

USATF OFFICIALS BEST PRACTICES

HIGH JUMP RULES COMPARISON

GOVERNING BODY	IAAF	USATF	NCAA	NFHS
EQUIPMENT/FACILITIES				
Pad surface (L x W x H)	6 m x 4 m x 0.7m	6 m x 4 m x 0.712m	4.88m x 2.44m x 66cm	16' x 8' x 24"
Crossbar length	3.98 - 4.02 m	3.98 - 4.02 m	3.98 - 4.02 m	12' - 14' 10"
Distance between standards	4.00 - 4.04m	4.00 - 4.04m	4.00 - 4.04m	12' minimum
Dist. Between stds. & pad	10 cm	10 cm	Not addressed	Not addressed
ATHLETE MATTERS				
Marks on apron	1 or 2 markers; no chalk/indelible marks	1 or 2 markers (Youth-3); no chalk/indelible marks	1 or 2 markers, 7x15cm max; no shoes; not within 2m of standards	Allowed, Games Committee decision
Electronic devices & viewing video images	Not allowed for athletes in the competition area	Not allowed for athletes in the competition area	Not allowed during event competition	Allowed only in unrestricted areas & coaches boxes
Shoe restrictions	Heel-19 mm; Sole-13 mm; Spikes-12 mm/25Non-Syn	Heel-19 mm; Sole-13 mm; Spikes-12 mm/25Non-Syn	Heel-19 mm; Sole-13 mm; Spikes-12 mm/25 Non-Syn	Shoes must be worn, no device giving unfair advtg
TIMING FOR ATTEMPTS				
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 and hold up yellow flag w/15 seconds left, at end drop flag, verbal	Not addressed
Indiv. Event - 4 or more athletes	0.5 Min	0.5 Min #	0.5 Min *	1 Min
Indiv. Event - 2-3 athletes	1.5 Min *	1.5 Min *	1.5 Min *	3 Min
Indiv. Event - 1 athlete	3 Min * @	3 Min * @	3 Min* if has won event	5 Min if has won event
Indiv. Event - Consecutive jumps	2 Min (any consec. att.)	2 Min (any consec. att.)	2 Min (within a ht. only)	2 Min (within a ht. only)
Combined events - 4 or more	0.5 Min	0.5 Min #	0.5 Min	1 Min
Combined events - 2 or 3	1.5 Min *	1.5 Min *	1.5 Min *	3 Min
Combined events - 1 athlete	2 Min *	2 Min *	2 Min *	5 Min
Combined events - consecutive	2 Min (any consec. att.)	2 Min (any consec. att.)	2 Min (any consec. att.)	2 Min
* 1st attempt in competition - all	0.5 Min	0.5 Min	0.5 Min	Not addressed
@ Add 1 min. if attempt at World record or record relevant to the competition # Youth 1 Min.				
CONDUCTING THE EVENT				
Athlete arrives after competition starts	Start at current height - if entered	Start at current height - if entered	Cannot compete	Cannot compete
Warm ups at venue after competition starts	Not allowed	Open: not allowed. Master & Youth: after 3 passed hts - 1 jump w/o bar)	After 1 hour, w/o bar, at entry height, 1.5 min for each athlete, not combined	After 3 consec. passed hts, 1 jump per athlete w/o bar, at entry ht
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 expires	May jump out of order. If not at venue and round is otherwise complete, call "up"; record "pass" after time expires, & raise bar	May jump out of order in prelims & finals if excused; max absence time set by Games Cmte
Passes	Pass height	Pass height	Pass attempt(s)	Pass attempt(s)
Use of 5 alive	Not addressed	Not addressed	Games Cmte decision-may use if >20 in competition, abandon when 9 or fewer remain at a height	Games Committee decision abandon when 8 or fewer remain at a height
Increments - Open	Min. 2 cm, never increase	Min. 2 cm, never increase	3-5 cm; never increase	
Increments - combined events	3 cm	3 cm, Youth 5 cm	3 cm	Not addressed
1st place ties: Where to start; increments to raise & lower	At next ht in progression after tied height; 2 cm	At next ht in progression after tied height; 2 cm	At next ht in progression after tied height; 2 cm	At next height in progression after tied height, 1 inch
Score sheet marks				
Make; Miss; Pass	O; X; Dash	O; X; Dash	O; X; Dash	O; X; P
		Add'l USATF markings:		
Did not start: DNS Did not finish: DNF Disqualified: DQ No valid trial/no height: NM				