



HIGH JUMP RULES

NEW for 2019 - highlighted in yellow

1. Each participant is allowed two attempts at each of the opening jump heights.

Once the field of participants is down to six, each participant is allowed three attempts at each height. The opening minimum height is recorded on each of the field event sheets. If a participant misses both attempts at the minimum opening height, it is as if he/she never jumped. The participant will not be allowed to proceed to the Championship track meet – even if he/she was the only child entered in that event. Thus, the participant must be able to clear the minimum opening height.

2. High jumps are taken in rounds; high jumps are not taken consecutively.

If a participant clears the height on his/her first attempt, he/she does not need to take a second attempt. A participant may pass at any given height; however, if he/she fails to clear the next height attempted, the participant's best jump will be counted as the last height he/she successfully attempted. If the participant fails to clear a height after passing all earlier heights, it is as if the participant never cleared even the opening height.

3. The bar is raised two inches each round until the field is narrowed to six participants.

Once the field is narrowed to six participants, the bar is raised one inch each round.

4. A participant can “call off” a jump during his/her approach by simply “running by” the bar.

Calling off a jump is acceptable and is done without penalty unless:

a. Any part of the participant's body (foot, hand, arm, etc.) breaks the plane of the high jump bar, then it is counted as an attempt – even though no jump was actually attempted.

b. **THREE (3) approaches without an attempt results in the official announcing that the jumper is on the clock for 90 seconds to start the approach to an attempt. No attempt after 90 seconds is a miss. (The practice approach some athletes use will count towards the 3 approaches.)**

i. **The above scenario can occur twice, then all remaining attempts for that athlete are on a 120 second clock from the time that the individual's name is called out. This will be enforced through the end of the competition at all remaining heights.**

5. If a participant attempts a jump and hits the bar, but the bar does not fall down, the participant's jump is counted as successful.

If a participant attempts a jump, hits the bar and the bar falls down, the participant's jump is counted as unsuccessful. However, if the bar falls, but the participant (1) has already left the mat **AND** (2) is back in front of the plane of the bar before the bar falls down, the participant's jump is counted as successful.

6. A participant cannot attempt a jump with a two-footed take off (both feet leaving the ground at the same time). Also, a participant cannot dive head first over the bar.

A Fosbury flop, however, is a legal jump. Please ask if you have any questions as to whether or not a jump is legal.

7. In the case of a tie, look to each participant's number of misses at earlier heights.

If the number of misses is not the same for both participants, the participant with the fewest misses is the winner. If the number of misses is the same for both participants, the participant with the fewest misses at the highest height will be declared the winner.

Starting Heights:

Age Division	Boys	Girls
10 & 11	3'4''	3'2''
12 & 13	3'8''	3'4''
14 & 15	4'00''	3'8''

PLEASE NOTE: Running events take precedence over field events. Any participant called to a running event must first check-in with the official at the current field event. Then, at the completion of the participant's running event, the participant will be allowed to reenter the field event without penalty (i.e. allowed to re-enter at the same height, throw, attempt, etc. where the participant left).