

2017 Queensland Athletics Championships

Check-In Procedures/Times

Track Events

All athletes competing in track events at the Queensland Junior Championships **MUST** check in at least **ONE hour** prior to the scheduled start time of their event. Failure to do this will result in the athlete being removed from that event.

Field Events (except Pole Vault)

All athletes competing in field events at the Queensland Championships **MUST** check in at least **ONE hour** prior to the scheduled start time of their event. Failure to do this will result in the athlete being removed from that event.

Pole Vault

All athletes competing in track events at the Queensland Junior Championships **MUST** check in at least **NINETY minutes** prior to the scheduled start time of their event. Failure to do this will result in the athlete being removed from that event.

All Athletes are expected to show their 2016-17 Competition bib numbers when checking in, if unable to do so they will be required to purchase new numbers. The cost for these numbers is \$5 which must be paid in cash.

CALL ROOM/Marshalling:

Thursday/Friday: Athletes will marshall at their event sites no later than 15 minutes prior to the scheduled start time of their event.

Saturday/Sunday: A Call Room will be in operation on Saturday and Sunday, all athletes **MUST** report to the Call Room for each of their events, call times are as below:

Track:	15 Minutes
Hurdles:	20 minutes
Field Events:	30 minutes
Pole Vault:	70 minutes

Warm Up

The SAF will be available for warm up on Thursday through to Sunday, warm up will be allowed on the back straight of the MAIN STADIUM during the following times.

THURSDAY:

Until 5:45PM ONLY

FRIDAY:

Until 5:45PM ONLY

SATURDAY:

From 9:00am until 12:45pm
then from 2:30pm to 4:30pm

SUNDAY:

From 9:00am until 11:30am (200m Heats will be happening during this time
Then from 2:00pm until 4:30pm

Saturday February 25th the back straight of the State Athletics Facility will not be available for warm up until 12:00pm due to the Women's Hammer. The Back straight will be available for warm up purposes after the completion of the hammer.

On Sunday February 26th the Back straight of the SAF will not be available for warm up until 12:00pm due to the Men's Hammer Throw. The Back straight will be available for warm up purposes after the completion of the hammer.

Warm up for long throws (Discus, Hammer, and Javelin) on the SAF will not be available while events are in progress due to safety constraints.

Events to be held on the SAF are:

Hammer: U14-U18 Girl's:	09:00am Saturday
Hammer: U20/Open Women:	10:45am Saturday
Discus: Open/Open Ambulant Women:	02:15pm Saturday
Discus: Open Men:	04:00pm Saturday

Hammer: U14-U18 Boys:	08:30am Sunday
Hammer: U20/Open Men:	11:30am Sunday
Discus: U17/U18 Discus:	01:00pm Sunday
Discus: U20, U20/Open Ambulant:	02:30pm Sunday

At all other times the SAF will be available for warm up.

IAAF RULE 142

Simultaneous Entries

3. if an athlete is entered in both a track event and a Field event, or in more than one Field event taking place simultaneously, the appropriate Referee may, for one round of trials at a time, or for each trial in the High Jump and Pole vault, allow an athlete to take his trial in an order different from that decided upon by the draw prior to the start of the competition.

However, if an athlete subsequently is not present for a particular trial, it shall be deemed that he is passing once the period allowed for the trial has elapsed.

Note: In competitions of more than three rounds of trials, the Referee shall not allow an athlete to take a trial in a different order in the final round of trials but the Referee may allow an athlete to do so during any earlier round of trials.

Failure to Participate

4. At all competitions under Rules 1.1 (a), (b), (c) and (f), except as provided below, an athlete shall be excluded from participation in all further events (including other events in which he is simultaneously participating) in the competition, including relays, in cases where:

(a) a final confirmation was given that the athlete would start in an event but then failed to participate;

Note: A fixed time for the final confirmation of participation shall be published in advance.

(b) an athlete qualified in a preliminary round of an event for further participation in that event but then failed to participate further;

(c) an athlete failed to compete honestly with bona fide effort. The relevant Referee will decide on this and the corresponding reference must be made in the official results.

Note: The situation foreseen in Rule 142.4(c) will not apply to individual events within Combined Events.

A medical certificate, provided by and based on an examination of the athlete by the Medical Delegate appointed under Rule 113 or, if no Medical Delegate has been so appointed, by the Medical Officer of the Organising Committee, may be accepted as sufficient reason to accept that the athlete became unable to compete after confirmations closed or after competing in a previous round but will be able to compete in further events (except Combined events individual events) on a subsequent day of the competition. Other justifiable reasons (e.g. factors independent of the athlete's own actions, such as problems with the official transport system) may, after confirmation, also be accepted by the technical Delegate(s).

Rules regarding progression from Heats to Finals for 2017 Queensland Athletics Championships

Track Events:

Straight Finals where heats were scheduled:

For **100m** and **sprint (80m, 90m, 100m, 110m) hurdle** races if the number of athletes drops to 10 then that event will become a Straight Final run at the **Scheduled Final Time**

For **200m, 400m** races if the number of athletes drops to 9 then that event will become a Straight Final run at the **Scheduled Final Time**

For **800m** races if the number of athletes drops to 12 then that event will become a Straight Final run at the **Scheduled Final Time**

For **1500m** races if the number of competitors drops to 15 that event will become a Straight Final run at the **Scheduled Final Time**.

For **200m** and **400m Hurdle** races if the number of competitors drops to 9 that event will become a Straight Final run at the **Scheduled Heat Time**.

Advancement rules: Heats, Semi-Finals, Finals

HEATS

For events **100m through to and including 800m** and **all hurdles** there will be **8 competitors only** in the Final **IF Heats** have been run.

2 Heats: Where feasible *Heats will have a maximum of 9 competitors. Advancement to the FINAL will be Top 3 from each heat plus next 2 fastest on time. 8 competitors advance.*

3 Heats: Where feasible *Heats will have a maximum of 9 competitors. Advancement to the FINAL will be Top 2 from each heat plus next 2 fastest on time. 8 competitors advance.*

4 Heats: Where feasible *Heats will have a maximum of 9 competitors. Advancement to the SEMI-FINAL will be Top 3 from each heat plus next 4 fastest on time. 16 competitors advance.*

5 Heats: Where feasible *Heats will have a maximum of 9 competitors. Advancement to the SEMI-FINAL will be Top 4 from each heat plus next 4 fastest on time. 24 competitors advance.*

For 1500m Events there will be 12 competitors only in the Final IF Heats have been run.

2 Heats: *Heats will have a maximum of 15 competitors. Advancement will be Top 4 from each heat and next 4 fastest on time.*

2 Semi-Finals: *Semi-Finals will have a maximum of 8 competitors. Advancement to the FINAL will be Top 3 from each heat plus next 2 fastest on time. 8 competitors advance.*

3 Semi-Finals: *Semi-Finals will have a maximum of 8 competitors. Advancement to the FINAL will be Top 2 from each heat plus next 2 fastest on time. 8 competitors advance.*

Personal Implements/Equipment:

Personal Throwing implements must be submitted to the Technical Management at least 2 hours prior to the scheduled start time of the event, Implements will then be checked and added to the Implement pool for that event. Implements can be collected from the Technical Management team after the completion of the event.

Personal Starting blocks are able to be used for WARM UP only, NO personal blocks are allowed in competition.

With Call Room running on Saturday and Sunday of the 2017 Queensland Championships some personal items may not be allowed onto the field of play, these items will be confiscated in Call Room and will be available for Collection from TIC (Check-In) after your event has concluded.

Minimum High Jump and Pole Vault Starting Heights

Age Group:	High Jump: Starting Height:	Pole Vault Starting Height
U14 Girls:	1.10m	1.60m
U15 Girls:	1.10m	1.60m
U16 Girls:	1.10m	1.60m
U17 Girls:	1.15m	1.90m
U18 Girls:	1.15m	1.90m
U20 Girls:	1.25m	2.10m
Open Women:	1.25m	2.40m

Age Group:	High Jump: Starting Height:	Pole Vault Starting Height
U14 Boys:	1.15m	1.60m
U15 Boys:	1.25m	1.70m
U16 Boys:	1.25m	1.85m
U17 Boys:	1.35m	2.40m
U18 Boys:	1.35m	2.40m
U20 Boys:	1.55m	3.00m
Open Men:	1.60m	3.20m