rule 180-20
<b>Late Arrival After Event Start</b>	Cannot Jump Rule 4-1-3	Cannot Jump Rule 6-2-2	Can Jump. No Run through No Missed Jumps Rule 180-9a
<b>Scoring Symbols</b>	Fair = Measure the Jump	Fair = Measure the Jump	Fair = Measure the Jump
	Foul Jump = X	Foul Jump = X	Foul Jump = X
	Pass = (-)	Pass = (-)	Pass = (-)
<b>Crossing the track during Competition</b>	Not Addressed; see Meet Management	Not Addressed; see Meet Management	Not Addressed; see Meet Management
<b>Changing direction after start of event</b>	Not Allowed	Not Allowed Rule 6-1-16	Not allowed, Rule 180-1
<b>Warmups during competition</b>		Once competition has begun, competitors are not allowed to use runway or opposite pit for warmups. Rule 6-1-9	
<b>Premature white flag (Fair Jump)</b>		Actions by a competitor cannot be a foul after the official has ruled the trial fair. Rule 6-1-1	
<b>Mixed gender competition</b>		Mixed gender competition is permitted in any field event. Rule 4-4-8	Master exception Rule 320.8. Normally is not permitted Rule 147
<b>Absent from event</b>	Athlete has time limit. Management decision on time Rule 7-2-14	May jump out of order during Prelims, but not in finals. Rule 6-1-6a	
<b>Warm up time (Flight Specific)</b>	As determined by the games committee. Normally 15 minutes	Maximum 15 minutes Rule 6-1-9	
<b>Measurement</b>	Imperial to the nearest lesser 1/4 inch. Rule 7-6-15	Metric is the system of measurement. Rule 6-1-14b	
<b>Time between trials consecutively</b>	One (1) minute	One (1) minute	

## Equipment Needed

**Tapes 50' and 100'**: 50' tape is used to measure jumps for long jump competition.

100' plus is used to lay down runway tape for athletes' use during warm-ups and competition.

**Duct/Adhesive Tape**: White duct tape is used to make additional boards when needed. Red duct tape may be used for fouls. Adhesive tape is used for athletes' marks.

**Pens/Pencils, Etc.**: These items are used during the competition for recording, including highlighters and clipboards.

**Cones**: Small cones are used to indicate where takeoff board is; large cone is used to close runway.

**Stopwatch**: Used to time athletes trial attempt/warm-ups

**Whisk Broom**: Used to clean debris from takeoff board.

**Flags**: Red to indicate foul or runway closure; White to indicate fair attempt; Yellow to indicate warning (15 seconds remaining on clock).

**Foot Markers**: Used during warm-ups to indicate where athlete's foot is on board.

**Yardstick/Ruler**: Used to extend the takeoff board for measurement.

**Skewer/Poker**: Used by Pit Judge to indicate closest mark to board.

**Toe Board Puller**: Used to remove competition board.

**Conversion Book**: Used to convert metric to feet and inches.

**Rule Books**: For reference during competition.

**Paint Sticks, Etc.**: Used to shim competition board.

**Athletic Bag**: Used to hold your equipment.

**Back Saver Rod**: Used by Pit Judge to eliminate repetitive bending.

**Folding Chair**: You never know what equipment might or might not be supplied by venue.

**Wide Brim Hat**: Used to keep sun or wind off your head.

**Rain Gear**: Keep a small rain poncho in your bag for unexpected weather conditions.

**Sunscreen**: Keep on hand for sun exposure. Stay hydrated.

### **The following should be supplied by meet management:**

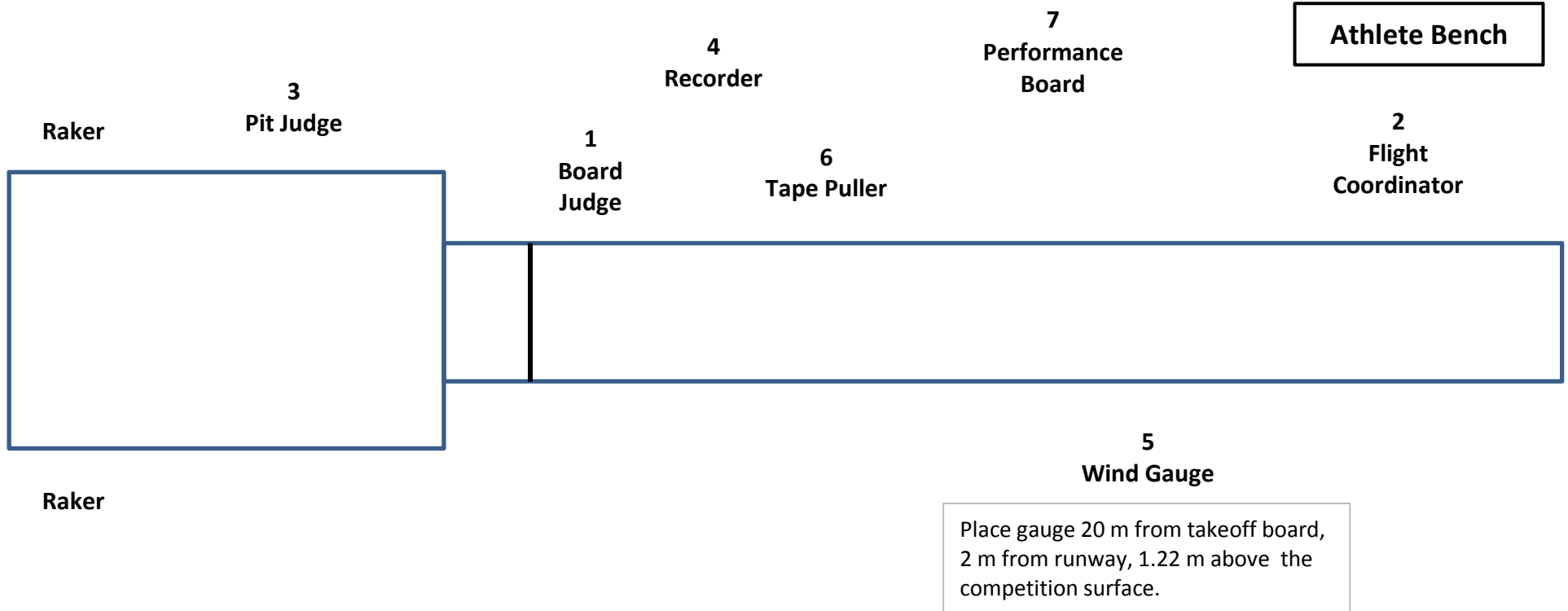
- Shovels and rakes
- Corn brooms
- Hose to water pit
- Windsock for wind direction
- Screwdriver
- Hammer for board repairs
- Pit markers for record purposes
- Wind gauge



## Officials Assignments and Duties

#	ASSIGNMENT	DUTIES
1	<b>Board Judge</b>	<ul style="list-style-type: none"> <li>• Calls Fair/Foul Attempts</li> <li>• Controls Condition of Sand</li> <li>• Signals Flight Coordinator when pit is ready</li> <li>• Show foot position during warm ups</li> <li>• Reads Tape to Recorder on Fair Jumps</li> </ul>
2	<b>Flight Coordinator</b>	<ul style="list-style-type: none"> <li>• Controls athletes during event</li> <li>• Calls up athletes (Up, On Deck, On Hold)</li> <li>• Controls athletes Check In / Check Outs</li> <li>• Gives athletes instructions prior to start</li> <li>• Maintains timing for each attempt</li> <li>• Yellow Flag Warning (15 seconds left)</li> <li>• Stands on runway during pit grooming</li> <li>• Tells Passes/Order Changes to Wind Gauge &amp; Recorder</li> <li>• Can be used as 2nd Recorder</li> <li>• Can be used as Wind Gauge operator</li> </ul>
3	<b>Pit Judge</b>	<ul style="list-style-type: none"> <li>• Marks fair attempt (mark closest to board)</li> <li>• Controls pit grooming through Rakers</li> <li>• Make sure sand is even (no waves or holes)</li> <li>• Signals Board Judge when pit is ready</li> <li>• Water pit when necessary</li> <li>• Turn pit (shovel) prior to start</li> <li>• Watch Triple Jump phases &amp; signal Board Judge</li> <li>• Rule on legal exit from pit</li> <li>• Direct athletes on direction to exit pit</li> </ul>
4	<b>1st Recorder</b>	<ul style="list-style-type: none"> <li>• Maintains a written record of all attempts</li> <li>• Second set of eyes on the board during attempts</li> <li>• Repeats the announced attempt distance</li> <li>• Announces the start of each attempt</li> <li>• Communicates with Wind Gauge operator when needed</li> <li>• Confers with 2nd Recorder after each round</li> <li>• Move cones to proper board (Triple Jump)</li> </ul>
5	<b>Wind Gauge</b>	<ul style="list-style-type: none"> <li>• Placement of Wind Instrument</li> <li>• Record wind readings for each attempt</li> <li>• Start wind gauge on athlete's forward attempt</li> <li>• Ensure wind gauge is on a 5 second count down</li> <li>• Can be used as Flight Coordinator</li> <li>• Combine readings with Recorder after event</li> </ul>
6	<b>Tape Puller</b>	<ul style="list-style-type: none"> <li>• Pull tape perpendicular to mark</li> <li>• Make sure tape has no twist or knots</li> <li>• After reading, remove tape from runway (trip hazard)</li> <li>• Can relay marks to Performance Board</li> <li>• Can put cone on runway to indicate runway closure</li> </ul>
7	<b>Performance Board</b>	<ul style="list-style-type: none"> <li>• Displays the result of each attempt (Imperial or Metric)</li> <li>• Confers with Recorder the correct performance to display</li> <li>• Uses Red/Green/Gold Book for conversion of results</li> <li>• Keep all workers hydrated</li> </ul>

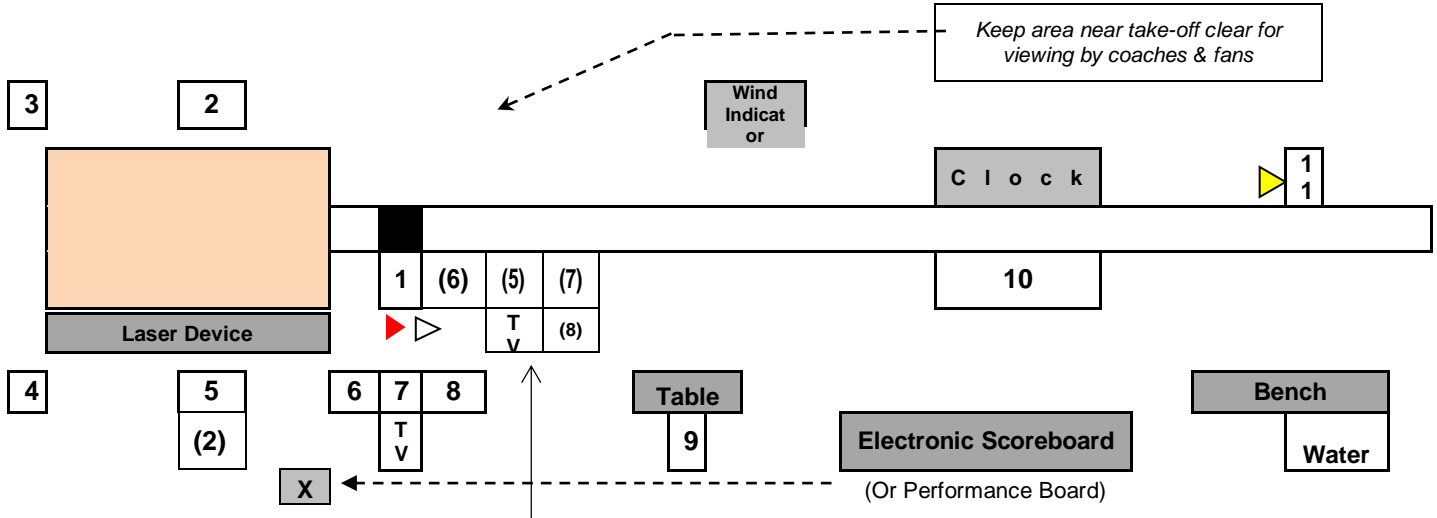
## Officials Placement for Typical College or High School Meet



<b># of Officials</b>	<b>Where Shall I Place Them?</b>
One	<ul style="list-style-type: none"> <li>• You are position numbers 1, 2, 4 and 6</li> <li>• Use students/volunteers at position 3 and as rakers. Also use for positions 4, 6 &amp; 7</li> </ul>
Two	<ul style="list-style-type: none"> <li>• One at positions 1, 4 and 6. The other at positions 2 and 5.</li> <li>• Use students/volunteers at positions 3,4, 6 and 7, and as rakers</li> </ul>
Three	<ul style="list-style-type: none"> <li>• One at position 1,4 and 6; one at position 2 and 5; one at position 3</li> <li>• Use students/volunteers at positions 4, 5, 6 and 7 and as rakers</li> </ul>
Four	<ul style="list-style-type: none"> <li>• One at positions 1 and 6; one at position 2; one at position 3; one at position 5</li> <li>• Use students/volunteers at positions 4, 6 and 7, and as rakers</li> </ul>

# USATF OFFICIALS BEST PRACTICES

## Horizontal Jumps - Venue Set-Up & Assignments – Championship Meet



**Positions** (parentheses = positions if no laser)

- 1 **Board Judge / Flags** (and tape reader if no 2nd recorder)
- 2 **Pit Judge**
- 3 **Pit Leveler** (volunteer)
- 4 **Pit Leveler** (volunteer)
- 5 **Laser Judge** (tape puller if no laser)
- 6 **1st Recorder**
- 7 **2nd Recorder / Tape Reader**
- 8 **Palm Pilot** (non-comp. official)
- 9 **Plasticine**
- 10 **Wind Gauge**
- 11 **Flight Coordinator / Timer**

Schedule						
(Date)	(Date)	(Date)	(Date)	(Date)	(Date)	(Date)
(Day)	(Day)	(Day)	(Day)	(Day)	(Day)	(Day)
(Event)	(Event)	(Event)	(Event)	(Event)	(Event)	(Event)

Post event crew meeting - immediately after each day's competition at:

Crew Times						
Report / Crew Meeting						
Proceed to Venue						
Warm-Ups Begin						
Event Starts						

Assignments (Position #)						
1st Official (Name)						
2nd Official						
3rd Official						
4th Official						
5th Official						
6th Official						
7th Official						
8th Official						

**Priority for assignments:**  
 If 3 officials – 1/5/6/7, 2, 10/11      If 4 officials – 1/5, 2, 6/7, 10/11      If 5 officials - 1, 2, 5, 6/7, 10/11  
 If 6 officials – 1, 2, 5, 6/7, 10, 11      If 7 officials – 1, 2, 5, 6, 7, 10, 11      If 8 officials – 1, 2, 5, 6, 7, 9, 10, 11

Horiz Jumps Venue & Asgnmnts, USATF Ofcls Best Practices, Feb 12 (Credit: P. Stelly, R. Schornstein, L. Krsak, L. Dowell)

## Venue Set-up

It is very critical that you prepare your venue prior to athlete check-in. You do this by arriving at least one hour before the start of your event. The following are things that should be done upon your arrival.

- First task is to check-in with meet official for any special instructions that may apply to your event. Also, pick up the flight sheets. Reviewing the sheets will give you the number of athletes and an idea how long each event should take.
- Pick up a wind gauge, if supplied, and set it up.
- Walk the runway and eliminate any safety hazards from runway or pit area.
- If sand is packed, use shove to turn pit and water.
- Lay runway tape securing every 15 feet, using adhesive tape or tacks for about 120 feet in length.
- Observe what other venues are near the horizontal jumps. Find out their time schedules to see if they may interfere with your event.

## SAFETY

The safety of the athletes and officials is most important before, during and after the competition. Always have the athletes' safety foremost in your mind by eliminating hazardous conditions from the venue. This includes foreign debris in the landing area, inspection of the runway for tripping hazards and removing equipment out of harm's way. Also make sure rakes and shovels are placed tines down after use to avoid accidental injuries. Always be prepared for the unexpected even though the event seems to be progressing as planned. **REMEMBER, THINGS HAPPEN!**

Do not allow multiple jumpers on the runway at the same time (except during warm ups). Remember, **YOU control the runway** during practice and during the competition. If a throwing event is in progress near your venue, warn the athletes of possible errant implements that may land on or near your venue.

### **STOP THE EVENT WHEN SAFETY MIGHT BE COMPROMISED.**

Always be attentive when you are at the venue particularly when track events are in progress. Make sure to instruct the athletes which direction you want them to exit the pit so as not to interfere with oncoming runners or adjacent events such as pole vault. Also instruct the rakers to keep the sand off the track as much as possible.

## Instructions to Athletes

These instructions are general and should be modified to suit the competition. Use this as a tool to assist you in your instructions to the athletes.

1. Introduce yourself, my name is \_\_\_\_\_. This competition will be conducted using (USATF, NCAA, NFHS) rules.
2. Athletes should be confined to this area (bench) during this event, unless you are excused to compete in another event. You're not allowed to cross the track for any reason.
3. You're not allowed to use or view any electronic devices during this competition.
4. If you have to leave for another event, you must check-out with me, and you should not leave until the 2<sup>nd</sup> call for your event is made.
5. If you leave without checking out and you are called up, a 60 second run-off will occur, then, upon expiration, a pass will be recorded.
6. You can/cannot take jumps out of order or take a \_\_\_ minute excuse time. If we are in the finals, you can/cannot make up any missed jumps.
7. You have \_\_\_ minutes warm-ups between flights.
8. Markers were/were not issued and you can only use two (2) 7cm x 15cm. You can move the markers, but cannot use additional ones (mid-marks).  
**RED FLAG:** Indicates a foul attempt or runway closer.  
**WHITE FLAG:** Indicates a fair jump (only after jumper has left the pit correctly).  
**YELLOW FLAG:** Indicates jumper has 15 seconds remaining to initiate jump.  
**GREEN FLAG:** Indicates jumper has a qualifying jump.
9. After you have completed your jump, please exit pit as quickly as possible.
10. I will call up jumpers in this manner. \_\_\_\_\_ is up, \_\_\_\_\_ is on deck, and \_\_\_\_\_ is on hold.
11. Once the landing area (pit) is ready, I will step off the runway while saying \_\_\_\_\_ is up. At that time, the 60 second clock will start.
12. The competition order is \_\_\_\_\_.

Any Questions???

## Recording and Scoring the Event

If there are no ties, scoring the event is fairly easy. The athlete with the longest jump is the winner, the next best is second, and so on.

If one or more ties exist, there are procedures in horizontal jumps to break the ties.

In the event of a tie for any place, you must break it (refer to chart). You must compare the second best jumps. If a tie still exists, compare the third best jumps.

All finalists will jump in reverse order, worst to first. After you have complete the six/four jumps allowed, break any ties that may exist and determine places. The jumper with best distance is the winner, next best is second and so on. An example flight sheet is shown below.

Bib #	Name Affiliation	1st Att	2nd Att	3rd Att		4th Att	5th Att	6th Att	Best	Place
3688	Carl Lewis Santa Monica TC	X	8.11	X	8	8.05	8.12	X	8.12	1
1744	Richard L. Connors PAC Assoc.	7.91	X	7.98	6	8.01	X	X	8.01	4
1585	Horace Crow Unattached	7.94	7.82	6.05	5	7.66	X	X	7.94	5
4412	Greg McCarthy Stanford	7.88	X	X	4	X	7.93	6.66	7.93	6
2586	Carl Mosley USC	6.55	6.73	6.97						
17	George Kleeman PAC Assoc.	X	7.22	7.56	1	7.66	7.79	7.44	7.79	9
1597	Mike Powell UCLA	8.05	7.99	X	7	8.09	X	7.59	8.09	3
985	Jimmy Cricket CSU Disney	8.12	X	X	9	8.08	X	7.25	8.12	2
866	Sonny Maynard Unattached	6.88	6.55	7.01						
1717	C.E. Murphy LA Valley College	7.66	7.54	7.77	2	7.88	7.52	X	7.88	7
666	Bob Podkaminer UC Davis	7.82	X	X	3	7.87	7.75	X	7.87	8
794	Tom Moore Modesto JC	6.54	6.79	6.81						

After the preliminary round, circle or highlight the best jump for each competitor. Determine who has the best jump and put them in the last position. In the example we will take nine (9) to the finals. Note that Jimmy Cricket has the best jump (8.12) followed by Carl Lewis (8.11) then Mike Powell (8.05). Proceed to finals and readjust results upon completion. Note that Carl Mosley, Sonny Maynard and Tom Moore did not make the finals.

Upon finalizing the results, notice that Jimmy Cricket and Carl Lewis have identical best jumps of 8.12 m. We break the tie by looking at the second best jump for both. Carl had the best second jump with 8.11 while Jimmy's second best was 8.08. We then place all jumpers from best to worst.