

ATHLETICS TRACK & FIELD

Date: Saturday 3 February 2018

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FACILITIES:	Designated changing rooms are available underneath the grandstand for men and women. Please do not leave equipment, clothing or valuables in these rooms. Toilets are also available at the back of the grandstand.
MEDALS:	A medal ceremony will be held as soon as possible after the conclusion of each event. Please make yourself available to the officials immediately after your event is finished. Results will be placed on the results noticeboard at the ground as they become available. They will also be posted on the New Zealand Masters Games website after the competition. www.nzmg.com
DIRECTIONS:	The athletics programme will take place at the Caledonian Ground located at the end of Logan Park Drive. Limited parking is available near the ground, with other parking located on Butts Road or at Logan Park High School.
PROGRAMME:	Numbers will be issued at the Caledonian Track on competition day. You must come and pick up your number and tick off your name from the info desk at least 30 minutes before your first event. An Information Desk is provided to assist you. If you have queries, please do not hesitate to ask. Please direct your questions through the Information Desk and not the Results Room.
FIRST AID:	The Dunedin Sports Injury Clinic will be in attendance in the Logan Park area during the meeting. Please ask at the registration desk for more information.
SPORT SPECIFIC INFORMATION:	Any dispute or protest must be referred initially to one of the referees (person with yellow armband). If the dispute affects medal placing's the referees need to know of your concern within 30 minutes of the completion of the event. Please turn over for Rules of the Meeting.



Rules of the Meeting

1. Competition numbers must be pinned on front of singlet (before start)
2. Competitors must report to the events 15 minutes prior to starting time. Athletes failing to check in 15 minutes prior to starting time may be withdrawn from the event at the referee's discretion.
3. Events must not be held up. If you are not there at stated time, you miss out.
4. Track events take priority over field events.
5. If you leave a field event to compete on the track, you must advise the official at the event. If the round is finished when you return you forfeit that attempt.
6. Field event competitors must be ready when name is called for their attempt.
7. Field event competitors will have three attempts with the top 8 in each age group having another throw or jump.
8. Field event competitors shall be allowed warm up only if time permits – this is at the sole discretion of the chief official.
9. Starting blocks will be provided. Starting blocks are not mandatory.
10. Spikes must not exceed 6mm.
11. In the event of heats becoming a straight final, this will be held at the time set down for the final.
12. When heats are run, the following will apply:
 - (a) 2 heats – 1st three and fastest two losers to final
 - (b) 3 heats – 1st two and fastest two losers to final

