



AUCKLAND JUNIOR ATHLETICS CHAMPIONSHIPS

1. General

- Where not specifically set out in these rules, the relevant ANZ and World Athletics rules will apply.
- Only meeting officials will be allowed in the centre of the arena.
- Every effort will be made to ensure the programme runs to time and in the order laid out.
- Grade 7-9yr athletes - will compete in divisions for track and field. Pennants will be awarded for the top 3 place getters and ribbons for the next athletes in the division.
- Grade 10 – 14yr Athletes – the top 3 athletes in each event will be awarded medals.
- Every effort will be made to ensure the programme runs to time and in the order laid out. On the day the events on the program could run ahead of schedule so it's in the athlete's best interest to remain at Mt Smart until the completion of the events.
- Athletes may NOT compete in another age group. They must compete in the age group shown on their age patch.

2. Entries

- Entries for all grades will only be taken online, using the approved Athletics Auckland system.
- Entries close at 11:59pm Sunday 14th February 2021. Entries or changes to entries will not be accepted after this date. Refunds for this competition are not available so please enter correctly.
- Athletes can only enter a total of 5 events over the 3 days of competition.
- Entry Fees - \$6 per event.
- Non-Auckland Athletes - Athletes from outside Auckland affiliated clubs can be considered for entry via their Centre. The following conditions apply:
 - Only 2 per age grade and gender for each event per Centre.
 - Progression to track finals (grade 10-14yr) will be one non-Auckland registered athlete per sprint and two per distance (if a final is required).
 - Progression to the Field top 6 (grade 10-14yr) will be one non-Auckland registered athlete only.
 - A certificate will be awarded to any non-Auckland athlete who places in any final. No medal will be awarded.
- Any non-Auckland athlete who wishes to be considered should contact their Centre Secretary for further information.

3. Uniforms

- All athletes must compete in their official Club uniform with Colgate age patch showing AA1 number and name, and firmly attached on the front of their competition singlet. If bike pants are worn they must be either the colour of the clubs official uniform, or Black. NO multi coloured bike pants will be allowed. In addition, no casual non-competition type shorts, NRL shorts, or board shorts will be allowed for competition purposes. If you cannot obtain club coloured shorts you must wear BLACK shorts.
- A black or white tee shirt maybe worn under the clubs competition singlet (sunburn).

- Hats may be worn during events. Any mark made by a hat falling into the sand during a Long Jump will be used to measure if it is attached to the body at the point of landing. It will be a foul if a hat falls during a throwing event and the athlete leans out to the front of the circle to retrieve it as they are essentially touching the ground. It will also be a foul if a hat dislodges the high jump bar.
- Shoelaces will not determine fouls within the circle in throwing events; it must be a part of the foot (i.e. the shoe itself) that fouls the circle.

4. Health and Safety

- In the interests of safety to athletes, coaches, officials, volunteers and spectators the following should be adhered to at all times:
 - Entry to the Competition Area is to be made by athletes under control of officials.
 - Athletes are not to cross the infield of the Competition Area. Athletes caught doing this are liable to be excluded from the Championship
 - Warm-ups must be supervised by a coach, or parent, and within the relevant warm-up area
 - Throwing implements should only be picked up when directed by officials
 - Athletes should take care crossing the track at all times and adhere to directions from officials regarding the crossing of the track.
 - No unauthorised person(s) shall be allowed in the Competition Area. This includes Parents, Coaches and anyone else not acting as an appointed meeting Official.

5. Protests

A verbal protest can be made in the first instance by the athlete to the Chief Judge of the event who will summon the appropriate referee.

If, in the opinion of the athlete, an unsatisfactory decision is reached, the team manager can hand a completed Protest Form together with a \$20 fee to the Meeting Manager via the Meeting Secretary. This must be done within 15 minutes of the official result being posted or announced.

6. Assembly

- Athletes must not go to the Marshalling Areas until called.
- Marshalling times will be 30min before the scheduled start time.
- Hurdles marshalling will be done at the hurdles start line.

7. Technical Information –

- Mobile phones and smart watches are allowed in the Competition Area, but must be turned off and kept in the athlete's bag.
- Any athlete found using or looking at their phone or smart watch in the Competition Area will be issued with a Yellow card, or a Red card, depending on the circumstance.
- If an athlete is likely to be competing in another event at the designated marshalling time for that event, they must advise the marshalling official at the time of checking in for the first event.
- No athlete who has retired from competition due to ill health will be able to re-enter competition unless the athlete supplies a medical certificate and clearance has been obtained from the Meeting Manager. This applies irrespective of whether the athlete retires on Day 1, 2 or Day 3 of the Championships.

8. Track – General information

- Metal spiked shoes may only be worn during competition and then only by athletes in Grades 10, 11, 12, 13 and 14. Spiked shoes with the spikes removed CANNOT be worn by any athlete. Rubber moulded spikes which are part of the sole of the shoe may be worn by athletes in Grade 7 – 9.
- Spike length allowed : 7mm on track and long jump
9mm at high jump
- Athletes MUST use the crouch start position as per ANZ competition rules
- Starting blocks *must* be used in *all* races up to and including 400m if metal spikes are being worn, *and* by all runners in age groups 12 and older.
- For safety, spiked shoes must be removed at the immediate completion of the athlete's event before leaving the arena. Failure to do this could result in disqualification from any further events.
- **Athletes (including reserves) must continue competing in a track event finals if they competed in the heats. If an athlete fails to do so they will be unable to compete in other events for the rest of the day.**
- The track events will take precedence over field events.
- Athletes competing in laned events must remain in their lanes and return to the finish line at the completion of events until dismissed by the appropriate official.
- For the race walking events we will not be using the pit lane rule for this championship.
- The 400m for the grade 10-14yr athletes are timed finals. Athletes are asked to enter a qualifying time when entering this event. These races will be seeded with a mixture of seeds in each race.

9. Track - Method of Finding Finalists (photo finish)

- Finals will be run for all track events with the finalists being determined by the eight fastest times from the heats.
- Progression to finals will be one per sprint and two per distance (if a final is required) of any non-Auckland athlete.

10. Track – Method of finding Finalists (without the photo finish)

- Two heats – first 4 place getters in each heat.
- Three heats – first 2 place getters in each heat plus the best 2 of the third place getters (hand timed)
- Four heats – first 2 place getters in each heat

11. Track - Notification of Qualifiers and Reserves

- Qualifiers names will be broadcast over the public address system prior to the call to go to Marshalling.
- Two reserve athletes shall be named and ranked for each final event. These reserves shall report to the Marshals when the qualifiers are called. In the event of a withdrawal or non-appearance of a finalist the Chief Marshal shall place a reserve in rank order in the final and *once made that decision cannot be reversed.*

12. Track - Lane Draws

- If there is an excessive number of withdrawals in any event, heats may be redrawn by the Track Marshals and run as straight Finals at that time.
- The seeding for finals will be as per below: ▪ Ranking 1 to 4 – Lanes 3, 4, 5, and 6; by random draw ▪ Ranking 5 and 6 – Lanes 7 and 8; by random draw ▪ Ranking 7 and 8 – Lanes 1 and 2; by random draw

13. Field

- Throws and Long Jump grade 10 - 14 years - a further three attempts will be offered to the top 6 in accordance with the Rules of Competition.
- Grade 7-9yr three attempts only.
- No athlete's personal throwing implements will be accepted for this competition.
- There are no warm up throws for this competition.
- Grade 10-14yr athletes can have one warm up run in the long jump and one warm up jump in the High Jump.
- High Jump – Three attempts at each height in accordance with the Rules of Competition. The bar will be raised in increments of 5cm until there are 6 competitors remaining. Thereafter the height of the bar will be raised in 3cm increments until 1 competitor remains. The bar can only be raised in 1cm increments when the competition has been won and that competitor may dictate the height.

HIGH JUMP STARTING HEIGHTS

Ages	Girls	Boys
10	1.05	1.10
11	1.10	1.15
12	1.15	1.20
13	1.20	1.25
14	1.25	1.30

THE MEETING MANAGER RESERVES THE RIGHT TO VARY OR ADVANCE THE PROGRAMME. IT IS IN THE BEST INTEREST OF EVERY ATHLETE TO REMAIN AT MT SMART STADIUM.