

General Field Event Procedures - Suburban Parochial League

Last amended 2026-02-11

GENERAL FIELD EVENT PROCEDURES

1. Announcement of Events

- a. Field Event calling order by grade:
 - i. Long jump: 5, 6, 7, 8
 - ii. Triple jump: 7, 8, 5, 6
 - iii. Shot put: 6, 5, 8, 7
 - iv. Javelin/Discus: 8, 7, 6, 5
 - v. High jump: JV (5&6) Combined, Varsity (7&8) Combined
- b. FIRST Call (eg "5th Grade Girls Long Jump, First Call")
 - i. FIRST call can be made half-way through the third sequence of official jumps (or throws) for prior competing group, OR 10 minutes before scheduled start.
 - ii. The Judge in charge of each field event should coordinate with the Meet Announcer in making the FIRST Call, as well as the subsequent SECOND and FINAL Calls, so as to adequately inform all participants as to that event's status.
- c. Check-In Competitors
 - i. Score sheets with registered participants will be provided by the meet host for each field event. Check in athletes. Confirm athlete name, grade, and team.
 - ii. Inform competitors that they will compete in the same sequence in which they are signed-up for practice and official attempts. Line up athletes to reduce confusion and improve efficiency.
 - iii. If the sign up sheet is listed by team, inform competitors of the order.
 - iv. As competitors are signing up, start running the two (2) allowable practice attempts.
- d. Clarifications and Exceptions
 - i. A coach or teammate may check in on behalf of a competitor.
 - ii. Ask whether anyone is competing in the high jump and note it on the score sheet.
 - iii. No athlete is allowed to compete in an event after all other competitors have finished, unless he or she is physically present as the last other competitor finishes.
 - iv. To assist in running each event more timely, a volunteer working at each event should begin the check in process for the next scheduled group of competitors once those currently competing have begun their 2nd or final round of attempts.
- e. SECOND Call (eg "5th Grade Girls Long Jump, Second Call): Make this announcement halfway through check-in.
- f. FINAL Call: Make this announcement halfway through the practice attempts so that all coaches and athletes are aware of the event status.

2. Official Competition

- a. Competing sequence per the sign-up and scoring form.
- b. Announce name of next competitor (eg "Jones up, Smith on deck").
- c. Each participant is allowed two (2) practice attempts and two (2) official attempts.
- d. Announce scored distance or height for each attempt.
- e. Scorekeeper to repeat the score loudly, as it is reported by the measuring official.
- f. Head Field Judge will be assigned to resolve disputes and to ensure the events are officiated properly.

3. Conflicts

- a. A conflict arises when an athlete is competing in 2 field events that are occurring (being run) at the same time.
- b. Conflicts should only occur with High Jump and another field event, depending on the grade level.
 - i. JV high jump conflicts: long jump and shot put

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- ii. Varsity high jump conflicts: triple jump and discus
- c. Conflicts with field events and running events should never occur.
- d. The first rotation should be finished before the second one begins. There is no conflict between grade rotations.
- e. Please note that the conflicts may only be related to the meet (with the events stated above), religious ceremony (Confirmation, First Holy Communion), or a school function (school play, band concert, etc.).
- f. Conflicts do not include any event outside of the actual track meet or school event (i.e. travel or club sports, parties, family functions).
- g. Conflict Procedures Involving High Jump (5th and 6th grade)
 - i. Athlete checks into conflicting event with high jump, informs the judge of conflict, and proceeds to the high jump area.
 - ii. **The athlete then competes in high jump in its ENTIRETY.** Once the jumper is eliminated from competition, they will return to their second event and compete as normal. Officials must keep the scoring sheets open at those second events until all high jump athletes have returned to that competition. High jump crossbars will NOT be lowered for a late- arriving competitor.
- h. Conflict Procedures Involving High Jump (7th and 8th grade)
 - i. Athlete checks into high jump, informs the judge of the conflict, and proceeds to their other field event.
 - ii. **The athlete is given priority in his or her field event and completes his or her attempts with the first group of throwers/jumpers, regardless of grade level.** Once the athlete has completed his or her attempts, he or she should return to the high jump area and compete as normal. Varsity athletes should be in the high jump area prior to the start of their competition.

4. Closing the Event

- a. Once the last competitor has completed two (2) attempts, announce that the event has closed. Competitors with event conflicts will NOT get any more tries, unless present when the last other competitor is finishing.
- b. Scoring judge moves to an area where he or she can tally the results without interference.
- c. Re-check the results; get it right the first time.

5. Announcing Results

Clearly announce the results and distribute award ribbons before beginning the next group's competition.

6. Turning in Score Sheets

Sign the score sheet, verify scores legibility, and turn-in score sheets to the timing tent as each competing group is finalized.

7. Training Event Officials

The SPL strongly encourages each school to train their designated meet- workers before the day of the meet. Additionally, the SPL prohibits schools from using volunteer workers who have not graduated from the 8th grade. Training materials for each event are located on the s-p-l.org website.

Change Brief

2026-02-11 Added field event calling order by grade
Modified sign up and check in process to reflect preregistrations.
Adjusted clarifications and exceptions to align with updated conflict rules
Removed section on event sign-ups
Reduced official attempts from three (3) to two (2)

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	Removed section on conflicts not involving high jump
	Added section on high jump conflicts for Varsity (7th and 8th grade)
	Modified procedure for turning in score sheets
2023-02-20	Modified High Jump Conflict section to designate High Jump priority for conflicting field events
2015-04-22	Added Conflict section.