

2022 Pan Pacific Masters Games

Competition/Bib Numbers

All athletes have been allocated a bib number relative to the age group they are competing in, these bib numbers **MUST** be worn at all times when competing. These numbers can be collected from the Technical Information Centre during each day of competition and from 2:00pm to 5:00pm on Friday 4th November, please note that athletes should have their accreditation before collecting their bibs.

Athletes competing in any Jumps event only need to wear one number, all other athletes need to wear both numbers, one on the chest and the other on the back attached with 4 pins each. Bib numbers should not be altered in any way, this can lead to disqualification from the event.

If your event is early on any of the days and you are not able to obtain your accreditation before competing you will be able to compete but will then need to go to the Village to get your accreditation.

Check-In Procedures/Times

1. All entered athletes are assumed to have checked in for their event IF it is a final.
2. If your event is scheduled for heats you must present yourself to the Technical Information Centre (Tent on the outside of the track past the finish line) no later than 45 minutes prior to the scheduled start time of your event to indicate that you will be competing in that event, failure to do this may result in you being scratched from that event.
3. **Events requiring heats are Saturday 5th: M40, M45, M50, W45, W50, W55 100m, Sunday 6th: M35, M40, M45, M50, M55, M65, M75, W45, W50, W55 200m, Monday 7th: M45, W55, W60 60m**
4. IF you do not intend on competing in one or more of your events please present to the Technical Information Centre (Tent on the outside of the track past the finish line) so that you may be scratched from your event
5. If numbers in an event, with scheduled heats, fall to the point where a straight Final can be held, the Final will be held at the scheduled final time (not the heat time). For 60m and 100m this is 10, for 200m it is 8.

Marshalling:

Marshalling for Field events will be at the event site, Track events will marshal at the start line of the event. No athlete can cross the infield at any time, if you need to make your way to the other side of the field you must make your way around the outside of the track, there will be long throws events happening at all times during the competition and thus crossing the infield is a severe safety hazard to all.

Sprints/Hurdles:	15 Minutes
Field Events:	20 minutes
Pole Vault:	60 minutes

Call Room:

There is no Call Room for this event.

Post Event Control/Medals

Field event medals will be presented at the event site at the completion of each event by the event officials.

Medals for Track events may be collected from the Technical Information Centre 10-15 minutes after the conclusion of your event.

There will be a medal dais with a PanPacs backdrop available for photo opportunities

Rules regarding progression from Heats to Finals for 2022 Pan Pacific Masters Games

Straight Finals where heats were scheduled:

For **60m, 100m** races if the number of athletes drops to 10 or below then that event will become a Straight Final run at the **Scheduled Final Time**

For **200m** races if the number of athletes drops to 8 or below then that event will become a Straight Final run at the **Scheduled Final Time**

All other track events will be run as timed finals with 1 or more races where required.

Advancement rules:

HEATS to Finals

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.*

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. Implements handed in after this time may not be accepted and thus will not be allowed in the competition.

Personal Implements can be handed in the day before your event if you are unable to do so early enough on your competition day.

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

The Tech shed is located outside the field of play in the shed along the exit road at the finish line end of the track (past the amenities block).

All personal discus must be presented without stickers of any kind, All personal Hammers must be presented with no Tape on the wire.

Field Event Trials:

of Attempts/Trials: All athletes will receive 3 attempt in each Throws event and Long/Triple jump event. The Top 8 athletes in each Age Group will then receive a further 3 attempts. Athletes competing in Throws Pentathlon events only (ie not in the individual event) will receive a maximum of 3 attempts only and will not be eligible for individual events they have not entered. No athlete will receive more than 6 attempts in any one event.

Time per attempt/trial: All athletes in Throws/Long Jump/Triple Jump events will receive 30 seconds to begin their attempt from the time their name is called.