

High School Field Event General Rules

1. **Warm ups** or practice jumps or throws are not allowed at field event venues unless supervised by an adult coach or official. At the end of competition, field event venues are closed and no practice is allowed.
2. **Reporting.** Athletes who fail to report prior to the first competitive jump or throw may not participate in the event.
3. **Wounds.** Athletes who are bleeding, have an open wound, or blood on their person may complete a race or trial, but may not participate further until the bleeding is stopped, the wound is covered, and the body and/or uniform is appropriately cleaned or the uniform is changed.
4. **Assistance.** Electronic devices including video images may be used in unrestricted areas and coaching boxes provided it does not interfere with progress of the meet; but cannot be used to transmit info to competitors during a race or trial. (3.2.8).
5. **Excusals.** Competitors may be excused to participate in other events. To accommodate them, the judge may change the order of competition in preliminary or final rounds. Competitors must be excused and must report back in. Time limits for excusals are set by the Games Committee. (6-2-3)
6. **Passes.** A pass must be communicated to the judge before the start of the trial clock.
7. **Placings.** To place in a field event a competitor must have had at least one legal throw or jump. If after applying the tie-breaking criteria, there is still a tie by any of the competitors for any scoring places, the points for tied places shall be added together and divided by the number of competitors who are involved in the tie. The head event official must sign the event card, indicating all the place winners.
8. **Disqualification.** When a disqualification is obvious, and in the absence of a field event referee or a head field event judge overseeing all of the field events, notify the competitor of his/her disqualification and the reason for it. Make note of the disqualification and the specific reason for it on the result sheet. Pass this information on to the referee so he/she can verify the disqualification and be prepared to discuss it with the competitor's coach. In situations where the disqualification is not obvious, immediately notify the referee, who will determine if a disqualification is justified. Whenever possible the head event official should stay at the event location and continue the competition.
9. **Uniforms.** Each competitor is required to wear a legal uniform. A violation results in a warning, and a subsequent violation disqualifies the competitor from an event.
 - a. A uniform consists of: shoes (slippers or socks do not meet this requirement); and a school-issued full-length track top and track bottom, or one-piece uniform.
 - b. No part of the uniform, excluding shoes, shall be removed in or near the area of competition.
 - c. Uniforms shall be worn as intended by the manufacturers.
 - d. The waistband of a competitor's bottoms shall be worn above the hips.
 - e. The top must hang below or be tucked into the waistband of the bottom when the competitor is standing erect; bare midriffs are not acceptable.
 - f. The top and bottom or one-piece uniform may have school identification and the top may have competitor's name.
 - g. Loose-fitting, boxer-type, or compression-style bottoms, and closed-leg briefs are acceptable.
 - h. When numbers are used, each competitor shall wear the assigned, unaltered contestant number.
 - i. A single manufacturer's logo/trademark/reference, no more than 2 ¼ square inches with no dimensions more than 2 ¼ inches is permitted on the uniform bottom or top or one-piece uniform.
 - j. An American flag, not exceeding 2 X 3 inches, and either a commemorative or memorial patch, not to exceed 4 square inches, may be worn on the uniform top or bottom.
 - k. Visible garment(s) worn underneath the uniform top and/or bottom are considered a foundation garment, and are not subject to logo/trademark/reference or color restrictions.