

### ***Wind Measurement***

12. The wind gauge shall be the same as described in Rule 18.11 and Rule 18.12. It shall be operated as described in Rules 18.14 and Rule 18.15 read as per Rule 18.16.
13. The relevant Field Events Referee shall ensure that the wind gauge is placed 20m from the take-off line. It shall be positioned 1.22m high and not more than 2m away from the runway.
- The wind velocity shall be measured for a period of 5 seconds from the time an athlete passes a mark placed alongside the runway, for the Long Jump 40m from the take-off line and for the Triple Jump 35m. If an athlete runs less than 40m or 35m, as appropriate, the wind velocity shall be measured from the time they commence their run.

### ***Prosthetic Device(s)***

14. For athletes competing in horizontal Jumping Events in sport classes T61-64, the use of prosthetic device(s) is mandatory. The relevant Official shall ensure that Rule 6.12.1(b) is observed.
- a) If the prosthetic device(s) is lost during the run-up then the athlete cannot continue without the prosthetic device(s). The athlete shall fix/adjust the prosthetic device(s) and recommence the trial provided they are within the time allowed for the trial;
  - b) If the prosthetic device(s) is lost during the process of jumping and the mark where the prosthetic device(s) lands is the closest mark to the take-off board in the landing area, then that is the mark that the trial will be measured from;
  - c) If the prosthetic device(s) lands outside the landing area (whether closer to or further from the take-off line than the closest mark to the take-off board in the landing area), it shall be counted as a failure and recorded as such.

## **Rule 28: Long Jump**

### ***The Competition***

1. An athlete fails if:
  - a) he while taking off (at any time prior to the instant at which they cease contact with the

take-off board or ground), breaks the vertical plane of the take-off line with any front part of their take-off foot/shoe or prosthetic device, whether running up without jumping or in the act of jumping, or;

*Note: It will not be considered a failure, if the break of the vertical plane is made by a loose part of the shoe (e.g. shoelace).*

- b) he takes off from outside either end of the board, whether beyond or before the extension of the take-off line or;
  - c) he employs any form of somersaulting whilst running up or in the act of jumping or;
  - d) after taking off, but before their first contact with the landing area, they touch the runway or the ground outside the runway or outside the landing area; or
  - e) in the course of landing, they touch the border of, or the ground outside the landing area closer to the take-off line than the nearest break made in the sand or;
  - f) he leaves the landing area in any manner other than that described in Rule 28.2.
2. When leaving the landing area, an athlete's first contact by foot with its border or the ground outside shall be further from the take-off line than the nearest break in the sand. (Which may be any mark made on overbalancing completely inside the landing area or when walking back closer to the take-off line than the initial break on landing.)

*Note: This first contact is considered leaving.*

3. An athlete shall not be regarded to have failed if:
- a) he runs outside the white lines marking the runway at any point; or
  - b) except as described in Rule 28.1 (b), they take off before reaching the board.
  - c) under Rule 28.1 (b) a part of their shoe/foot is touching the ground outside either end of the take-off board (or take-off area for Sport Classes T11 and T12), before the take-off line; or
  - d) if in the course of landing, they touch, with any part of their body, or anything attached to it at that moment, the border of, or the ground outside the landing area, unless such contact contravenes Rule 28.1 (d) or Rule 28.1 (e); or
  - e) he walks back through the landing area after having left the landing area in the manner described in Rule 28.2.

### ***Take-off line and Scratch line***

4. The distance between the take-off line and the far end of the landing area shall be at least 10m.
5. The take-off line shall be placed between 1m and 3m from the nearer end of the landing area.
6. For athletes in Sport Classes T11 and T12, the distance between the scratch line and the far end of the landing area shall be at least 10m. The scratch line shall be placed between 1m and 3m from the nearer end of the landing area.

### **COMMENT: Team of Officials**

For a Long Jump or Triple Jump Event, it is recommended to allocate the available officials as follows:

- 1) The Chief Judge will watch over the whole of the event.
- 2) Judge checking whether the take-off has been made correctly and measuring the trial. They must be provided with two flags - white to indicate if the trial is valid and red if it is a failure. When the jump has been measured, it is advised that the judge stands in front of the take-off board, holding the red flag, while the landing area is levelled and, if relevant, the plasticine board is replaced. A cone may be used instead or in addition. (In some competitions this position is assumed by the Chief Judge of the event.)
- 3) Judge at the landing point determining the position of the nearest break in the landing area to the take-off line, to insert the spike/prism and then, if a tape is being used, hold the tape on the 0. When video measuring is being used, no judge will normally be required on site for this purpose. When an optic system of measuring is being used on site, two judges are needed at the landing point, one to plant the marker in the sand, the other one to read the result on the optic apparatus.
- 4) Judge - a recorder scoring the results sheet and calling each athlete (and the one who is to follow).
- 5) Judge in charge of the scoreboard (trial-number-result).
- 6) Judge in charge of the wind-gauge positioned at a point 20 metres from the take-off board.

- 7) one or more Judges or assistants in charge of levelling the landing area after each trial.
- 8) Judge or an assistant in charge of replacing the plasticine.
- 9) Judge in charge of the clock indicating to the athletes that they have a certain time to take their trial.
- 10) Judge in charge of athletes.

Note (i): This is the traditional setting-up of the officials. In major competitions, where a data system and electronic scoreboards are available, specialised personnel are certainly required. To be clear in these cases, the progress and scoring of a Field Event is followed by both the recorder and by the data system.

Note (ii): Officials and equipment must be placed in such a way as not to obstruct the athlete's way nor impede the view of the spectators.

Note (iii): A space must be reserved for a wind-sock to indicate the wind direction and strength.

## **Rule 29: Triple Jump**

The Rules for the Long Jump apply to the Triple Jump with the following additions:

### ***The Competition***

1. The Triple Jump shall consist of a hop, a step and a jump in that order.
2. The hop shall be made so that an athlete lands first on the same foot as that from which they have taken off; in the step they shall land on the other foot, from which, subsequently, the jump is performed.

It shall not be considered a failure if, during a trial an athlete, touches the ground with the "sleeping" leg.

*Note: Rule 28.1 (d) does not apply to the normal landings from the hop and step phases.*

### ***Take-off Line and Scratch Line***

3. The distance between the take-off line for men and the far end of the landing area shall be at least 21m.