

Foundation for Interscholastic Youth Athletics
Track & Field Program for 2025

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SUMMARY OF CHANGES

This summary highlights the changes for the current year that are different from the previous year. You should still review the entire program as a refresher if you are a returning participant to FIYA Track & Field Meets.

- Division 3 has been significantly altered:
 - There are still five (5) total events for Division 3 but they are now the 100 (new), 400, 800, 4 x 100 meter relay and the Turbo Javelin. We no longer will offer the 50 meters for Division 3.
 - Each school can only enter three (3) Division 3 athletes per event. In the past, it was unlimited.
 - Each Division 3 athlete can participate in a maximum of three (3) events which includes the relay. In the past, it was four.
 - Rationale – as a middle school focused program, we decided to keep Division 3 as part of our track program rather than stop offering it in spite of capacity concerns. The compromise was to provide some additional limits on Division 3 so that our overall capacity can handle the entire meet.

- Relays
 - For all relays in all divisions, a school team may enter only one relay team. In the past, we allowed schools to enter two relay teams for each relay – one relay team was designated the scoring team and the other relay team was the non-scoring team. For capacity purposes, we can no longer accommodate the non-scoring relay teams.

- Turbo Jav
 - There is just one Turbo Jav area for all three (3) divisions; please follow the schedule listed in the Order of Events on page 6 of this Program.

REGISTRATION

Registration should be viewed in three separate steps:

1. Your school first needs an ANet account;
2. Your school then needs to add a FIYA track meet to its ANet account; and
3. Your school completes its registration by actually placing athletes into the events prior to the registration deadline.

We discuss each step below in more detail:

1) Set Up an Athletic.Net Free Account

- a) To register for any FIYA track & field meet, create a free account on Athletic.net (ANet). To get more detailed information on setting up an ANet free account, click on this [ANet Instructions Link](#).
- b) Creating a free account needs to be done AT LEAST ONE WEEK prior to the date of the track meet. If your school participated in a FIYA track & field meet in previous years, then your school already has an ANet account.
- c) If the school's track coach is new to the school, he/she needs to be added to the school's ANet account. Contact the person listed under Admin on your school's ANet account page or alternatively, you can contact Support from Athletic.Net.
- d) After submitting information to create a free ANet account, you will receive a confirmation email in 1-2 days. Now your account is verified and ready to register for a specific FIYA track & field meet.

2) Add a FIYA track & field meet to Your School ANet Calendar

- a) On your school ANet home page, you can click the "+ ADD A MEET" link from your school's ANet school calendar. Then type "FIYA" into the search bar and you should be able to find the various FIYA track & field meets.
- b) Click the FIYA track meet that you wish to add to your school calendar. Please note your status will be listed initially as UNCONFIRMED. For the first FIYA track meet that you add to your calendar, we will send an email that your

confirmation is pending until you reply to the email. Our email requires you to provide an approximate size of your track team and that you review the preseason track video along with this track and field program document. **The review of the video is mandatory for all track coaches.** For subsequent track meets that you add to your calendar, this process will not be included; only for the initial track meet you add to your calendar. However, subsequent track meets are still subject to confirmation as explained below in paragraph(c).

c) Please note being CONFIRMED into a track meet is based on a variety of factors with special emphasis on capacity. As the popularity of our track program has grown, we may need to limit the entries in order that we can complete a track meet in 4-5 hours. While we welcome all schools to participate in our track program, we will endeavor to provide priority to those schools who regularly participate in FIYA athletic events, not just the FIYA track & field program

3) Place Athletes into Events Prior to the Registration Deadline

a) Now that the FIYA track meet is calendared on your school's ANet account, you can begin the registration process of placing athletes into the various events. However, in order to accurately register your athletes into a FIYA track meet, you will need to read through this entire document FIRST in order to understand how FIYA track meets are conducted which will greatly assist with the registration process.

b) Please note there is a registration deadline for all FIYA track meets. Registration for each meet CLOSES 3 days before the FIYA track meet. For example, a FIYA track meet on Sunday means that the registration closes on Thursday evening.

3) Important Registration Tips

a) To create a team roster, under the Athlete section of your school ANet account, you can add or edit athletes. To add athletes, click the "+ Add an Athlete" button and fill in first and last name, grade level and gender. You do not need to put the athlete's birth date. To edit athletes, click the Edit button and make the changes you desire.

b) Just creating a team roster (that is, listing the name, grade level and gender of your athletes) does not mean you have completed the registration process. You still need to place athletes into specific events.

c) Of course there are various limitations you need to be aware of in order to successfully and accurately register each of your athletes. Again, you will discover this by reading through this entire document.

d) FIYA Track and Field Meets usually take about 4-5 hours so take this into account when registering your athletes. We have provided an approximate timeline of the order events in this document (see page 6).

4) The Cost and Payment of a FIYA track & field meet

a) The cost for each FIYA track & field meet is \$20 per athlete per meet. A school is charged for each athlete that it registers regardless of whether the athlete participates in the meet. The registration deadline is within three days of the track meet so we encourage you to be as accurate as possible. While we recognize that meet day issues may arise to prevent some of your athletes from attending, a large number of no shows (20% or more) from your team may jeopardize your team's confirmation to future FIYA track meets.

b) Invoices will be sent immediately upon the conclusion of the track and field season. Consequently, payment is not needed until the invoices are sent.

ORDER OF EVENTS/APPROXIMATE TIMELINE

| Approx. Time | TRACK | LONG JUMP | TURBO JAV | SHOT PUT |
|---------------|--|--|---|---------------|
| Start of Meet | 200 meters D2 girls, D2 boys D1 girls, D1 boys | D1 boys (A Pit) D2 boys (B Pit) | D3 girls/boys | CLOSED |
| @ 1 hour mark | 1600 meters D2 girls/D1 girls (comb) D2 boys/D1 boys (comb) 4 x 100 Relay D3 girls, D3 boys D2 girls, D2 boys D1 girls, D1 boys | D1 boys (Finishing) D2 boys (Finishing) D1 girls (A Pit) D2 girls (B Pit) | D2 girls/boys | CLOSED |
| @ 2 hour mark | 400 meters D3 girls, D3 boys (WF) D2 girls, D2 boys D1 girls, D1 boys | D1 girls (Finishing) D2 girls (Finishing) | D2 girls/boys (finishing) D1 girls/boys | D2 girls/boys |
| @ 3 hour mark | 100 meters D3 girls, D3 boys D2 girls, D2 boys D1 girls, D1 boys 800 meters D3 Girls, D3 Boys (WF) D2 Girls, D2 Boys (WF) D1 Girls, D1 Boys (WF) | OPEN for ALL D1/D2 Boys and Girls | D1 girls/boys (finishing) | D1 girls/boys |
| @ 4 hour mark | 4 x 200 Relay, 800 Medley (1, 1, 2, 4) OR 4 x 400 Relay (2 turn stagger) D2 girls, D2 boys D1 girls, D1 boys | CLOSED | OPEN for ALL | OPEN for ALL |

TRACK & FIELD GENERAL RULES

1) Competitive Divisions:

There are six divisions, divided by gender (boys/girls) AND separated by grade level:

- ▶ **Division 1 (D1)** is for 8th grade and below
 - ▶ **Division 2 (D2)** is for 6th grade and below
 - ▶ **Division 3 (D3)** is for 4th grade and below.
- ▶ Athletes must compete in only **one Division** and should wear their appropriate bib number on their chest at all times.
- ▶ Athletes may compete up - in an older division, but must compete in **ALL** of their other events in that **SAME** division. Athletes may NOT compete in a lower age division.
- ▶ If you want an athlete to compete up, you will need to email info@onfiya.org to request permission prior to the registration deadline.

2) Placing Athletes into Events and Substitutions:

- ▶ Coaches must register **all athletes AND their events** on their team account via athletic.net.
- ▶ Coaches are advised to double check their registration/team roster to make sure each athlete is in their appropriate events, gender, AND age divisions.
- ▶ When the registration deadline closes, no further changes can be made. On meet day, athletes that are registered for the individual track events (100, 200, 400, 800 and 1600) will be scratched if they do not show when called to the clerk. **NO SUBSTITUTIONS are allowed for these individual track events.**
- ▶ You may make substitutions for RELAYS and for FIELD EVENTS. However, in making those substitutions, you still need to adhere to the participation restriction rules set forth below. That is, each athlete cannot do MORE than 4 events (3 events for D-3) and each school cannot have more than 3 athletes competing in an event. If violated, the athlete in question will be disqualified for ALL EVENTS and the school's team score will be negatively impacted.

3) Number of Events and Substitutions:

- ▶ **At the D1 & D2 level**, each athlete may compete in no more than **FOUR (4) events**; there are no restrictions on what four (4) events.
- ▶ **At the D3 level**, each athlete may compete in no more than **THREE (3) events**.
- ▶ Each school for all three divisions may enter no more than **THREE athletes** into each event. Any violation will result in a disqualification.
- ▶ Each school for all three divisions may enter only one relay team for the 4 x 100 meter relay. For the second relay event, only D1 and D2 may enter one relay team; D3 athletes are not eligible for the 4 x 200 meter relay, 800 meter medley relay or the 4 x 400 meter relay.

4) Forbidden Items/Activities with respect to Competition:

- **NO SPIKES** of any kind or **SHOES** made to take **SPIKES** will be allowed. Any athlete wearing illegal shoes in any competition will be immediately disqualified from the meet.
- **NO PACING** BY FELLOW ATHLETES OR COACHES.
- **FAILURE TO REPORT TO THE CLERK OR FIELD JUDGE IN A TIMELY MANNER** may result in being scratched from the event. **FAILURE TO REMAIN IN STAGING AREA (IN CORRECT HEAT AND LANE ASSIGNMENT)** may also result in being disqualified from a track event.

5) Specific Rules About Track Events:

· **SCORING** – the top 6 finishers in each track event earn points for D1 and D2 teams only; there is no team scoring in D3. (See section on Awards & Scoring below). While events are seeded, it is the top 6 finishers from ALL heats. Therefore, your athlete competes against the entire field so running through to the finish line is important to secure a high mark.

· **100M, 200M and 400M** – athletes must stay in their lane the entire distance or be subject to disqualification.

· **All running events will be run in heats except for the following:**

- 800M Run, 1600M Run for all Divisions
- 400M in Division 3 only
- Each of these events will begin with a waterfall start and likely will combine girls and boys in both divisions and separate the times per gender accordingly.

· **RELAYS** - There are two relays at each meet: (i) 4 x 100 and (ii) EITHER 4 x 200, 800 Medley OR 4 x 400. We generally run the 4 x 200 at the first two meets, the 800 Medley at the next two meets and the 4 x 400 at the last meet(s). For all relays we will use the 30 meter transfer zones unless otherwise notified.

For the 800 Medley relay, the first two runners run 100 meters, the third runner runs 200 meters and the fourth runner runs 400 meters.

At the sound of the gun, all runners in relays must start somewhere inside the transfer zone. The baton transfer between the incoming runner and the outgoing runner must occur within the transfer zone. Baton transfers made outside the zone - based on the position of the baton, not the runners' feet - result in disqualification. Baton transfers must be handed off, no tosses or passes. In addition, runners must remain in their lanes after the baton transfer (and throughout the race) to avoid interfering with other runners. If the baton is dropped, the runner can leave the lane to retrieve the baton as long as the recovery doesn't interfere with other runners. Runners may not wear gloves or place substances on their hands to obtain a better grip on the baton.

For the 4 x 200, 800 Medley and the 4 x 400, there is a two turn stagger. This means that a team must complete two turns before runners can cut-in to the inside lane.

For 4 x 200, this means the first two runners must run in their assigned lane the entire time. When the second runner passes the baton to the third runner, the third runner must be in the assigned lane. However, upon receiving the baton, the third runner may cut-in. When the third runner passes the baton to the fourth runner, it need NOT be in the assigned lane.

For 800 Medley Relay, this means the first three runners must run in their assigned lane the entire time. The fourth runner should start in his/her assigned lane but upon receiving the baton, the fourth runner may cut-in.

For 4 x 400, this means the first runner must run in the assigned lane the entire time. When the first runner passes the baton to the second runner, the second runner must be in the assigned lane. However, upon receiving the baton, the second runner may cut-in. When the second runner passes the baton to the third runner AND when the third runner passes the baton to the fourth runner, these transfers need NOT be in the assigned lane.

Automatic Timing/Live Results/Protests

- ▶ All FIYA meets are conducted with automatic timing. Results at the meet may be viewed on ANet Live and/or westsidetiming.com (you may share this link with athletes, families, and spectators to see immediate scores and times as they're posted during the meet)
- ▶ Upon conclusion of the track meet, track coaches may review unofficial results posted on ANet Live and/or westsidetiming.com and issue a formal written complaint or inquiry by sending an email to johnmueller@onfiya.org by 12 pm noon on the following day of the track meet. Written complaints or inquiries after the deadline will not impact the results of the track meet.

6) Specific Rules About Field Events:

· **SCORING** – similarly, the top 6 finishers in each field event earn points for D1 and D2 teams only; there is no team scoring in D3. (See section on Awards & Scoring below). While events are seeded, it is the top 6 finishers from ALL flights. Therefore, your athlete competes against the entire field.

· **FIELD EVENTS: Shot put, long jump, and turbo javelin will be contested in flights**

- Athletes who must leave for another event may do so and complete their attempts later only with the prior approval of the event judge.
- It is advised that athletes report to the field event judge *as soon as we make first call of their event*, check in for their Division giving their name, school, division, and bib number, and notify the field judge that they will be competing in a track event and will return later to perform their jumps/throws.
- Athletes who leave a field event without approval from the field judge will be declared finished and not allowed any more attempts.
- Athletes who do not report to the field event by final call will also be disqualified.
- Because of these rules, please have all of your athletes, coaches, and spectators pay close attention to our field events' first, second and third calls so we can avoid athlete DQ and the field events run as smooth as possible.

LONG JUMP RULES

1. All athletes will be allowed three jumps.
2. Athletes will compete in flights, as determined by the event judge. Athletes may leave to compete in another event and return to complete their throws provided they notify and get permission from the event judge.
3. In the long jump, the head must remain in the superior position. Somersault technique is not permitted.
4. A trial may not be initiated until the athlete is given verbal permission by the event judge.
5. The athlete shall take off from behind the scratch line. It shall count as a scratch if:
 - a. The athlete's shoes extend over the scratch line or make a mark in front of it.
 - b. An athlete runs across the scratch line.
 - c. If, in the course of landing or leaving the pit, the athlete touches the ground outside the landing area, nearer the scratch line than the nearest mark made in the landing pit.
 - d. The athlete fails to initiate an attempt that is carried to completion within the required time.

SHOT PUT RULES

1. All athletes will be allowed three throws.
2. Athletes will compete in flights, as determined by the event judge. Athletes may leave to compete in another event and return to complete their throws provided they notify and get permission from the event judge.
3. A throw may not be initiated until the athlete is given verbal permission by the event judge.
4. Division 1 Boys use the 8 lb. shot; all other levels use the 6 lb. shot.
5. No taping of any part of the hands or fingers permitted unless there is an open cut or wound that must be protected by tape. Taping of the wrist is allowed. A support belt may be worn but gloves may not.
6. A legal put shall be made from the shoulder, with one hand only, so that during the attempt, the shot does not drop behind or below the shoulder. An athlete must start from a stationary position inside the circle. No harness or mechanical device attached to the hand or arm shall be used. The put must be made from inside the circle.
7. It is a foul if the athlete does not enter or exit from the back of the circle, or if after stepping into the circle, fails to pause before starting the put, or touches the circle (not including the inner face of the stop-board or the band, if one is used) or the ground outside the circle, or the top of the stop-board before the put is marked. It is also a foul if the shot does not fall within the sector lines.
8. The measurement of a put shall be from the nearest edge of the first mark made by the shot to the inside edge of the stop-board nearest such mark, measured along the extended radius of the circle.

TURBO JAVELIN RULES

1. All athletes will be allowed three throws.
2. Athletes will compete in flights, as determined by the event judge. Athletes may leave to compete in another event and return to complete their throws provided they notify and get permission from the event judge.
3. Division 1 Boys use the 400 gram turbo javelins; all other levels use the 300 gram turbo javelins.
4. Three aspects of the throw must remain uniform among all athletes. You must hold the grip on the javelin, release it using an over-the-shoulder technique, and you may not turn your back to the field until the javelin leaves your hand. Throwing in another manner results in a foul. This rule ensures safety because the javelin remains under control when throwing it over your shoulder.
5. After beginning your throw, you may not touch any boundary line of the runway. Touching outside the lines results in a foul. If the javelin drops during the course of your throw, it is a foul.
6. Javelin must land tip first. A throw landing flat or tail first is a foul and is not measured. When you throw the javelin with proper technique, it should land tip first because of the position of the center of gravity and the javelin design. This ensures that you throw the javelin with technique, rather than hurling it. In addition, any javelin landing outside the throwing zone is a foul.
7. After completing your throw, no part of your body can touch over the foul line arc. A white line at the end of the runway designates the foul line. Once the javelin lands within the throwing zone, you may walk off the runway behind the arc line. When any part of your body goes over the line, whether during the follow through of your throw or accidentally walking out the front of the runway, a foul will result. This is to ensure that you are under control when leaving the runway following your throw.

AWARDS & SCORING

FIYA Track & Field Awards will be given as follows:

- **For each individual FIYA Track & Field Meet**, trophies will be given to the *top three* school teams per meet for D-1 Boys, D-1 Girls, D-2 Boys, D-2 Girls.
 - **Top six finishers in each event will score** 10, 8, 6, 4, 2 & 1 points respectively. Remember that an athlete may win their individual heat but not be in the overall top six finisher. Conversely, an athlete could finish in 2nd or below in his/her heat and still be a top six finisher.
 - **Custom ribbons will be made for top 4 finishers in all events for all three (3) Divisions.**
- **For Season Track Champions**, trophies and medals will be given to the Division 1 Girls Champion and Division 1 Boys Champion. To qualify, a school must participate in at least 50% of the FIYA track & field meets during a season. Your team must finish in the top 5 team scores at an individual meet and points are awarded as follows: **5th Place - 1 point; 4th Place - 2 points; 3rd Place - 3 points; 2nd Place - 4 points; 1st Place - 5 points.**

If there is a tie in team scores with multiple teams for a top five finish, we will add the point totals and divide by the number of tied teams. By way of example, if two schools tie for 2nd and 3rd place, we add the points (4 + 3) and divide by 2 so each team will be awarded 3.5 points.

There is a maximum number of track meets for which a school team can earn points during a track season. The maximum number is the total number of FIYA track & field meets offered in a season minus one. In other words, if FIYA offers 5 track meets, a school team can earn points in its four best meets (we drop the lowest score if the school team competed in all 5 meets).

If there is a tie in accumulated points upon conclusion of the track season with multiple teams, the tiebreaker will be the team that competes in the MOST FIYA track and field meets in the season wins. If the tiebreaker does not resolve the champion, there will be co-champions.

MEET LOGISTICS & RECOMMENDED TIPS

As mentioned, FIYA track and field meets generally last between 4-5 hours. We typically have between 20-30 school teams and 400-600 athletes participating plus spectators from all the schools. Consequently, there are a lot of people and activities so reviewing this section will greatly enhance your team's experience at a FIYA track and field meet.

1) School Track Team Personnel & Equipment

a) We first recommend you have at least two coaches depending on the size of your team and give them specific roles. For example, you might have a coach just for the Division 3 athletes to keep them organized. But keep in mind there can only be two coaches on the track field.

b) We recommend that you have a Spectator Captain – this should be an adult in the bleachers who serves as your school team liaison between athletes on the field and athletes in the bleachers. Communication between you, your athletes and what is occurring are all vital to a successful track meet. Spectator Captain should possess the Meet Program and/or have access to ANet Live.

c) While FIYA has batons, shots and turbo javelins, we recommend that you bring your own. You should also bring your own water and first aid kit. Food and non-water drinks should remain in the bleachers.

2) Arrival at the track facility

a) Gates open at least 1 hour before the start time of the track meet.

b) We recommend that your spectators sit together in the spectator area. If your community has a pop-up tent, these should ONLY be placed at the top of the bleachers so as not to block the view of other spectators. No school team pop-up tents allowed on the field. Spectators should not enter the stadium field during the meet; only coaches in safety vests and athletes with bibs are allowed on the field.

c) Coaches and athletes should not have any food and drink on the stadium field. The spectator area should be the location where your coaches and athletes eat and drink.

d) Upon arrival at the track facility, coaches should pick up their track packets (bibs, pins, hip numbers, safety vests & rosters) from the clerk table.

3) Track packet items

a) The **bib numbers** in the track packet will match with the number on the team roster for each athlete that has been registered. Bibs should be fastened with at least 2 pins to the athlete's front top. Bibs should be worn the entire track meet.

b) The **hip numbers** in the track packet are for the 200 M athletes as well as the Division 3 4 x 100 meter relay teams. Hip numbers should be placed on the athletes **LEFT** hip. We distribute the hip numbers for the early track events in order to expedite the clerking process at the start of the track meet. Hip numbers for the remaining track events will be distributed at the clerk area when athletes check in for their events at the time of the call announcement.

c) Each school team is given **two safety vests** which signifies the individual is a coach and allowed on the field. A school may have more than 2 track & field coaches. However, we can only allow 2 coaches per school on the field at the same time.

d) Not included in the track packet is **the Meet Program** (it will be emailed to the coaches in the ANet account) and **this Track & Field Program document**. We recommend that you print and bring both documents with you to the meet.

4) Coaches Meeting

a) A brief coaches meeting will be conducted at the Finish Line about 20 minutes prior to the track meet start time.

b) Agenda of the coaches meeting:

i) Introductions to track officials (the starter, the timer and the clerk),

ii) locations of key components of the track meet (start/finish lines, clerk area, entrance/exit points to/from the track and the bleachers, long jump pit, shot put area, turbo javelin area), and

iii) review of any specific information for track meet.

c) The first call will be made following the coaches meeting. As will be mentioned at the coaches meeting, athletes and coaches should listen for the calls made over the audio system. Generally, there will be three calls made for each event. For all track events (with the exception of the Division 3 55 M), athletes should report directly to the clerk area. For all field events, athletes should report directly to that field event and check in with the field event captain.

5) Clerk Area

a) The success and efficiency of any track meet is tied directly to the clerk area. Reminder that all our events are done in order from youngest to oldest and girls before boys. If your track team pays attention to the Order of Events timeline along with the Meet Program, no athlete should miss a call.

b) When a call is made for a track event, registered track athletes should report to the clerk area and listen for further instructions from the head clerk. Note: It is always better for athletes who have a track event and a field event at approximately the same time to check in with the field event captain and tell the captain that you need to run your track event but will return to the field event upon completion of the track event. Again, communication is the key.

c) There are generally four benches at the clerk area and each bench represents a heat for individual track events. Bench 1 is for heat 1 and heat 5, bench 2 is for heat 2 and heat 6, etc. Each bench is taped with a number from 1 through 8. Those taped numbers represent the lane assignment that the athlete should be in.

d) If coaches and athletes follow their Meet Program, you will know what heats and what lanes all your track athletes should be in. Your athlete will be given a hip number that matches his/her lane assignment and the hip number shall be affixed to the athlete's left hip. The athlete then will be directed to sit at the corresponding bench number with his/her heat number and to sit on the corresponding taped number with his/her hip number.

e) For relay events, there are usually 1 or 2 heats. Therefore the benches for relays represent where the relay team's four runners should sit. That is, bench 1 is for the first runner, bench 2 is for the second runner, bench 3 is for the third runner and bench 4 is for the fourth runner or anchor. All four relay runners should affix a hip number to his/her left hip (all four should have the same hip

number corresponding to their assigned lane). This will remind them of their lane assignment when they move from the clerk area to the track.

f) Note: the clerk area has a head clerk and multiple assistants to assist in the organization of the athletes for the various track events. Getting athletes fully seated in the benches is just the first step. Athletes then need to be transported to the start line of the race. The goal is ultimately to avoid any inactive time on the track. You can greatly assist in this process by again reviewing the Order of Events timeline so you and your team have a general idea of when the various track events will occur. Then, with your Meet Program, you know which of your athletes are running in the events which includes their HEAT NUMBER and their LANE NUMBER. Reviewing these materials and listening to the call announcements should ensure a smooth process for all participants.

6) Finish Line

a) Remind your athletes that the top 6 finishers from all the heats will earn team points. Therefore, athletes should run completely through the finish line even if they are not first in their heat.

b) When athletes cross the finish line, they should continue to walk forward and then off the track. Do NOT cross back toward the finish line as they will interrupt the track event.

c) In addition, athletes should not ask the official timer for his/her result. It can be viewed on ANet Live or westsidetiming.com within minutes of the completion of the event.

7) Reminders for Coaches/Athletes

a) No spikes or spike shoes, wear bib on front top and wear hip numbers on left hip.

b) Follow the Order of Events timeline, the Meet Program, stay in communication with your coach/athletes and listen to call announcements over the audio system.

c) When not participating or practicing, it is best that the athlete stays in the bleachers nearby the team's Spectator Captain. The less congestion on the stadium field, the better for everyone.

d) When called for a track event, the athlete should immediately report to the clerk area. When called for a field event, the athlete should report to the field event captain. Again, if an athlete has a conflict between a track event and a field event, the track event takes precedence. However, the athlete should communicate with the field event captain that he/she will return to the field event upon completion of the track event.

e) Please only enter and exit the track at the same, designated location and please ONLY cross the track once given permission by FIYA representative for safety purposes and so no ongoing event is interrupted.

f) Do not run on the field to cheer on participating athletes; pacing runners is prohibited and is dangerous to others on the field.

g) Respect our host venues and only bring water onto the field (No other food or drink allowed). PLEASE HAVE YOUR TEAM CLEAN UP UPON DEPARTING THE FACILITY.