

General Rules

- (1) A team may bring a maximum of 32 participants. All teams are allowed a maximum of 2 athletes in one event.
- (2) All athletes are allowed to participate in 2 events PLUS relay.
- (3) All athletes must wear school shirts with school name clearly identifiable, or face possible disqualification.
- (4) Only 1 relay team per school may participate in the following relay events: U8 boys, U8 girls, U10 boys, U10 girls, U12 boys, U12 girls, Elementary boys, Elementary girls.
- (5) 100 m sprint (boys and girls) will have a 'Championship Heat' at the end of the age group composed of the fastest 6 times overall per age group.
- (6) Track events take precedence over field events. If there is a conflict between a student going to a track or field event, they must check in at the field event then do the track event first.
- (7) Medals will be given to the top 3 finishers in each event. There is 1 banner for the school that is declared the overall winner of the track and field meet by accumulating the most points.

Age Requirements

***** Please note that the age requirements for relay are different from all other events....read carefully. *****

******* Track and Field Events *******

6/7 years old.....as of August 31 of the eligibility year (ex. All athletes that were 7 years old and younger as of August 31)

8 years old.....as of August 31 of the eligibility year (ex. All athletes that were 8 years old and younger as of August 31)

9 years old.....as of August 31 of the eligibility year (ex. All athletes that were 9 years old and younger as of August 31)

10 years old.....as of August 31 of the eligibility year (ex. All athletes that were 10 years old and younger as of August 31)

11 years old.....as of August 31 of the eligibility year (ex. All athletes that were 11 years old and younger as of August 31)

12 years old.....as of August 31 of the eligibility year (ex. All athletes that were 12 years old and younger as of August 31)

Elementary..... All athletes that were 13/14 years old in Elementary school as of August 31)

***** **Relay Teams** *****

Under 8 team.....All athletes who were 6 and 7 as of August 31 of the eligibility year (under 8, but not including 8)

Under 10 team.....All athletes who were 8 and 9 as of August 31 of the eligibility year (under 10, but not including 10)

Under 12 team.....All athletes who were 10 and 11 as of August 31 of the eligibility year (under 12, but not including 12)

Elementary team.....All athletes who were 12-14 as of August 31 of the eligibility year

Events offered

6/7 yrs	8 yrs	9 yrs	10 yrs	11 yrs	12 yrs	Elem.
100 m	100 m	100 m	100 m	100 m	100 m	100 m
400 m	400 m	400 m	400 m	400 m	400 m	400
-----	-----	1500 m	1500 m	1500 m	1500 m	1500 m
St. L. Jump	St. L. Jump	St. L. Jump	St. L. Jump	St. L. Jump	St. L. Jump	St. L. Jump
R. L. Jump	R. L. Jump	R. L. Jump	R. L. Jump	R. L. Jump	R. L. Jump	R. L. Jump
-----	-----	Triple Jump	Triple Jump	Triple Jump	Triple Jump	Triple Jump
-----	-----	-----	-----	Shot Put	Shot Put	Shot Put
Relay	Relay	Relay	Relay	Relay	Relay	Relay

***** St. L. Jump.....Standing Long Jump
 ***** R. L. Jump.....Running Long Jump

Team Responsibilities

- (1) All teams must complete the SSAF eligibility sheet and fax it to the convenor at least 1 week prior to the meet.
- (2) Teams must arrive at least 15 minutes prior to the scheduled start of the meet. If a team is late it will throw the entire meet out of schedule.
- (3) Be prepared for any weather.
- (4) Coaches must ensure all students know their events and times. Ensure all relay racers know their order (runners 1 through 4).
- (5) All athletes must wear school shirts with school name clearly identifiable, or face possible disqualification.
- (6) Remind parents and students to remain off the track.
- (7) All parents and spectators are to remain behind the boundaries at all pit events so that the officials may accurately measure and record results without disruptions and distractions.

Coaches Job Descriptions**TRACK EVENTS:****Start: 2 people**

- Must ensure athletes are in proper order and lane
- Students start running from standing start
- One person must start the race

Timer: 1 timer per lane

- Time the runner in your lane.

Finish: 2 people

- Help the finish line to funnel the runners after finishing to ensure that athletes are in the correct order when times are being recorded.

Recorder and assistant recorder: 2 people

- Record the times of all the runners per race
- Pass recorded times to bench so they can keep track of the top 6 fastest times

Bench: 2 people

- Keep the overall top 6 times (out of all the races for that age group combined) on a bench so they can have a 'Championship Race' at the end of their category. The first 6 racers/times will remain on the bench until they get knocked off by a better time.

Relay "Changeover": 1 person at each baton exchange

- Must ensure athletes are in proper order and lane
- Organize the runners for the future heats

FIELD EVENTS:**3 people per event**

- Ensure that all the rules are being followed for your event
- Ensure that only athletes who are supposed to be competing are competing
- Keep event running smoothly and on time!!
- Crowd control

EVENT RULES AND REGULATIONS**EVENT: STANDING LONG JUMP AND RUNNING LONG JUMP****Equipment: rake and measuring tape****Rules:**

- Each athlete gets one practice jump and two jumps to be recorded
- The athlete must jump on or before the take-off line (board) for running long jump. If any part of the foot is over the take-off line (board), this will count as a foot-fault. The athlete will not get to take the jump again.
- Once the athlete has jumped, the closest imprint in the sand towards the take-off line (board) will be measured. Measure from the front of the take-off line (board).
- The maximum running distance is 44m for running long jump
- Ties are decided by additional jumps to declare the winner
- The athlete must stand with both feet on the ground before he/she takes a jump for standing long jump. He/she must jump on or before the take-off line (board)

EVENT: TRIPLE JUMP

Equipment: rake and measuring tape

Rules:

- Each athlete gets one practice jump and two jumps to be recorded
- Athletes will have a choice of which line they will use as their take-off line (board)
- If the athlete crosses the chosen take-off line (board) with any part of his/her foot, it is a foot-fault and the jump is not measured. They may not re-take the jump.
- Measurements are made from the front edge of the take-off line (board) that was used to the closest mark in the sand. Measure to the nearest centimeter.
- The triple jump requires that the athlete initiates the first 2 phases with the same foot (a hop). An athlete that alternates feet is committing a foul.
- The maximum running distance is 44 m.

EVENT: SHOT PUT

Equipment: shot (girls – 6 pounds, boys – 8.8 pounds), measuring tape

Rules:

- Each athlete gets one practice and 3 attempts with the shot to be recorded
- The athlete must commence from a stationary position inside the circle
- The shot must be pushed from the shoulder with the hand in close proximity to the chin
- The shot must not be dropped from this position during the entire motion
- The shot must not be taken behind the line of the shoulder when doing this technique. This would be a fault and it will not be measured or re-done.
- The athlete must enter the circle at the back and exit the same way after he/she has finished with their attempts.
- The athlete may touch the edge of the circle, but cannot go over it. Going over the edge is a foot-fault, and the attempt will not be counted or re-done.
- The athlete must not leave the circle until the shot hits the ground
- With the tape starting in the centre of the shot put circle, measure the distance from the front edge of the circle (where the tape passes over the front edge), NOT FROM THE FRONT CENTRE OF THE CIRCLE, to the nearest location where the shot originally hits the ground (NOT WHERE IT ENDS UP ROLLING)

EVENT: 100 M

Equipment: stop watches, flags, pylons, whistle or horn

Rules:

- Heats will be run first and top 6 runners/times overall will race in a final 'Championship Heat' at the end of each age group.
- Need to have a lane judge/timer for each lane used in the race
- Record the times for all runners in each heat
- Keep top 6 times on a bench until they are knocked off by a faster time. Top 6 after all heats have run will run in the "Championship Heat"
- Boys will run on one side of the stadium, and girls will run on the other side of the track at the same time.

EVENT: 400 M

Equipment: stop watches, flags, whistle or horn

Rules:

- Record times for all runners in each age category
- Need to have lane judges, as runners must stay in their own lane
- Stagger starts...straight line finish
- Set up pylons/markers for the age groups to line up behind

EVENT: 1500 M

Equipment: stop watches, pylons, whistle or horn

Rules:

- Record times for all runners in each age category
- Competitors begin and end in a straight line. Athletes must remain in their own lane until the first bend (corner), then they may break into any position they like. They do not need to stay in their own lane after the first bend.
- Set up pylons/markers for the age groups to line up behind.

EVENT: 4 X 100 RELAY

Equipment: stop watches, batons, pylons, flags

Rules:

- Runners will be asked to go directly to their starting area (starting line, changeover #1, #2, #3), at which point they will be sorted into their lanes and heats.
- The order of the races will alternate girl then boy team from youngest to oldest age group (U8 girls, U8 boys, U10 girls, U10 boys, U12 girls, U12 boys, Elem girls, Elem boys)
- Supervisors raise their flags once all runners at their station are ready.
- Exchange of batons may only occur in take-over zones which are marked out at 20 m long.
- The runner who is due to receive the baton may start running from any point up to 10 m behind the rear end of the take-off zone, but must receive the baton within the marked area.
- The runners must stay in their lanes, even after the baton exchange has occurred. Failure to do so is interference and may lead to disqualification of that particular relay team.
- Runners must not drop the baton or the team will be disqualified.
- Timing is very important in running this event. If a runner is late for their race, the team will be disqualified.
- Runners must know their order (1 to 4), and need to be supervised by a teacher/coach until their race starts.

******* EVERY PARTICIPANT (TEACHERS/COACHES, AND STUDENTS) MUST BE AWARE OF THESE RULES, REGULATIONS, AND SCHEDULE OF EVENTS *******