

GYTOA Local Rules Meeting

March 9, 2026

- Field Events
- Discus
- Shot Put
- Long Jump
- High Jump
- Pole Vault

Tournament changes

- 5 Divisions
- 3 Regionals per division (except Division 1)
- 5 from each region to state, plus 3 at-large qualifiers
- District locations and teams obviously different – see district athletic board sites for details
- <https://www.ohsaa.org/Northeast-Sports-Tournaments/Track-Field>
- <https://www.ohsaa.org/East-Sports-Tournaments/Track-Field>
- Athletic.net for entries, qualifying marks

General Notes For All Field Events

- For the Long Jump, Discus, & Shot Put the minimum number of officials that can work an event is 2 (two). Keep in mind that any person (coach, parent, volunteer, student) takes on the responsibility of an official when working in the positions indicated. The recognition that two officials are needed to manage these events does NOT indicate that they both must be licensed officials, and all OHSAA regulations on officiating apply.
- Officials will almost always need to do additional non-officiating tasks at events, such as pulling the tape, leveling sand in the long jump, adjusting standards, or putting up the bar. These additional tasks are not covered in this mechanics guide.
- There will be actions an official must take that fall outside of this mechanics guide, including but not limited to enforcement of all NFHS and OHSAA Contest Rules. Pre-event safety inspections, etc.
- Officials, Local Associations, Meet Managers, Conferences, etc. shall not alter these mechanics, as they shall not modify or set aside any rule.
- Unless a "Position Adjustment Note" is listed in the event staffing, officials MUST use the positions as indicated.
- Flags shall be used to signal fair and foul attempts
- Event officials shall rotate between different officiating positions throughout the event. Rotation should take place between genders, not between flights; this ensures all athletes of the same gender have identical officiating.

Head Field Judge / Field Referee

Rule 3-10, page 19 – Field Judges (NFHS Manual pp. 34-53 including various field events)

The role of a Head Field Judge and a Field Referee are the same with the main difference being a Field Referee has the final say for issues falling under their responsibility, while a Head Field Judge must report to the Meet Referee for final decisions. The Head Field Judge/Field Referee shall:

- Inspect all field event venues and ensure any needed modifications take place. You will need to reference the NFHS Rule Book and OHSAA Officials Manual to ensure venues meet all competition and safety specifications.
- Ensure all field event officials are aware of their roles and responsibilities.
- Overseeing, with the assistance of head event judges, the inspection of implements.
- Ensure all field events start on time and that all events have adequate warm-up time.
- Ensure safety is the front of mind for all officials.
- Continually rotate between field events
- Verify measurements for all records.
- Verify the results before the calling of athletes to the finals.
- Verify the results before all events are finalized.

Pre Event Meeting

A brief pre-event meeting shall be held with all athletes, coaches shall be invited to attend also. This meeting shall review the below information.

- General Information
 - Welcome & introduction of all officials working.
 - The check-out process. You should have already identified who is in other events during the check-in process for the event.
 - The use of electronic devices, use of video for coaching, showing video to officials.
 - Uniform regulations.
 - Safety information.
 - Weather related information.
 - Location of coaching boxes.
 - Instructions on time limits and passing.
- Throws
 - Advancement to finals: 3 and 3 or 4 with no finals.
 - Warm up times between flights.
 - How to retrieve implements.

Pre Event Meeting

- Horizontal Jumps
 - Open pit information if used.
 - Advancement to finals: 3 and 3 or 4 with no finals.
 - Warm up times between flights.
- Pole Vault
 - Process for setting standards
 - Reminders about aborted attempts

Safety Notes For Field Events

Safety should be a top priority. The below list is NOT all inclusive but outlines the minimum expectations. The NFHS Manual includes additional diagrams outlining safety and venue set up.

- Throws
 - Take steps to keep spectators in the safety zone (i.e., flag off the area).
 - Never turn your back from the circle or runway.
 - Athletes are to NEVER be in the sector.
 - Do not allow implements to be used outside of the venue and official supervision.
 - Only the up and on-deck person should have an implement in their hands
 - No one should ever be in the cage, have their hands on the cage, or their fingers through the fence/netting while an attempt is taking place.
 - Any damage to the safety cage such as openings in the fence/netting must be repaired before warmups can begin.
 - Implements should be walked back to the athlete, not thrown or tossed. A retrieval system may be used.
 - While measuring, **every effort** should be made to avoid stepping in the circle to reduce the amount of debris and moisture brought into the circle.

Inspection of Throwing Implements

The implement inspector shall weigh, measure, and then certify, all implements to be used in warmups and competition. For OHSAA tournaments, the implement inspector is the Head Field Judge, assisted by the head event officials from both throwing events. Illegal implements shall be impounded until the competition in that event is concluded. The inspector of implements shall choose a mark of the day, different for each gender, to represent an implement that passes inspection. This mark shall be communicated to the head event judges.

- Inspect the shot or discus for weight, size, and shape.
- The shot should be a solid sphere made of any metal but no softer than brass. The surface shall be smooth void of indentations. Prior to inspection, the implement should be cleaned. If the shot has a plug, inspect the plug to movement and mark the plug to help verify it has not been removed.
- The discus may be made of wood or other suitable material with a smooth rim attached. Any plates shall be smooth to the surface in the exact center of the implement. The plates are to be five (5) centimeters or two (2) inches in diameter. A discus may also be constructed of rubber, plastic, or metal alloys as long as they meet size, weight and shape specifications. Inspectors should be looking for nicks or gouges that are a safety hazard or a finger hold, and should make a mark across the top center and bottom when there is a plug.

Inspection of Throwing Implements

- Devices needed for inspection:
 - Towel for cleaning.
 - Scale calibrated with a known weight.
 - Device on the scale to hold the implements without rolling off. The scale should be calibrated with this device on it.
 - Templates and/or tools to measure shot & discus.
 - Tape measure (for discus).
 - Marking device(s) for implements
 - Flight sheets to ensure all athletes have had implements inspected
- All implements brought to weights and measures should have a mark of the day.
 - A mark used to represent a valid implement.
 - There shall be separate marks for boys and girls events.
 - "X" and a school identification if determined not legal, and impound the implement.

Shot Put/Discus

- What do you need?
 - Highlighter to indicate best marks, tie breakers, qualifiers
 - Tape measure?
 - From meet management: scoresheet, tape measure, broom, scale, red/white flags
 - Information: entries, flight assignments, prelims or finals only, scoring places, marks on legal implements, scratch lines?
 - Personnel: marker, measurer, recorder, returner(s), tape puller

Shot Put/Discus

- Measuring
 - From inside edge of toe board (or ring)
 - To mark nearest the ring
 - Pull tape through center mark
 - Shot put –nearest lesser ¼"
 - Discus – nearest lesser inch (NO FRACTIONS)
 - Call loudly
 - Mark clearly, write legibly
 - Indicate **best** mark for **each** athlete, including NM, Foul, Scratch
 - Indicate **clearly** marks used to break ties

Shot Put/Discus

- Rule 6, especially 6-4 and 6-5 (NFHS Manual age 39)
- Smooth surface – no dents, projections that can provide a finger hold – check rubber discus after each throw
- 1 more than scoring to finals
- Qualifiers to finals – ties advance – throw in reverse order
- Marks from prelims carry over – make sure they are indicated clearly
- Leaving the ring to correct a violation (Case book, 6.6.9, situation D)
- Fingers may now be taped, but not together– 6-4-1
- Wrist wraps may be anchored around the thumb, no gloves or "Dragon Fingers"
- Chalk or adhesive is OK
- Only legal implements allowed in warm-ups (college shot is **NOT** OK)
- Flights must be of at least 5 (6-2-18)
- Wet ring – safety issue

Shot Put/Discus

- What is a foul? Rule 6-4-3, 6-5-2
 - 1 minute time limit
 - Don't pause when entering the ring
 - Touch top of or outside ring/toe board
 - Lands on or outside sector line (get help from marker)
 - Hits cage or other object outside sector
 - Leaves ring before implement lands
 - Leave from front half of ring (should be marked clearly)
 - Shot put: can't drop below collar bone or behind shoulder
 - Cartwheel technique in shot put
 - Footwork at back of ring must be watched closely
 - Foot can go over ring, just not touch it
 - Hitting the inside of the ring is **NOT** a foul, even if the ring makes some noise

Discus

Officiating Positions

Ring Boss: This position shall be standing. It is responsible for:

- Ensuring the landing area is clear and has received an indication from the support staff that they are ready.
- In conjunction with the Head Field Judge/Field Referee ensure the event venue is set up properly & safely.
- Ensure the ring is safe.
- Ensure no one is in the cage at any time other than during measurements.
- Signaling with a red or white flag appropriately based on the result of the throw and feedback from the Flight Coordinator and Sector Judge
- Indicating the circle is closed by standing directly in front of it during the measurement and until the landing areas are clear.
- Measuring the throw per NFHS regulations. Read the distance loudly so all can hear, and wait for the Flight Coordinator to repeat the measurement. Confirm it to be correct, then single the Sector Judge they can release the mark. If incorrect, while still holding the mark, make the correction.
- Ensure the implement inspection process has been followed by the Implement Inspector & verify each implement used for each attempt has the mark of the day by having the athletes show you before each attempt.
- Timing the event by providing a time warning with a yellow flag or verbally to the athlete per NFHS regulations, and shall indicate with a red flag if a time violation occurs.
- All Flight Coordinator responsibilities when the position is not used. 4

Discus

Flight Coordinator: This position shall be standing. It is responsible for:

- Identifying in advance of the event who is participating in other events.
- Correctly documenting performances. Upon hearing the measurement from the Ring Boss, recite the measurement to them for confirmation.
- Managing the athletes' order of competition. The call shall be Up, On Deck, & On Hold and then calling the athlete up a second time when the circle is ready indicating the time shall start.
- Managing the check in and check out process for athletes participating in other events.
- Responsible for recording the start time and end time of the event.
- Indicate appropriately with a red flag when a foul is observed from their position & verbally when needed.
- Ensuring coaches remain in approved coach areas.

Sector Judge: This position shall be standing and be mobile. This position is responsible for:

- Marking the throw correctly per NFHS rules and holding the mark until told to release it by the Ring Boss.
- Ensuring all sector officials and workers are behaving safely.
- Shall use a red flag to indicate a sector foul. In addition to the mandatory use of the flag, they shall verbally indicate a "sector foul" or "no mark" as appropriate.
- Hustle to the mark on each throw, no walking.
- Position yourself a **safe distance beyond** the expected distance of the throw (indicated by the dashed arch in the diagram), facing forward, with full view of the throw.

Discus

Two Person Staffing

- When working with two person staffing, the officials shall work as Ring Boss in position 1 and Sector Judge in position 2. The Ring Boss shall position themselves on the side of the circle, outside of the cage, slightly in front of the center line of the circle with a view of the front of the circle. The Sector Judge shall position themselves roughly at the middle of the sector edge lines in a location that is a **safe distance beyond** the expected mark of the athlete ensuring they always have vision of the throw. The Ring Boss will assume all Flight Coordinator duties.

Three Person Staffing

- When working with three person, staffing the officials shall work as Ring Boss in position 1 and two Sector Judges in positions 3 & 4. The Ring Boss shall position themselves on the side of the circle, outside of the cage, slightly in front of the center line of the circle with a view of the front of the circle. The Sector Judges shall position themselves with even spacing between themselves and the edge lines of the sector in a location that is a **safe distance beyond** the expected mark of the athlete ensuring they always have vision of the throw. They shall each cover one half of the width of the sector. The Ring Boss will assume all Flight Coordinator duties

Discus

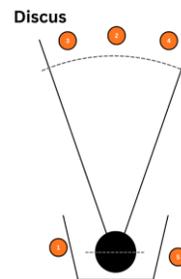
Four Person Staffing (Used at Regional Meet)

- When working with four person staffing, the officials shall work as Ring Boss in position 1, Flight Coordinator in position 5, and two Sector Judges in positions 3 & 4. The Ring Boss shall position themselves on the side of the circle, outside of the cage, slightly in front of the center line of the circle with a view of the front of the circle. The Sector Judges shall position themselves with even spacing between themselves and the edge lines of the sector in a location that is a **safe distance beyond** the expected mark of the athlete ensuring they always have vision of the throw. They shall each cover half of the width of the sector. The Flight Coordinator shall be located opposite the Ring Boss, outside of the cage, slightly behind the center line of circle watching the back half of the circle.

Five Person Staffing (Used at State Meet)

- When working with five person staffing, the officials shall work as Ring Boss in position 1, Flight Coordinator in position 5, and three Sector Judges in positions 2, 3, & 4. The Ring Boss shall position themselves on the side of the circle, outside of the cage, slightly in front of the center line of the circle with a view of the front of the circle. The Sector Judges shall position themselves with even spacing between themselves and the edge lines of the sector in a location that is a **safe distance beyond** the expected mark of the athlete ensuring they always have vision of the throw. They shall each cover one third of the width of the sector. The Flight Coordinator shall be located opposite the Ring Boss, outside of the cage, slightly behind the center line of circle watching the back half of the circle.

Discus



Shot Put

Officiating Positions

Ring Boss: This position shall be standing. It is responsible for:

- In conjunction with the Head Field Judge/Field Referee ensure the event venue is set up properly & safe.
- Ensuring the landing area is clear and has received an indication from the support staff that they are ready.
- Ensuring the ring is safe.
- Signaling with a red or white flag appropriately based on the result of the throw and feedback from the Flight Coordinator and Sector Judge
- Indicating the circle is closed by standing directly in front of it during the measurement and until the landing area is clear.
- Measuring the throw per NFHS regulations. Read the distance loudly so all can hear, and wait for the Flight Coordinator to repeat the measurement. Confirm it to be correct, then signal the Sector Judge they can release the mark. If it is incorrect, with the mark still held, correct the error.
- Ensure the implement inspection process has been followed by the Implement Inspector & verify each implement used for each attempt has the mark of the day by having the athletes show you before each attempt.
- Timing the event by providing a time warning with a yellow flag or verbally to the athlete per NFHS regulations and shall indicate with a red flag if a time violation occurs.
- All Flight Coordinator responsibilities when the position is not used.

Shot Put

Flight Coordinator: This position shall be standing. It is responsible for:

- Identifying in advance of the event who is participating in other events.
- Correctly documenting performances. Upon hearing the measurement from the Ring Boss, recite the measurement to them for confirmation.
- Managing the athletes' order of competition. The call shall be Up, On Deck, & On Hold and then calling the athlete up a second time when the circle is ready indicating the time shall start.
- Managing the check-in and check-out process for athletes participating in other events.
- Responsible for recording the start time and end time of the event.
- Indicate appropriately with a red flag and verbally when a foul is observed from their position.
- Ensuring coaches remain in approved coaches' areas.

Sector Judge: This position shall be standing and be mobile. This position is responsible for:

- Marking the throw correctly per NFHS rules and holding the mark until told to release it by the Circle Boss.
- Ensuring all sector officials and workers are behaving safely.
- Shall use a red flag to indicate a sector foul. In addition to the mandatory use of the flag they shall verbal indicate a "sector foul" or "no mark" as appropriate.
- Hustle to the mark on each throw, no walking.
- Position yourself a **safe distance beyond** the expected distance of the throw (indicated by the dashed arch in the diagram), facing forward, with full view of the throw.

Shot Put

Two Person Staffing

- When working with two person staffing, the officials shall work as Ring Boss in position 1 and Sector Judge in position 2. The Ring Boss shall position themselves on the side of the circle slightly in front of the center line of the circle with a view of the front of the circle. The Sector Judge shall position themselves roughly at the middle of the sector's edge lines in a location that is a **safe distance beyond** the expected mark of the athlete ensuring they always have vision of the throw. The Ring Boss shall handle all Flight Coordinator duties.

Three Person Staffing (Used at Regional Meet)

- When working with three person staffing, the officials shall work as Ring Boss in position 1, Sector Judge in positions 2, and Flight Coordinator in position 5. The Ring Boss shall position themselves on the side of the circle slightly in front of the center line of the circle with a view of the front of the circle. The Sector Judge shall position themselves roughly at the middle of the sector's edge lines in a location that is a **safe distance beyond** the expected mark of the athlete ensuring they always have vision of the throw. The Flight Coordinator shall be located opposite the Ring Boss slightly behind the center line of circle watching the back half of the circle.

Shot Put

Shot Put



Four Person Staffing (Used at State Meet)

- When working with four person staffing the officials shall work as Ring Boss in position 1, Sector Judges in positions 3 & 4, and Flight Coordinator in position 5. The Ring Boss shall position themselves on the side of the circle slightly in front of the center line of the circle with a view of the front of the circle. The Sector Judges shall position themselves with even spacing between themselves and the edge lines of the sector in a location that is a **safe distance beyond** the expected mark of the athlete ensuring they always have vision of the throw. They shall each cover one-half of the width of the sector. The Flight Coordinator shall be located opposite the Ring Boss slightly behind the center line of circle watching the back half of the circle.

All Jumps

- NFHS Manual – pp. 42-53
- What should you bring?
 - Straight edge - LJ
 - Highlighter for passes, eliminated (HJ, PV)
 - Measuring tape?
 - Chalk – HJ
 - Stop watch
- What do you need from the host school?
 - Material - Tape measure with a stick at the end, scoresheet
 - Personnel - Raker, recorder, marker, cross bar replacer
 - Information - Entries, scoring places, prelims or finals only, scratch lines, open pit or flights, starting heights, jumping order, records, what markings are allowed

Long Jump

- Checking in athletes
 - Uniforms
 - Assign jumping order number, or open pit
 - Number athletes hand?
- Pre-competition meeting with athletes
 - Remind about open pit time limits (set by games committee)
 - Choice of boards when available
 - Uniform reminder
- Checking out athletes for races
 - Is there a time limit for checking out to another event?
 - Write down the time they left and what event!
 - Flexibility
 - They can come back and get in more jumps after they check in!

Long Jump

- Where do you stand?
 - Outside the pit, at the foul line
- Calls if jumping in rotation
 - Up, On Deck, On hold, then Up again – start clock
 - Jumping out of order in finals
- Measuring jumps
 - From edge of board nearest the pit
 - **To mark made nearest the foul line** (dragging hand, etc.)
 - **Check both if close**
 - Measure perpendicular to board – extend foul line of necessary (straight edge)
 - Nearest lesser ¼"

Long Jump

- What is a foul? 6-7-3
 - Touching beyond foul line
 - Leaving the pit behind their shortest mark
 - Somersault **during** jump
 - Exceeding time limit
- Make sure you know who just jumped!
- Make calls loudly
- Record clearly – Distance, Foul (or X), Pass (-), (or No Mark)
- Indicate best mark for **everyone**
- Indicate tie breaking jumps
 - Breaking ties – Rule 6-3-2a
 - 2nd best jump, etc.

Long Jump

- Specific rules to apply:
 - 6-1, 6-2, 6-3, 6-7
 - Qualifiers to finals
 - ties advance
 - Marks from prelims carry over
 - Jump in reverse order in finals
 - Event judge may change order for excused athlete (6-2-3)
 - best qualifier always has right to jump last
 - Different takeoff boards 6-9-17 note, case book 6.9.17
 - Excused to participate in another event (6-2-3)
 - Games committee – time limit? 3-2-3o
 - 1 minute time limit
 - Safety of wet board (rain)
 - Scratch line? 3-2-4f – games committee

Safety Notes For Field Events

- Horizontal Jumps
 - Take steps to avoid potential runway collisions (i.e., flag off the runways, if possible).
 - Make sure that the area surrounding the landing area is free of clutter and hazards.
 - Make sure that rakes are placed tines down and stored in a safe location.
 - Make sure that the sand is at least 12 inches deep and freshly turned over.
 - Ensure the take off board is safe and even with the runway.

Long Jump

Officiating Positions

Pit Boss: This position may be seated, but will need to stand up and move as needed. It is responsible for:

- In conjunction with the Head Field Judge/Field Referee ensure the event venue is set up properly & safely.
- Ensuring the pit has been leveled properly by the Pit Observer and has received an indication from them and any support staff that they are ready.
- Ensuring the take off point is safe.
- Signaling with a red or white flag appropriately based on the result of the jump and feedback from the Pit Observer and Take Off Judge.
- Indicating the runway is closed through the holding out horizontally of a red flag or placing a cone on the runway. Then indicate when the runway is open and the pit is ready by removing the cone/moving the red flag and signaling with a white flag held out horizontally.
- Measuring the jump per NFHS regulations. Read the distance loudly so all can hear, and wait for the flight recorder to repeat the measurement. Confirm it to be correct, then notify the Pit Observer they can release the mark. If incorrect, with the mark still held, make the needed correction.
- All Flight Coordinator & Take Off Judge responsibilities when those positions are not used.
- Shall ensure a measuring tape is placed along the runway, verifying its accuracy, leaving the tape for the duration of competition.

Long Jump

Flight Coordinator: This position must be mobile as they must move along the runway. This position is responsible for:

- Identifying in advance of the event who is participating in other events.
- Correctly documenting performances. Upon hearing the measurement from the Pit Boss, recite the measurement to them for confirmation.
- Managing the athletes' order of competition. The call shall be Up, On Deck, & On Hold and then calling the athlete up a second time when the pit is ready indicating the time shall start.
- If open pit is used, each athlete shall have a number placed on their hand that corresponds with their name on the event sheet; or another method to quickly and easily identify the athletes. No order is called when open pit is used, however, you must identify the athlete after each attempt.
- Managing the check in and check out process for athletes participating in other events.
- Responsible for recording the start time and end time of the event.

Long Jump

Pit Observer: This position shall be standing and be mobile. This position is responsible for:

- Marking the jump correctly per NFHS rules and holding the mark until told to release it by the Pit Boss. You may also need to measure two marks if it is unclear what one is best.
- Ensuring the pit is leveled correctly and the sand is even with the top of the pit with no marking before each jump.
- Ensuring coaches remain in approved coaches' areas.
- Shall use a red flag to indicate a pit foul. In addition to the mandatory use of the flag, they shall verbal indicate a "foul" or "no mark" as appropriate.
- Ensuring all meet workers are in proper position.

Take Off Judge: This position may be seated, but will need to stand up and move as needed. This position is responsible for:

- Ensuring the take off point is safe.
- Signaling with thumb up or down appropriately based on the result of the jump.
- Upon indication that the runway is open for each jump, the white flag has shown, and the athletes has been called up for a second time, start the time.
- Timing the event by providing a time warning with a yellow flag or verbally to the athlete per NFHS regulations and shall indicate to the Pit Boss to signal with a red flag if a time violation occurs.

Long Jump

Two Person Staffing

- When working with two person staffing, the officials shall work as Pit Boss in position 1 and Pit Observer in position 2. The Pit Boss shall position himself on the side of the take off point with a clear view of the foul line. This position shall be opposite the side of the runway where the coaches' box is located offering coaches a clear view of the takeoff board. The Pit Observer shall position themselves on the opposite side of the sand pit as the Pit Boss in a position to view the athlete moving down the runway and their attempt. With two people, the Pit Boss shall be responsible for all Takeoff Judge and Flight Coordinator duties.
- *Position Adjustment Note: The Pit Boss and Pit Observer may be located opposite of the diagrammed position based on the location of the coaches' box.*

Three Person Staffing (Used at Regional Meet)

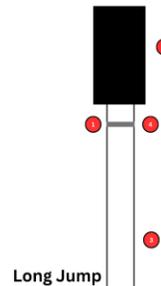
- When working with three person staffing, the officials shall work as Pit Boss in position 1, Pit Observer in position 2, and Flight Coordinator in position 3. The Pit Boss shall position himself on the side of the take-off point with a clear view of the foul line. This position shall be opposite the side of the runway where the coaches' box is located offering coaches a clear view of the takeoff board. The Pit Observer shall position themselves on the opposite side of the sand pit than the Pit Boss in a position to view the athlete moving down the runway and their attempt. The Flight Coordinator must move from a position at the midpoint of the runway to the take off board to record each attempt. The Flight Coordinator shall be on the opposite side of the runway as to where the athletes are staged between jumps. With three people, the Pit Boss shall be responsible for all Take Off Judge duties.
- *Position Adjustment Note: The Pit Boss and Pit Observer may be located opposite of the diagrammed position based on the location of the coaches' box. The Flight Coordinator may be on the opposite side of the diagrammed position based on the location of the staged athletes.*

Long Jump

Four Person Staffing (Used at State Meet)

- When working with four person staffing, the officials shall work as Pit Boss in position 1, Pit Observer in position 2, Take off Judge in position 4, and Flight Coordinator in position 3. The Pit Boss shall position themselves on the side of the take off point with a clear view of the foul line. The Take Off Judge shall position themselves opposite the Pit Boss. The Pit Observer shall position themselves to the side of the sand pit. Opposite the Pit Boss, in a position to view the athlete moving down the runway and their attempt. The Flight Coordinator must move from a position at the mid point of the runway to the take off board to record each attempt. The Flight Coordinator shall be on the opposite side of the runway as to where the athletes are staged between jumps.
- *Position Adjustment Note: The Pit Boss and Pit Observer may NOT be adjusted when using four officials as both sides of the board are blocked. The Flight Coordinator may be on the opposite side of the diagrammed position based on the location of the staged athletes.*

Note For All Staffing Levels: The wind gauge shall be located near position 3 with its own dedicated individual recording wind readings if the gauge is not integrated into the computers. The operator should ensure the device is not blocked with someone standing directly adjacent. For the tournaments the wind gauge operator shall not be an official.



Safety Notes For Field Events

- Vertical Jumps
 - Does the pit meet minimum specifications?
 - Are all pad sections connected together?
 - Is there one common cover for the whole pit?
 - No separation between the sections.
 - The area around the pit is clear of all things that might cause injury.
 - There is not any platform of any type exposed.
 - Any hard surface near the pit is removed or covered by dense foam.
 - Are the goal post and play clock too close?
 - Is the foam in the pit no longer functioning as it should
 - Ensure there is no actual or potential overlap between event venues. If there is, make a coordination plan to minimize risk.

Safety Notes For Field Events

- High Jump
 - Ensure access to the apron and pit areas are flagged, coned, or marshaled to keep persons not in the event outside the venue.
 - Ensure the apron has no cracks, tears, or holes - anything that could snag a spike.
- Pole Vault
 - Does the collar meet ASTM Specifications? Is it installed correctly?
 - Is the box void of foreign material including water?
 - Are the standard box pads in place?
 - Do the athletes meet weight for their poles?
 - Is zero on the standards lined up with the back of the box?
 - Are the standards able to travel from 18 to 31.5 inches?

High Jump/Pole Vault

- Before the athletes get there
 - When should you be at the event?
 - Check pit (size, common cover), standards, planting box
 - Confirm safety of landing area – remove hard objects
 - Mark the crossbar and standards – bar replaced consistently 6-8-12
 - Mark plane of crossbar on the jumping surface
- Checking in athletes
 - Check poles for legal taping – no hand holds (rolled tape)
 - Uniform check
 - Traffic cop during warmups

High Jump/Pole Vault

- Jumping/Vaulting Procedures
 - 5 alive (continuous flights) if more than 8 jumpers (6-8-2)
 - Number jumpers in squares for makes/misses
 - Time limits for each event (table page 42) – 3 or fewer jumpers
 - Jumping out of order
 - Make calls loudly, record clearly
 - Clearly indicate **every** athlete's best mark
 - **Record as follows: -- for pass, X for failed attempt, O for make**
 - Clearly indicate unbroken ties
- Measuring
 - Measure vertically!
 - Nearest lesser ¼"
 - Ground level to top of crossbar (not bottom of PV box)
 - When do you measure the bar? 6-8-12

High Jump/Pole Vault

- What is a miss (foul)?
 - Jumper causes the crossbar to become dislodged
 - Hitting standards when leaving the pit causes bar to fall
 - Touching pit or object beyond the plane of the bar without clearing the bar
 - Time limit
 - Leaving from 2 feet
 - Wind ?
 - HJ (6-8-11), PV (6-8-26)
- Breaking ties
 - 6-3-2b, 6-3-3, 6-3-4
 - Fewest attempts at tied height
 - Fewest total misses
 - Jump off (only for 1st place) – exception: tournament for last qualifying spot

High Jump/Pole Vault

- Other issues
 - When do time limits change? Chart, page 42: 3 or fewer athletes
 - Use highlighters to indicate passed heights, or jumper eliminated
 - Wind – forces disassociated with the competitor (6-2-24)
 - Helpers and their roles
 - If entering after 1 hour, 1 ½ minutes for HJ, 2 minutes for PV – per individual, not aggregate; beginning of height change; no crossbar or bungee
 - Excused to participate in another event
 - Myths
 - Debris on jumping surface
- Rules to apply
 - 6-1, 6-2, 6-3
 - HJ & PV: 6-8

High Jump

Officiating Positions

Pit Boss: This position shall be standing and be mobile. It is responsible for:

- In conjunction with the Head Field Judge/Field Referee ensure the event venue is set up properly & safely
- Ensuring the standards are set at the correct height and the bar is measured as needed.
- Signaling with a red or white flag appropriately based on the result of the jump and feedback from the pit observer.
- Standing in front of the crossbar until ready for the next jumper; stepping aside and signaling with the white flag when ready.
- Placement of a 2in wide indicator line directly below the crossbar, if desired. The material used for the line (tape or chalk) will vary based on facility restrictions.
- All Pit Observer roles when one is not used.

High Jump

Flight Coordinator: This position may be seated. This position is responsible for:

- Identifying in advance of the event who is participating in other events and what each of the athlete's starting heights will be.
- Correctly documenting makes, misses, and passes.
- Managing the athletes' order of competition, ensuring that Active Flights are used when appropriate. The call shall be Up, On Deck, On Hold and then calling the athlete up a second time when the pit is ready indicating the time shall start. Optionally, when active flights are used, calls of "Alive" for the other two competitors in the flight are allowed, as is a single call of "Alive" when adding a competitor to the rotation. One of the two Alive options must be used.
- Managing the check in and check out process for athletes participating in other events.
- Responsible for recording the start time and end time of the event.
- Managing the warmup process for those entering later in the event per NFHS regulations.

High Jump

Pit Observer: This position shall be standing and be mobile. This position is responsible for:

- Ensuring the standard bases are properly marked and remain in place during the competition.
- Ensuring the cross bar is positioned against the standard and even on the pegs.
- Ensuring coaches remain in approved coaches' areas.
- Ensuring all meet workers are in proper position.
- Signaling with a red flag when a foul occurs.
- Timing the event by providing a time warning with a yellow flag or verbally to the athlete per NFHS regulations and shall indicate to the Pit Boss to single with a red flag if a time violation occurs.

High Jump

One Person Staffing

- When working the event as the only official, the official shall position themselves at **1** and will be responsible for all officiating responsibilities.

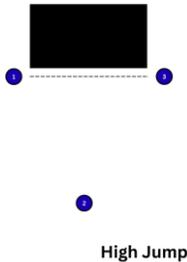
Two Person Staffing (Used at Regional Meet)

- When working with two person staffing, the officials shall work as Flight Coordinator in position **2** and Pit Boss in position **1**. The Flight Coordinator shall position themselves in the center on the far edge of the take off area, allowing them to effectively communicate with the athletes. The Pit Boss shall be positioned on side of the crossbar. With two people, the Pit Boss shall handle all Pit Observer duties.

Three Person Staffing (Used at State Meet)

- When working with three person staffing the officials shall work as Flight Coordinator in position **2**, Pit Boss in position **1** and Pit Observer in position **3**. The Flight Coordinator shall position themselves in the center on the far edge of the take of area, allowing them to effectively communicate with the athletes. The Pit Boss shall be positioned on one side of the crossbar with the Pit Observer on the opposite side.

High Jump



Inspection of Vaulting Poles

The vaulting pole inspector shall verify all pole are legal and safe ensuring the athlete's weight is not above the pole rating. For OHSA A tournaments, the inspector will be the head event official. Illegal poles shall be impounded until competition in that event is concluded. The inspector shall mark the pole with a label or colored band of tape approximately 18 inches from the bottom of the pole. Athletes cannot warm up until the full inspection & verification process is complete.

- Inspect the pole for:
 - A legal top hand hold band
 - Cracks or breaks
 - Gripping tape above the top hand hold band. Tape used for identification is allowed.
 - Ridges / areas in the gripping tape that would provide a finger hold (refer to NFHS regulations).
 - Ensure the pole has a plug. At times, a team may have one plug for multiple poles, which is allowed.
- Ensure that:
 - All poles checked in are **at or above** the weight of the athletes
 - All athletes have a signed (in paper form or electronically) vault verification form indicating their weights.
- Items needed for inspection:
 - Towel for cleaning.
 - Marking material (tape or label) for poles.
 - Vault verification forms.

Pole Vault

Officiating Positions

Pit Boss: This position shall be standing and be mobile. It is responsible for:

- In conjunction with the Head Field Judge/Field Referee ensure the event venue is set up properly & safely.
- Ensuring all pole have been inspected and verified. This is the responsibility of the head event official.
- Ensuring the standards are set at the correct height and the bar is measured as needed.
- Ensuring the box is free of debris and that the box collar and landing pad are not hindering the movement of the pole.
- Timing for the attempt by providing a time warning with a yellow flag or verbally to the athlete per NFHS regulations. The red flag shall be raised if a time violation occurs.
- Signaling with a red or white flag appropriately based on the result of the jump and feedback from the pit observer.
- Standing on the runway until ready for the next jumper; stepping off, signaling with the white flag, and starting the time when ready.
- All Pit Observer roles when one is not used.
- Shall ensure a measuring tape is placed along the runway, verifying its accuracy, leaving the tape for the duration of competition.

Pole Vault

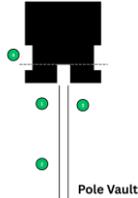
Flight Coordinator: This position may be seated. This position is responsible for:

- Identifying in advance of the event who is participating in other events, what each of the athlete's starting heights will be and managing coaches' verification cards.
- Correctly documenting makes, misses, and passes.
- Managing the athlete's order of competition, ensuring that Active Flights are used when appropriate. The call shall be Up, On Deck, On Hold and then calling the athlete up a second time when the pit is ready indicating the time shall start. Optionally, when active flights are used, calls of "Alive" for the other two competitors in the flight are allowed, as is a single call of "Alive" when adding a competitor to the rotation. One of the two Alive options must be used.
- Managing the check in and check out process for athletes participating in other events.
- Responsible for recording the start time and end time of the event.
- Managing the warmup process for those entering later in the event per NFHS regulations.
- Verify all poles used have the legal mark of the day, before each attempt, and ensure athletes do not warm up without completing the verification and pole inspection process.

Pole Vault

Pit Observer: This position shall be standing and be mobile. This position is responsible for:

- Ensure the standards are correctly positioned and zeroed out with the bases marked and remain in place during the competition.
- Ensuring an athlete properly releases/pushes the pole in regard to a pole dislodging the cross bar.
- Ensuring the cross bar is positioned against the standard and even on the pegs.
- Ensuring coaches remain in approved coaches' areas.
- Ensuring all meet workers are in proper position.
- Signaling with red flag after each attempt & verbally when needed



Pole Vault

One Person Staffing

- When working the event as the only official, the official shall position themselves at **1** and will be responsible for all officiating responsibilities.
- *Position Adjustment Note: The official should position themselves on the opposite side of the runway from the athletes, allowing them to be facing the athletes for enhanced communication.*

Two Person Staffing (Used at Regional Meet)

- When working with two person, staffing, the officials shall work as Flight Coordinator in position **2** and Pit Boss in position **3**. The Pit Boss shall assume all Pit Observer duties.
- *Position Adjustment Note: The Flight Coordinator shall position themselves on the opposite side of the runway from the athletes, allowing them to be facing the athletes for enhanced communication. The Pit Boss shall be positioned on the opposite side of the runway as the Flight Coordinator.*

Three Person Staffing (Used at State Meet)

- When working with three person staffing, the officials shall work as Flight Coordinator in position **2**, Pit Boss in position **3** and Pit Observer in position **4**. The Flight Coordinator shall position themselves on the opposite side of the runway from the athletes, allowing them to be facing the athletes for enhanced communication. The Pit Boss shall be positioned on the opposite side of the runway as the Flight Coordinator. The Pit Observer shall be positioned behind the zero plane next to the pit on the same side as the Flight Coordinator.
- *Position Adjustment Note: The positions of the officials may be adjusted from the diagram to ensure the above stated locations can be followed.*

Final Comments

- Useful training videos:
https://www.youtube.com/playlist?list=UUHd6fGN_Az-6SD6lk2fUsTw
- Link at gytoa.com
– Includes one on 5 alive!
- OHSAA online local meetings - #1 now available via MyOHSAA, available until March 12.
- Outdoor meeting on the track at Fitch on March 22, 2 pm – meet at the finish line.
- Last meeting of the year – April 12, 2 pm – Crestview HS