



TRACK AND FIELD REGULATIONS

Track events

➤ **Track event priority**

- Participants must prioritize their track events. Therefore, it is imperative that participants arrive at the scheduled race time even if that means leaving the long jump or the shot-put events and coming back to them later.

➤ **Event preparation**

- Even though we make a general call, competitors must check the schedule to see when their events are taking place.
- Out of respect for everyone, competitors must be in the designated call zone at least ten minutes before their event starts.
- Participants must give their name to an official at the call zone table when they arrive.
- After giving their name, runners must go to the designated area where they can warm up with a sports expert. Only competitors are allowed in this area. Coaches must wait outside the perimeter.
- From that moment on, only one coach per school is permitted to accompany the competitors to the starting line. Everyone else must stay in the stands or the middle of the stadium.
- The preparation of the athletes and the functioning of the events will be greatly facilitated by the cooperation of everyone involved.

➤ **100 m**

- Competitors must run in a straight line as fast as possible for the required distance.
- Each athlete must stay in his or her lane for the duration of the 100 m event.
- Any athlete found in violation of the above rule will be disqualified, regardless of the outcome of the race.



FIRST NATIONS EDUCATION COUNCIL INTER-SCHOOL GAMES



➤ 4 x 100 m relay

- Runners must stay in their lane throughout the race.
- Any physical contact with a runner from another team is strictly forbidden and could lead to the entire team being disqualified.
- The relay baton must be passed inside the change-over zone (a length of 20 metres).
- Any team that drops the baton or passes it outside this zone will be disqualified.
- Referees are instructed to make sure teams stay in their lanes, not to establish the starting order of each runner. This is at the coaches' discretion.
- Coaches must inform their runners of their starting order (1st, 2nd, 3rd, or 4th) prior to the event.
- Teammates must be aware of their starting order in the relay.

Before the start of the event, all relay competitors and their coaches must meet in the designated area behind the photo-finish camera to get into position.

The sports consultant will call each category and the teams competing in the next race. When a team is called, the runners must go inside the perimeter to get their tags indicating their starting order.

- Runners will be assembled according to their lane and starting position by the FNEC employee in charge of the event. They must stay in their assigned place.
- Runners will be taken to the track according to their starting position (1st, 2nd, 3rd, or 4th) by an FNEC volunteer holding a sign with the corresponding number.
- Runners must follow the FNEC volunteer to the place where they will be lined up for the race.
- Once runners are in place, the starting signal will be given to runners in first position with their batons to pass to their teammate in second position and so forth until the runner in fourth position.
- Final times will be given for each team, not for each runner.



**FIRST NATIONS EDUCATION COUNCIL
INTER-SCHOOL GAMES**



➤ **Exceptions for the 4 x 100 m relay**

- Elementary school teams registered in the 10–12-year-old category can only have one 13-year-old runner.
- It is strictly forbidden to have an older runner on a team registered in the 13–15-year-old category.
- If a boy is part of the relay team, this team must compete in the boys' category.

➤ **False starts**

- False starts are illegal.
- In the event of a false start, the race will be restarted.
- If there is a second false start in the same heat, the competitor at fault will be disqualified.



Field events

➤ **Instructions for field events**

- Participants in any age group can make their qualification jumps and throws at any time on Thursday or Friday. Finalists must be present at their scheduled finals event.

➤ **Long jump**

- Participants must make a minimum of two jumps. Depending on their ranking and the time remaining, some participants may make more.
- Participants may use a run-up varying between 12 and 16 strides (at the participant's discretion).
- Participants must place one foot on the take-off board without extending past it when preparing to jump. The jump is declared a foul if the participant's foot touches the small strip of plasticine on the end of the board (it will leave a mark).
- The jump is measured from the edge of the take-off board closest to the sand pit to the nearest mark left by any part of the competitor's body.
- If the participant falls backward upon landing, the measurement closest to the take-off board is recorded.

➤ **Shot put**

- Competitors have a minimum of two throws each. Depending on their ranking and the time remaining, some participants may make more.
- Competitors put a shot, the weight of which depends on their age, as far as possible.
- The shot weighs 2 kg for 10–12-year-old girls, 3 kg for 13–15-year-olds, and 16–18-year-olds.
- The shot weighs 3 kg for 10–12-year-old boys; and 4 kg for 13–15-year-olds; and 5 kg for 16–18-year-olds.
- Competitors take their throw from inside a circle of 2.1 metres (7 feet) in diameter and put the shot placed between their neck and shoulder by completely extending their throwing arm. The distance of the throw is measured from the circumference of the circle to the mark made by the fall of the shot.
- Competitors cannot leave the circle and must stay in it until the shot hits the ground. Competitors must leave through the back half of the circle and not the front. If these rules are not respected, a foul will be called, and the throw cannot be taken over.

NB: The FNEC Inter-school Games sports consultant reserves the right to make a final decision regarding these regulations.